


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7-17HCP, 1-LEVEL may be 4cd (rare), 2-LEVEL 5+cd
Responses: Transfer advances, OFF if overcall >2♣.
Re-opening: may be stretched
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17
Responses: as over 1NT OPEN
4 th (live): 15-17
Re-opening: 11-14, may not have stop
Responses: as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
[NOTE 6]
Reopen: (10)11-14, 6cd (good 5) suit, 2nt = 18-20
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue [see NOTE 6]
Jump cue: long minor, ASK for stop; 4/5♣ = P/C, denies stop
If jump cue X'd, 3NT shows stop, pass denies
Re-opening Cue = ART, STRONG, F to 3NT/4suit
VS. NT (vs. Strong/Weak; Re-opening; PH)
Vs Strong NT:
X=PEN; 2♣=♥+♠; 2♦=1M, 2♥=♥+m; 2♠=♠+m; 2N=♣+♦
Vs Weak NT: same EXCEPT 2N = minors OR GF any 2 suits
Re-opening after 1N-p-p: same as vs. weak NT
PH: same as vs. strong NT except X = 1 minor
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
AGAINST WEAK 2: [NOTE 7,8]
AGAINST WEAK 3: [NOTE 9]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
AGAINST STRONG 1♣ [NOTE 10]
AGAINST MULTI 2♣/2♦ [NOTE 11]
OVER OPPONENTS' TAKEOUT DOUBLE
XX=9+hcp, WK raises, new suit=NF, JUMP FIT, 2NT=L/R+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (2 nd from bad suit)	Normal card	
NT	4 th (2 nd from bad suit)	Normal card	
Subseq		Low from honour	
Other: A/Q for REV ATT, K for STD COUNT			
Having supported partner's suit, will lead top from xxx			
Against slam, A denies K, K asks for STD COUNT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	normally AK(+)	
King	AK, AK+ or KQ(+)	AK(+) or KQ(+)	
Queen	KQ(+) or QJ(+)	KQ(+) or QJ(+)	
Jack	A or KJ10(+), J10(+), Jx	same	
10	A,K or Q109(+); 109(+); 10x	same	
9	109(+), 9x	109(+)	
Hi-x	Even	Usually 2 nd	
Lo-x	Usually Hxx or Hxxx	Usually 4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1	STD COUNT	STD COUNT	REV ATT
2	REV ATT if A/Q led	SP	REM STD COUNT
3	SP		
NT: 1	STD COUNT	STD COUNT	REV ATT
2	REV ATT if A/Q led	SP	REM STD COUNT
3	SP		
Signals (including Trumps):			
REV ATT on A/Q lead, o/wise STD COUNT			
McKenney when leading card partner is expected to ruff			
In trump, hi-lo suggests ability to ruff			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
STYLE: Emphasises M holding.			
May be light with classic shape; may be COMP opposite PH			
RESPONSES: Jump = 8+hcp; CUE/RESP X = 2 places to play; NT = NAT			
RE-OPENING: frequent upgrades			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X through 3♣			
SUPP X/XX		MAX X through 3♣	
RESP X after Partner's T/O X			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS:
Iain TAYLOR - SBU 2479
Andrew SYMONS – SBU 12270

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF, 5-card majors, short ♣
3 rd hand openings can be very light
2♣ ART, STRONG
2♦/2♥/2♠ NAT, WEAK. But 11-14, 6cards in 4 th seat
PRE sound 1 st /2 nd hand, wide-ranging 3 rd hand
GAMBLING 3NT
1NT = (14+)15-17, upgrades/downgrades possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣-2♣ or 1♦-2♦ = INV+, [NOTE 1]
1M – 2♣ may be 2/1 NAT or constructive 3 card raise
2-way REV DRURY after 3 rd /4 th hand 1♥/1♠ [NOTE 2]
JUMP OVERCALLS [NOTE 6]
Transfer Advances of Overcalls
SPECIAL FORCING PASS SEQUENCES
After 1♣-2♣, or 1♦-2♦, forcing pass to 2NT
ETERNAL Forcing Pass after 4SF or after 1M-2NT
Forcing Pass after 2♣
Forcing Pass after bidding to game constructively
IMPORTANT NOTES
PSYCHICS: RARE. 3rd seat fav. can be very light

1	<p>INVERTED MINOR RAISES (OFF IN COMPETITION) 1♣-(p)-2♣ = L/R(+) normally with 5♣'s, F2NT/3♣; Continuations show shortage, rebid of 2NT/3♣ by either partner at any time shows MIN 1♣-(p)-3♣ = PRE, 6-8 SUPP points Same for ♦'s, except promises only 4♦'s</p>
2	<p>2-way REV DRURY after 3rd or 4th hand 1M opening; ON in competition PH 2♣ or DBL of [2♣] = L/R w/3card support; 2♦ or DBL of [2♦] = L/R w4card support then 2 opening M by opener = MIN/SUB-MIN, anything else = full opening</p>
3	<p>1NT - (2x) - LEB X=T/O of Opponent's anchor suit values for 2nt+; 2y = COMP; 3z = F1; 2N = F3♣; direct CUE = STAY w/o stop, cue via 2N = STAY w/stop; 3NT = game values w/o stop w/good quality minor. After 1NT-(2x)-2NT-(p)-3♣, CUE = STAY w/stop, suit = NAT (COMP if lower than opponent's suit, else INV), 3NT = values with stop</p>
4	<p>1NT-(X) Pass to play; XX demands 2♣ for p/c; suit = weak, lowest 4 card suit</p>
5	<p>RESPONSES TO 2NT 3♣ = ASK for 4/5cd M, 3♦/3♥ = TSF, 3♠ = relay to 3NT for p/c; 3NT = 5♠+4♥ NF, 4♣/♦ = 6cd♥/♠slam try with 2 of AKQ; 4♥/♠ = 6cd♣/♦ slam try, 4NT = 5/5m w/Sl, 5m = SO Over 2nt-3♣, 3♦ = 1 or 2 4cd M, 3♥/3♠ = 5cds, 3nt = no 4M. Over 2nt-3♠-3N, now 4♣ = 5♣/4♦ slam interest, 4♦ = 5♦/4♠ slam interest, 4♥/♠ = NAT slam try with 1 of AKQ, 4N bal slam INV</p>
6	<p><u>TWO-SUITED OVERCALLS</u>: all 54+. Bids are any strength, except [1♦/♥/♠]-3♣ which is weaker than X (1x) - 2x = HI/HI [but over short club (1m) - 2♦ or (1M)-CUE = HI/HI], (1x)-2NT = LO/LO, (1x)-3♣ = HI/LO; <u>Continuations</u>: cheapest non-support = ART ASK <u>JUMP CUE but NOT [1♣]-3♣ which is 2-suited</u> ASK for stop with SOL m, STOPS in other 2 suits; <u>Continuations</u>: 3NT = stop, 4/5♣ P/C, new suit = 5+crds and values, CUE = slam interest in partner's suit, ASKS for cues <u>OTHER JUMP OVERCALLS but NOT [1x]-3♣ which is 2-suited: limited</u></p>
7	<p>DEFENCE AGAINST WEAK 2M X=T/O (with LEB responses), SUIT= NAT, good 5+cd suit, NF, 2NT=15-17 (responses as opening 2NT), 3CUE = ASK for Stop (3nt = stop, 4♣=p/c, no stop), Leaping Michaels [note 8] <u>DEFENCE AGAINST WEAK 2♦</u> As above EXCEPT 3♦ = ASK for stop with solid clubs OR 5/5M (3NT w/stop, else 3better M or 4♣ w/equal M for p/c; (2♦)-3♦-(p)-3NT then 4/5♣ or (if 5M/5M) 4M (p/c) or 4♦ with Sl</p>
8	<p>LEAPING MICHAELS Over weak 2M, 4m = 5+cd suit+5cd OM; 4M = 5♣/5♦, 4NT = 5♣/5♦, Sl Over weak 2♦, 4♣ = 5+♣/5♥; 4♦ = 5+♣/5♠;</p>
9	<p>Defence AGAINST 3-LEVEL PRE-EMPT: X=T/O; 3NT to play, Cue=S/l, 2 places to play; Jump=good suit, weaker than X then suit; over 3N 4♣ is range ask (steps of 2); 4♦ = ♥, 4♥ = ♠, 4♠ = ♣, 4N = m/m, Sl, 5♣ = ♦</p>
10	<p>DEFENCE TO STRONG 1♣ Second hand: X = ♣+♥, 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+♣, 1NT = ♠+♦, 2♣=♣+♦, all 4+/4+. Jump bids = NAT, good 5 or any 6+cds. Fourth hand: after [1♣]-p-[1♦], X=♣+♥, 1♥ = ♥+♠, 1♠ = ♠+♣, 1NT = ♠+♦, 2♣=♣+♦, 2♦ = ♦+♥, all 4+/4+. Jump bids = NAT, (good 5)6+cds.</p>
11	<p>DEFENCE TO MULTI 2♣ OR 2♦ Second hand: X=BAL 13-16 or UNBAL 20+ (with LEB responses), 2NT=BAL 17-19 (responses as opening 2NT), Suit = NAT, 5+cds, constructive but NF, Jump Suit = STR, NAT, F1 Fourth hand: X=T/O of responder's bid, 2NT=BAL 15-19 (responses as opening 2NT), sound overcalls and strong jump overcalls Sixth hand: X=T/O 9-12, 2NT = 5+♣/5+♦</p>