

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
WIDE RANGING
NEW SUIT=F1; CUE=SUPPORT
JUMP RAISE=PRE;
FIT JUMPS; DOUBLE JUMP=SPL
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18- HCP; SYSTEM ON
Reopening: 11-14 HCP; SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: WEAK
2-suiter: UNUSUAL NT SHOWS LOWER TWO UNBID SUITS (any strength NV, INT+ VUL)
Reopen: INTERMEDIATE; 2NT=19-21 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE BIDS (5-5, ANY NV, INT+ VUL)
JUMP CUE ASKS FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=♥+♠, THEN 2♦ ASKS FOR BETTER MAJOR
DBL=PEN
OTHERS NATURAL
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=TAKEOUT (2NT=LEBENSÖHL, FAST SHOWS STOP)
(WK2)-2NT=15-18 (SYSTEM ON)
(WK2X/3X): 3X=MICHAELS
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
(1♣): DBL=♥+♠; 1NT=MINORS
OVER OPPONENTS' TAKEOUT DOUBLE
RAISES PRE; 2NT SHOWS LIMIT RAISE OR BETTER
FIT JUMPS
REDOUBLE SHOWS PEN INTEREST

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from bad 3+ suit	Same except from xxx	
NT	Same	Same	
Subseq	ATT (4 th from length)	Same	
Other: In partner's suit top from xxx if supported, else lowest			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+) AKQx	AKx(+) Ax(+) AKQx	
King	AK KQ(+) KQJ(+) KQ10	AK KQ(+) KQJ(+) KQ10	
Queen	AQJ(+) QJ10(+) QJ(+)	AQJ(+) QJ10(+) QJ(+)	
Jack	J10(+) (A/K)J10x(+)	J10(+) (A/K)J10x(+)	
10	109(+) (A/K/Q)109x	109(+) (A/K/Q)109x	
9	9x 9xx(+)	9x 9xx(+)	
Hi-X	Sx xSx xSxx xSxx(+)	Sx xSx xSxx xSxx(+)	
Lo-X	HxS HxxS HxxSx HxxSxx	HxS HxxS HxxSx HxxSxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENCRG	S/P	Lo=ENCRG
Suit 2	S/P	Hi/lo=Even	
3	Hi/lo=Even		
1	Lo=ENCRG	S/P	Lo=ENCRG
NT 2	S/P	Hi/lo=Even	
3	Hi/lo=Even		
Signals (including Trumps): SUIT PREFERENCE IN TRUMPS			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
EMPHASIZE MAJORS, SUPPORT FOR UNBID MINOR UNCLER			
CUE-BID=F TO S/A			
MAY BE LIGHT WITH CLASSIC SHAPE			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
INT (X=PEN) XX=PENALTY; AFTER (1NT)-DBL, NEXT DBL IS T/O			
DOUBLES ARE T/O EXCEPT IN THESE PENALTY SITUATIONS:			
- DBL OF 1NT OVERCALL AND ALL LATER DBLES			
- AFTER A PENALTY REDBL LATER DBLS ARE PEN			
- DBL WHEN PARTNER HAS OPENED A WEAK TWO OR PRE			
- 3RD DBL BY THE PARTNERSHIP			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS:
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4-CARD MAJORS
THREE WEAK TWOS
INT: 12-14
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
INT (X=PEN) BIDS NATURAL
FOURTH SUIT GAME FORCING EXCEPT AT 1-LEVEL
PSYCHICS:

opening	Artificial	Min no of cards	Neg Double thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♦	10-22 HCP OPEN MAJOR WITH 4-4	LIMIT RAISES, 2NT=10-12 BAL STRONG JUMP SHIFTS, SPLINTERS	1♣-1X-1NT-2♣=PUP TO 2♦ (TO PLAY OR INVITATIONAL HAND) 1♣-1X-1NT-2♦=FG CHECKBACK 1♣-1X-1NT-3♣=TO PLAY 1♣-1♥-1NT-2♠=4♠, 4♥, INV	FIT JUMPS
1♦		4	4♦	10-22 HCP OPEN MAJOR WITH 4-4	LIMIT RAISES, 2NT=10-12 BAL STRONG JUMP SHIFTS, SPLINTERS	CHECKBACK OVER 1NT AS ABOVE	FIT JUMPS
1♥		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=4+♥, GAME FORCING STRONG JUMP SHIFTS, SPLINTERS	CHECKBACK OVER 1NT AS ABOVE 1M-2NT-3m/3OM=SHORTAGE	FIT JUMPS
1♠		4	4♦	10-22 HCP	LIMIT RAISES, 2NT=4+♠, GAME FORCING STRONG JUMP SHIFTS, SPLINTERS	CHECKBACK OVER 1NT AS ABOVE 1M-2NT-3m/3OM=SHORTAGE	FIT JUMPS
1NT			4♦	12-14	2♣=STAYMAN; 2♦=TRF 2♥=TRF; 2♠=WEAK MINOR 2NT=INV; 3X=NAT, SLAM TRY 4♣=GERBER, 4♦=5♥/5♠, NO SLAM	TRF BREAK WITH SUPPORT (♥/♠) LEBENSÖHL (FAST SHOWS STOP)	
2♣	Yes		4♦	23+ BAL OR ANY FG	2♦=WAITING; 2NT=10+ BAL		
2♦		6		5-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	2X-2NT-3X=MIN, OTHERS FEATURE	
2♥		6		5-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	2X-2NT-3X=MIN, OTHERS FEATURE	
2♠		6		5-10 HCP	NEW SUIT CONSTRUCTIVE; 2NT=RELAY	2X-2NT-3X=MIN, OTHERS FEATURE	
2NT				20-22 BAL	3♣=STAYMAN, 3♦/3♥=TRF; 3♠=MINOR SUIT STAYMAN; 4♦=5♥/5♠	HIGH LEVEL BIDDING	
3♣		6			3X=F1; 3NT=T/P	3041 KEYCARD BLACKWOOD (DOPI/ROPI)	
3♦		6			3M=F1; 3NT=T/P	CUE BID KINGS AFTER QUEEN ASK	
3♥		6			3♠=F1; 3NT=T/P	FIRST AND SECOND ROUNDS CUE BIDS EQUALLY	
3♠		6			3NT=T/P;		
3NT	Yes			GAMBLING	4♣=P/C		
4X		6		PRE-EMPTIVE			
4NT	Yes			SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		7		PRE-EMPTIVE			