


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
<b>1 level:</b> 8-16 HCP, (4)5+ card suit.
<b>Responses:</b> New suit = NAT, constructive, NF. Jump shift = FJ. CUE = HCR or any GF. Jump CUE = Splinter.
1NT = 10-12 HCP. 2NT = 13-15 HCP. 3NT to play.
<b>2 level:</b> 11-16 HCP, 6 card suit or 13-16 HCP, good 5 card suit.
<b>Responses:</b> New suit = NAT, F1. 2NT = 10-12 HCP. 3NT to play.
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2nd position:</b> 15-17 HCP. Responses: as over 1NT opening.
<b>4th position:</b> 12-15 HCP. Responses: as over 1NT opening.
(1x) Pass (1y) 1NT = Unusual. (1x) Pass (1y)
New suit responses are NAT.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>2nd position:</b> Jump Overcalls = Weak 6-10 6 card suit
2NT = UNT (Weak or Strong).
(1x) Pass (1y) 2NT = 65+.
<b>4th position:</b> Jump Overcalls = Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Responses; Reopen)</b>
2nd/4th position: Direct CUE = MICHAELS (Weak or Strong).
(1m) 2m = ♥ & ♠, 55+. Over Short ♣: 2♣ = NAT, 2♦ = Michaels.
(1M) 2M = oM + m, 55+. RESP: 2NT = Game Try, 3♣ = P or C.
2nd/4th position: Jump CUE asks for stopper (may be 1 suited).
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Multi-Landy:</b>
2♣ = ♥ & ♠: 2♦ = equal length; 2/3M = to play; 2NT = Enquiry.
2♦ = single-suited major: 2♥ = P or C; 2♠ = INV; 2NT = Enquiry.
2M = 5M & 4+m: 2NT = Enquiry, 3♣ = P or C, 3sM = PRE.
2NT = ♣ & ♦.
DBL = PEN (UNT by PH).
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
<b>Weak 2:</b> X = t/o + Rubensohl (FADS), 2NT = 16-18, CUE = Michaels.
<b>Weak 3:</b> X = t/o, 3NT = to play, CUE = Michaels.
<b>Weak 4:</b> X = t/o, 4NT = 2 strong suiter.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>STR 1♣: Truscott, WJOs</b>
(1♣): 1♦ = ♦+♥; 1♥ = ♥+♠; 1♠ = ♠+♣; 2♣ = ♣+♦; X = ♣+♥; 1NT = ♦+♠.
(1♣) P (1♦): 1♥/1♠/2♣ as above; 2♦ = ♦+♥; X = ♦+♠; 1NT = ♣+♥.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+ HCP. Raises = PRE. New suit = NAT, F1.
Jump shift = Fit Jump, 1NT = 7-10 HCP.
2NT = INV raise, 4+ card support.

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
Lead	In Partner's Suit			
Suit	2nd/4th same			
NT	2nd/4th same			
Subseq	2nd/4th same			
Other:	Vs suit K asks COUNT, A/Q asks REV ATT.			
	Vs NT K asks COUNT/UNBLOCK, A/Q asks REV ATT.			
<b>LEADS</b>				
Lead	Vs. Suit	Vs. NT		
Ace	AK+, A+	AK+, Ax		
King	AK+, KQ+, Kx	AKJ+, KQJ+, KQT+, Kx		
Queen	KQ+, QJ+, Qx	AQJ+, QJT/9+, QJx, KQx, Qx		
Jack	JT+, KJT+, Jx	JT+, AJT+, KJT+, Jx		
10	HT9+, Tx	HT9+, Tx		
9	T9x+, 9x	T9x+, 9x		
Hi-X	Xx, xXx+	Xx, xXx+		
Lo-X	HxxX+, HxX, xXx	HxxX+, HxX, xXx		
<b>SIGNALS IN ORDER OF PRIORITY</b>				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1st	Hi/Lo = EVEN	Hi/Lo = EVEN	Lo = ENC
	2nd	Lo = ENC on A/Q	Suit Preference	Hi/lo = EVEN
	3rd	Suit Preference		Suit Preference
NT	1st	Hi/Lo = EVEN	Hi/Lo = EVEN	Lo = ENC
	2nd	Lo = ENC on A/Q	Suit Preference	Hi/lo = EVEN
	3rd	Suit Preference		Suit Preference
<b>Signals (including Trumps):</b>				
Trumps: Hi/lo = ODD. Reverse Smith Peter				
<b>DOUBLES</b>				
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
T/O DBL = 3+ cards in any unbid M, 2+ in any unbid m; or 17+.				
<b>Responses:</b> CUE F to suit agreement.				
<b>Reopening DBL = 9+ HCP.</b>				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>				
Responsive: (1M) X (2M) X = ♣ & ♦. (1m) X (2m) X = ♥ & ♠.				
Competitive: e.g. (1♥) 1♠ (2♥) X = ♣ & ♦.				
DBL of SPL requests a lead of the lower of the other 2 suits.				
DBL of 3NT: Lead (in order of priority) 1. your suit, 2. my suit, 3. dummy's 1st suit, 4. your shorter Major.				
DBL of slam: Lightner requests an unusual lead. Usually a void.				

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: SCOTLAND</b>
<b>PLAYERS: Rona Moss (8577)</b>
<b>Pam Leith (5911)</b>

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>2/1 Game Forcing</b>
<b>5 card Majors, 3 card minors</b>
<b>1NT = 15-17</b>
<b>Multi 2♦ &amp; Lucas 2♥/2♠</b>
<b>Leads: 4th highest from honour, 2nd highest from poor suit.</b>
<b>Signals: Reverse Attitude on A/Q lead, distribution otherwise.</b>
<b>Discards: Reverse Attitude (1st discard), distribution thereafter.</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦ opening = Multi: Weak 2♥/2♠, Strong 2♣/2♦ or 22-23 BAL.
2♥ opening = Lucas: 5♥ & 4+m (5-5 VUL), 5-10 HCP.
2♠ opening = Lucas: 5♠ & 4+m (5-5 VUL), 5-10 HCP.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♦	Open 1♣ if 3-3, 1♦ if 4-4 in ♣ & ♦.	Walsh; Inverted raises; Strong Jump Shifts (FJ by PH);	1NT rebid = 12-14; 2♣ (checkback Inv)	Jump shift = Fit Jump.
1♦		3	4♦	Shows 4+♦ unless precisely 4432.	1NT = 8-10; 2NT = 12-13; 3NT = 14-16 (no 4cM).	2NT rebid after 1 level suit response = 18-19	
1♥		5	4♦	5 Card Major	1NT = 5-12; 2m & 2 over 1♠ = NAT, FG; 2NT = Jacoby;	1M 2NT: 3m/3oM = SPL; 3sM = 6+, 13+ HCP,	Drury 2c = 3 sM 2d = 4 sM 10+ Pts
1♠		5	4♦	5 Card Major	3♣/3♦/3sM = Bergen raises, 4 card support (7-9/10-12/0-6). 2♠/3♥ = 3 card support 10+pts.	4m & 4♥ after 1♠, 2NT = KQxxx+, 4sM = 11-14 HCP, no SPL.	
1NT				15-17 BAL. Includes all 5332 hands in range.	2♣ = Stayman 3♣ = GF Puppet Stayman; 2♦/2♥/2♠/2NT = transfers; 3/3M suit = NAT, single suited slam try; 4♦ = transfer to ♥/4♥ = transfer to ♠	1NT 2♦: 2♠/2NT/3m = maximum with 4♥ (source of tricks). 3♥ = minimum with 4♥. 1NT 2♥: 2NT/3m/3♥ = maximum with 4♠ (source of tricks). 3♠ = minimum with 4♠. 1NT 2♠: 2NT = maximum with ♣Qxx or better, 3♣ otherwise. 1NT 2NT: 3♣ = maximum with ♦Qxx or better, 3♦ otherwise.	
2♣				Strong 2♥/2♠ or FG.	2♥ = 0-5 no ace, 2♦ = relay with hand unsuitable for POS. 2NT = POS with hearts, 2♠/3m = NAT, POS, 5+ card suit, 2 of top 4 honours.	2♣ 2♦ 2NT = 24+ BAL; 2♣ 2♦ 3m = FG.	
2♦				<b>Multi:</b> Weak 2♥/2♠; Strong 2♣/2♦; or 22-23 BAL.	2♥ = P or C; 2♠ = P with weak 2♣, enquiry for weak 2♥; 2NT = Enquiry; 3♣/3♦ = NAT, F1; 3♥/3♠ = PRE (P or C); 3NT/4♥/4♠ = to play; 4♣ = bid suit below M; 4♦ = bid M.		
2♥		5		<b>Lucas:</b> 5♥ & 4+m (5-5 VUL), 5-10 HCP.	2♠ = NAT, F1; 2NT = Enquiry; 3♣ = P or C; 3♦ = INV ♥ raise; 3♥ = PRE; 3♠/4♣/4♦ = Splinter; 3NT/4♥/4♠ = to play; 4NT = RKCB.	2♥ 2NT: 3♣/3♦ = 2nd suit is ♣/♦, minimum; 3♥/3♠ = 2nd suit is ♣/♦, maximum.	
2♠		5		<b>Lucas:</b> 5♠ & 4+m (5-5 VUL), 5-10 HCP.	2NT = Enquiry; 3♣ = P or C; 3♦ = INV ♠ raise; 3♠ = PRE; 3♥ = NAT, F1; 4♣/4♦ = Splinter; 3NT/4♥/4♠ = to play; 4NT = RKCB.	2♠ 2NT: 3♣/3♦ = 2nd suit is ♣/♦, minimum; 3♥/3♠ = 2nd suit is ♣/♦, maximum.	
2NT				20-21 BAL	3♣ = Puppet Stayman; 3♦/3♥ = transfers to ♥/♠; 3♠ = 5/5 minors, 3NT = 5♠ & 4♥; 4♣/4♦ = NAT, FG.		
3♣		6		NAT PRE	4♣ = PRE; new suit = NAT, F1.		
3♦		6		NAT PRE	4♦ = PRE; new suit = NAT, F1.		
3♥		7		NAT PRE	New suit = NAT, F1.		
3♠		7		NAT PRE	New suit = NAT, F1.		
3NT				<b>Gambling:</b> Solid 7 card minor (≤Q outside)	4♣/5♣/6♣ = P or C; 4♦ = singleton enquiry; 4M = to play; 4NT = slam try (bid 5m with 7 trumps, 6m with 8 trumps).		
4♣		7		Transfer to ♥	4♥ = to play; other new suit = cue bid; 4NT = RKCB.	<b>HIGH LEVEL BIDDING</b>	
4♦		7		Transfer to ♠	4♠ = to play; other new suit = cue bid; 4NT = RKCB.	4NT is RKCB 1430 when ♥/♠ are trumps. DOPI/ROPI (D/RD = 1/4. P = 0/3, 1st/2nd step = 2-Q/2+Q)	
4♥		7		NAT PRE (Weaker than 4♣)	4♠ = to play; other new suit = cue bid; 4NT = RKCB.	4 of agreed minor is Minorwood (MW) 1430 after suit agreement at 3 level in GF auction.	
4♠		7		NAT PRE (Weaker than 4♦)	New suit = cue bid; 4NT = RKCB.	Queen Ask (next step excl. trumps after 1st/2nd step responses to RKCB/MW): Trump suit denies Q,	
4NT				<b>Specific Ace Ask</b>	5♣ = no ace; 5♦/5♥/5♠/6♣ = specific ace; 5NT = 2 aces.	5NT shows Q, but no side suit K, new suit = Q & K of suit bid (cheapest K).	
5♣		8		NAT PRE		King Ask (5NT after RKCB/MW): 5♣/5♦/5♥/5♠ = 0/1/2/3 kings. DOP1/ROPI (1st/2nd step = 2/3).	
5♦		8		NAT PRE		Gerber (4♣ response to 1NT opening): 4♦/4♥/4♠/4NT = 0 or 4/1/2/3 aces.	
5♥		6		Strong	Bid 6♥ with ♥A or ♥K, bid 7♥ with both.	4NT is Quantitative if partner has opened or rebid NT unless a fit has definitely been established, or the 4NT bidder has gone out of her way to show a good suit of her own.	
5♠		6		Strong	Bid 6♠ with ♠A or ♠K, bid 7♠ with both.		