


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Aggressive NV; aggressive 1 level, sound 2 level VUL; good 4 card suit at 1 level Fit-showing jumps
Responses: natural
Reopening: aggressive
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2 nd position: 15-17
Responses: as over 1NT opening
4 th position: live:11-14 No Stop guarantee; reopen: 10/11
Responses: as over 1NT opening
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: weak NV; intermediate VUL. Weak over artificial ♣
Responses: new suit F1
Unusual notrump: 2 nd position: Unusual – near GF or weak
4 th position: 18-20; as over 2NT opening
Reopening: Unusual
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels
jump cue asks for stopper
Responses: Michaels: natural; jump cue: 3NT with stopper
Reopening: two suiter 5+/5+
VS. NT (vs. Strong / Weak; Reopening; PH)
X = penalty; 2♣ = ♥ + ♠; 2♦ = ♥ or ♠; 2♥ = ♥ + m; 2♠ = ♠ + m; 2NT response = suit and/or range enquiry
2NT = ♣ + ♦ (10+ cards); above applies in 2 nd and 4 th position
Reopening: : as above except X always 5+m + 4 M
Passed Hand: as above except X always 5+m + 4 M
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = takeout up to 4♠; Cue-bid: as above; (Non)Leaping Michaels over weak 2s; Non-LM over 3; over 2♦ (multi): X = ♥ or 19+, 2♥ = ♠ or both m, 2♠ = 13-15 bal, 2NT = 16-18 bal
of other major and may be 4 cards; NT bids are natural
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: X = M; 1NT = m; 2♣ = natural overcall; also over 1♣ P 1♦: 2♦ = natural overcall
OVER OPPONENTS' TAKE OUT DOUBLE
New suit = forcing; Jumps = pre-emptive; 1NT = 7-9 balanced;

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partner's suit	
Suit	3 rd & 5 th	Same	
NT	4 th , 2 nd if weak suit	Same	
Subseq	As above	Same	
Other:			
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AKx(x); Ax	AKx; Ax;	
King	AKQ+; AK; KQJ+; AKJT(x);	AK; KQ; KQJ(x); AKJT(x)	
Queen	QJ+; QJT(x); KQ(x)(x);	KQT+; QJ; AQJ(x); QJ+	
Jack	JT; JTx;	JT; JTx	
10	T9x; KJT+	T9x; A/KJT+	
9	9x; QT9+; KJ9+	9x; KQ9+; HT9x(x);	
Hi-X	Sx;xSx; Hx(x)S(x);xSxx	Sx;xSx; Hx(x)S(x);xSxx	
Lo-X	as for Hi-X;		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Hi-Lo = Even	Hi-Lo = Even	Hi-Lo = Even*
2 nd	Lo = Encourage	Lo = Encourage	Lo = Encourage
3 rd	Suit preference	Suit preference	Suit preference
NT: 1 st	Hi-Lo = Even	Hi-Lo = Even	Hi-Lo = Even*
2 nd	Lo = Encourage	Lo = Encourage	Lo = Encourage
3 rd	Suit preference	Suit preference	Suit preference
In Trumps; Hi-Lo = Odd			
Lavinthal; Lead of A/Q & 1st discard Lo = Encourage*			
Smith Peters v NT (both peter to encourage)			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: may be light with classic shape			
Responses: natural responses			
Reopening: as above			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double to 4♥; 1♣/1♦ - (1♠) - X suggests 4♥ and 8+;			
Responsive double to 3♣; competitive double; Lightner double;			
Support double to 3♥			

WBF Convention Card	
Category: GREEN	
NBO (Country): SCOTLAND	
Event: All 2017/8	
Players: Harry SMITH SCO4070 Roy BENNETT SCO1454	
SYSTEM SUMMARY	
Version of 24th September 2017	
GENERAL APPROACH AND STYLE:	
ACOL based system: 5-card ♠, 4-card ♥; 44Mm, open minor	
Open light if unbalanced (5431)	
Pre-empts: loose NV; sound Vul	
Specialised 2♦ opening;	
Weak 2♥/2♠ openings – 6-card OR 5-card with minor	
Frequent non-penalty doubles	
1NT opening: 11-14 NV, 12-14 Vul;	
2 over 1 Response: forcing 1 round (not passed hand);	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
2♦ opening	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Lower of 4th suit or 2NT warn-off after 2-level reverse or jump	
Completion after double of Stayman/Transfer shows no stop in	
Asking suit	
Psychics: Very infrequent, but frequent light openings in 3rd seat	

XX = 9+; 2NT = sound raise to 3+M; Raises = pre-emptive							
Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		3/4	4♥	Only 3-card if 4♣-3-3-3 and 15-19. 10-22.	Up the line; 1NT = 8-10; 2NT = GF bal; 2♣ 10+, 4+♣ (subsequent 3♣ NF); fit jumps	1NT = 15-17, Checkback (2-way) 2NT = 18-19, Checkback.	New suit = NF
1♦		4	4♥	10-22	Up the line; 1NT = 5-8; 2NT = GF bal; 2♦ 10+, 4+♦ (subsequent 3♦ NF); fit jumps	As above; after 2 level response: 2NT over 2C= 15-19	New suit = NF;
1♥		4	4♦	10-22; may be 4♥ + 4♠	Up the line; 1NT = 5-8; 2NT = GF bal raise; 3♠ = unknown void splinter; 3NT = singleton ♠ splinter, 4♣, 4♦ = singleton splinter; fit jumps	As above; 2NT = 4+card raise FG, then 4♥ poor, 3♥ extra but no shortage, 3NT 15-17 balanced, 3 suit shortage, 4 suit good suit	New suit = NF
1♠		5	4♥	10-22	As 1♥; except 3NT void splinter, 4♥ = singleton splinter. Rarely show 3-card support first round.	As above.	2♣/♦ Drury. Other NF
1NT				11(NV)12(V)-14 balanced; 5M or 6m OK	Stayman (non-promissory) with special 5M responses; 4 suit transfers: 2♠ → 3♣; 2NT → 3♦; 3♣ = 5+♣/4+♦ FG; 3♦ = 5+♦/4+♣ FG; 3♥/3♠ = Good 6 cards FG; 4suit = Transfer or RKC; 4NT = NF	Transfer break: M = xxxx; m = Qx or better; break major to values, m transfer then 3M FG; Stayman then 3m NF	Same as for UPH except 3m = 6 cards to AK, AQ, KQ
2♣	Yes	0	4♥	Unbalanced game force or 24+ balanced;	2♦ = neutral; 2♥ neg; 2♠ thro' 3♦ = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = same in ♥; 3NT = solid suit	Suit = 8/9 playing tricks; 2NT = 25+; responses as 2NT opener	As for UPH
2♦	Yes	0		Both M weak or 20-21 balanced	2NT asks; 4 minor slam try in major	Over 2NT, 3♣ max equal or min unequal; 3♦ min equal, 3♥/♠/NT max	Good minor or 20-21 balanced
2♥		5	3♠	Weak: 5-9; If 5-cards will have minor(1 st /2 nd); Better or worse 3 rd ; good suit and outside card 4 th	2♠ = enquiry; 3♥, 4♥ = pre-empt or to make	3♣/♦ = 5-card ♥ & suit; 2NT = min 6-card suit; 3♠/NT = max/shortage; 3♥ = max/no shortage	As for UPH
2♠		5	3♥	As 2♥	As 2♥, but 2NT enquiry	Similar to 2♥	As for UPH
2NT				22-23 balanced; 5M or 6m OK	Puppet Stayman; transfers; 3NT = 5♠/4♥ NF; 4suit Transfer or RKC; 4♣/4NT/5NT as 1NT	Puppet Stayman; transfer break: HHx/Hxxx	As for UPH
3♣		6		Pre-empt: loose NV; sound VUL	Raise = pre-empt or to make; new suit = F1;	Raise or splinter = Hxx; otherwise rebid suit	As for UPH
3♦		6		As 3♣	As above	As above	As for UPH
3♥		6		As 3♣	As above	As above	As for UPH
3♠		6		As 3♣	As above	As above	As for UPH
3NT	Yes	7		Solid minor	4♣ pass/convert; 4♦ ask		As for UPH
4♣		8		Pre-empt: sound NV/ VUL	Raise = pre-empt or to make		
4♦		8		As 4♣	As above		
4♥		7		As 4♣	New suit = F1		
4♠		7		As 4♣	As above		
4NT	Yes			Ace asking	See HLB	HIGH LEVEL BIDDING	
5♣		8		Pre-empt: sound NV/ VUL	As above	4NT opening: 5♣ = no Ace; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2 A; 6♣ = ♣A; Cue 1 st round before 2 nd round; RKCB: 1 st step = 1 or 4; 2 nd step = 0 or 3; 3 rd step = 2 no TQ; 4 th = 2 with TQ; DOPI; GSF; Lightner Double	
5♦		8	As 5♣	As above			
5♥			Solid suit lacking AK with no losers outside	Raise per trump holding			
5♠			As for 5♥	As above			
5NT							