



Junior Camrose & Peggy Bayer Home Page

Edinburgh 19-21 Feb 2016

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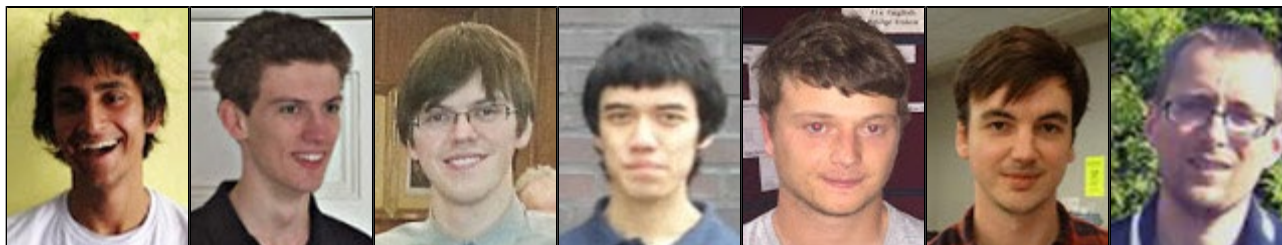
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Junior Camrose

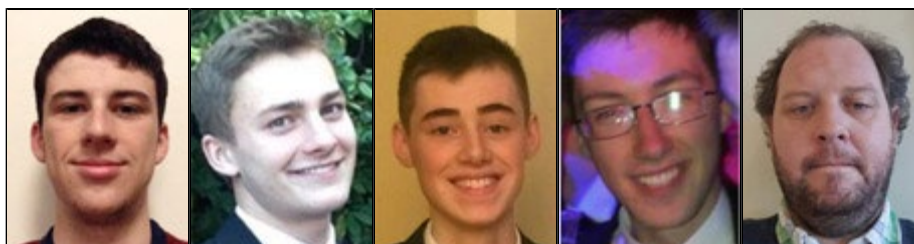
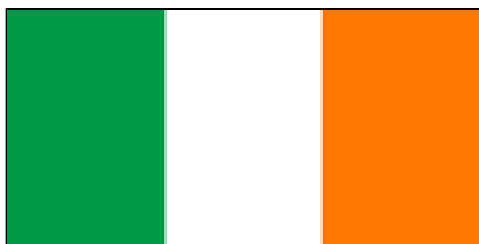


Congratulations to England, who have won the Junior Camrose trophy. The champions have been represented by Shivam Shah, Freddie Illingworth, Toby Nonnenmacher, Michael Alishaw, Basil Letts and Sean Mekie, with Alan Shillitoe as NPC.

Scotland had to settle for runners up after leading for most of the weekend.





Peggy Bayer



Congratulations to the Republic of Ireland, who have won the Peggy Bayer trophy. The champions have been represented by Michael Donnelly, Stephen Barr, Conor Boland and John Connolly, with Thomas MacCormac as NPC.

Ireland won all three of the Peggy Bayer Round Robins, while Scotland overtook England in the last match to bag the runners up spot.



Junior Camrose Overall

	VPs	Pos
 England	150.49	1
 Scotland	137.73	2

Peggy Bayer Overall

	VPs	Pos
 Republic of Ireland	137.65	1
 Scotland	112.53	2

 Republic of Ireland	110.25	3
 SBU	74.82	4
 Wales	72.16	5
 Northern Ireland	52.55	6

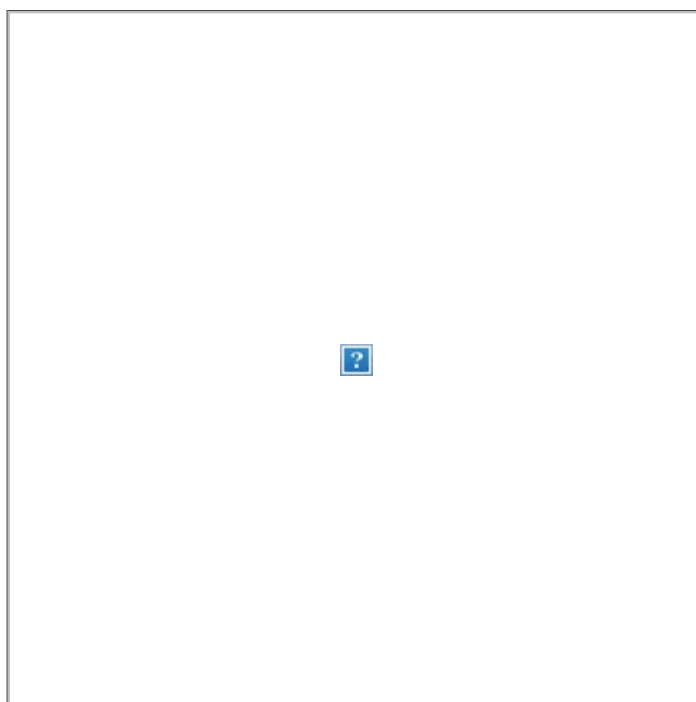
 England	98.27	3
 Northern Ireland	11.55	4


NPC Gallery



The Junior Camrose Trophy is the Under 25 Home International Bridge Series, and has been played for since 1971. The Peggy Bayer Trophy is for the Under 20 group, and was introduced in 1990.

The Venue



HOLIDAY INN Edinburgh,
132 Corstorphine Road, Edinburgh, EH12 6UA, Scotland.
Direct Tel. 0871 942 9026
[Web site](#) 

How to Get Involved

Everyone is invited to spectate at the bridge event of the year in Scotland! East District is hosting the Junior Camrose and Peggy Bayer competitions for young British international players.

Some of the matches will be featured live on BridgeBase Online (BBO) VuGraph but why not come along to Edinburgh and watch the play in the Open Room?

Tournament Officials

Match Manager: Anne Perkins

Directors: Christine Walker, Gus Macdonald, Bob McPaul, Russell Frame

BBO Co-ordinator: Julia Palmer

Chair of Appeals & Referee: Liz McGowan

Website: Alan Officer

SBU Officials

East District Chairman: Liz McGowan

SBU President: Russell Frame

Links

[Bridge Base Online](#) 

[BBO VuGraph Schedule](#) 

[Contract Bridge Association of Ireland](#) 

[English Bridge Union](#) 

[Northern Ireland Bridge Union](#) 

[Scottish Bridge Union](#) 

[Welsh Bridge Union](#) 

[Edinburgh Zoo](#) 

Local time is currently 11:12 on 13 Aug 2021. This page was last updated at 20:34 on 07 March 2019.

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Junior Camrose

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Friday 19 Feb 2016

17.00 Captains' meeting

17.30 Buffet meal

19:30 – 21:15

[Northern Ireland v Republic of Ireland](#)

Wales v England

Scotland v SBU

21:35 – 23:20

Scotland v Northern Ireland

Republic of Ireland v Wales

[SBU v England](#)

Saturday 20 Feb 2016

10:00 – 11:45

[Wales v Scotland](#)

England v Republic of Ireland

Northern Ireland v SBU

12:05 – 13:50

England v Northern Ireland

Republic of Ireland v Scotland

[SBU v Wales](#)

Lunch

14:30 – 16:15

Northern Ireland v Wales

[Scotland v England](#)

Republic of Ireland v SBU

16:35 – 18:20

[Republic of Ireland v Northern Ireland](#)

England v Wales

SBU v Scotland

20:00 Dinner

Sunday 21 Feb 2016

10:00 – 11:45

Northern Ireland v Scotland

[Wales v Republic of Ireland](#)

England v SBU

12:05 – 13:50

Scotland v Wales

[Republic of Ireland v England](#)

SBU v Northern Ireland

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[England v Scotland](#)

SBU v Republic of Ireland

20:00 Dinner and Closing Ceremony

Peggy Bayer

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[Scotland v Northern Ireland](#)

Republic of Ireland v Northern
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Scotland v Northern Ireland

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Lunch

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Northern Ireland v England

16:35 – 18:05

Republic of Ireland v Scotland
[England v Northern Ireland](#)

16:35 – 18:05

Republic of Ireland v Northern
Ireland
[England v Scotland](#)

20:00 Dinner

**20:00 Dinner and Closing
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Northern Ireland	52.55	6





Junior Camrose RR1

							Total	Pos
Scotland		3.45	17.08	12.9	15.37	18.9	67.7	1
England	16.55		5.3	16.37	19.54	4.63	62.39	2
Republic of Ireland	2.92	14.7		13.45	18.41	12.01	61.49	3
SBU	7.1	3.63	6.55		10	13.71	40.99	4
Northern Ireland	4.63	0.46	1.59	10		18.41	35.09	5
Wales	1.1	15.37	7.99	6.29	1.59		32.34	6









Junior Camrose RR2

							Total	Pos
England		20	18	20	10.36	19.74	88.1	1
Scotland	0		17.24	13.45	20	19.34	70.03	2
Republic of Ireland	2	2.76		18.66	7.1	19.24	49.76	3
Wales	0	6.55	1.34		18	14.93	40.82	4
SBU	9.64	0	12.9	2		9.29	33.83	5
Northern Ireland	0.26	0.66	0.76	5.07	10.71		17.46	6









Peggy Bayer Overall

	VPs	Pos
 Republic of Ireland	137.65	1
 Scotland	112.53	2
 England	98.27	3
 Northern Ireland	11.55	4









Peggy Bayer RR1

					Total	Pos
 Republic of Ireland		5.78	13.71	19.02	38.51	1
 Scotland	14.22		7.99	15.99	38.2	2
 England	6.29	12.01		14.7	33	3
 Northern Ireland	0.98	4.01	5.3		10.29	4

Peggy Bayer RR2

					Total	Pos
 Republic of Ireland		9.29	20	19.74	49.03	1
 England	10.71		12.01	20	42.72	2
 Scotland	0	7.99		19.24	27.23	3
 Northern Ireland	0	0.26	0.76		1.02	4

Peggy Bayer RR3

					Total	Pos
 Republic of Ireland		11.7	18.41	20	50.11	1
 Scotland	8.3		18.78	19.92	47	2
 England	1.59	1.22		19.74	22.55	3
 Northern Ireland	0	0.08	0.26		0.34	4

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Junior Camrose Match Results

Home Team	Home IMPs	Away Team	Away IMPs	VP Result
Northern Ireland	16	Republic of Ireland	53	1.59 - 18.41
Wales	25	England	6	15.37 - 4.63
Scotland	38	SBU	29	12.9 - 7.1
Scotland	28	Northern Ireland	9	15.37 - 4.63
Republic of Ireland	20	Wales	14	12.01 - 7.99
SBU	5	England	29	3.63 - 16.37
Wales	28	Scotland	69	1.1 - 18.9
England	11	Republic of Ireland	27	5.3 - 14.7
Northern Ireland	16	SBU	16	10 - 10
England	54	Northern Ireland	7	19.54 - 0.46
Republic of Ireland	13	Scotland	41	2.92 - 17.08
SBU	46	Wales	34	13.71 - 6.29
Northern Ireland	50	Wales	13	18.41 - 1.59
Scotland	10	England	35	3.45 - 16.55
Republic of Ireland	18	SBU	7	13.45 - 6.55
Republic of Ireland	50	Northern Ireland	6	19.24 - 0.76
England	68	Wales	7	20 - 0
SBU	14	Scotland	72	0 - 20
Northern Ireland	3	Scotland	48	0.66 - 19.34
Wales	1	Republic of Ireland	40	1.34 - 18.66
England	25	SBU	24	10.36 - 9.64
Scotland	32	Wales	21	13.45 - 6.55
Republic of Ireland	10	England	44	2 - 18
SBU	36	Northern Ireland	38	9.29 - 10.71
Northern Ireland	12	England	61	0.26 - 19.74
Scotland	51	Republic of Ireland	22	17.24 - 2.76

 Wales	65	 SBU	31	18 - 2
 Wales	43	 Northern Ireland	26	14.93 - 5.07
 England	66	 Scotland	4	20 - 0
 SBU	33	 Republic of Ireland	24	12.9 - 7.1

Peggy Bayer Match Results

Home Team	Home IMPs	Away Team	Away IMPs	VP Result
 Republic of Ireland	39	 England	27	13.71 - 6.29
 Scotland	30	 Northern Ireland	8	15.99 - 4.01
 Scotland	31	 Republic of Ireland	17	14.22 - 5.78
 Northern Ireland	30	 England	46	5.3 - 14.7
 Republic of Ireland	52	 Northern Ireland	10	19.02 - 0.98
 England	28	 Scotland	22	12.01 - 7.99
 England	24	 Republic of Ireland	22	10.71 - 9.29
 Northern Ireland	2	 Scotland	46	0.76 - 19.24
 Republic of Ireland	60	 Scotland	6	20 - 0
 England	62	 Northern Ireland	9	20 - 0
 Northern Ireland	6	 Republic of Ireland	55	0.26 - 19.74
 Scotland	24	 England	30	7.99 - 12.01
 Republic of Ireland	37	 England	18.41	0 - 1.59
 Scotland	53	 Northern Ireland	19.92	2 - 0.08
 Scotland	21	 Republic of Ireland	26	8.3 - 11.7
 Northern Ireland	3	 England	52	0.26 - 19.74
 Republic of Ireland	59	 Northern Ireland	1	20 - 0
 England	12	 Scotland	52	1.22 - 18.78

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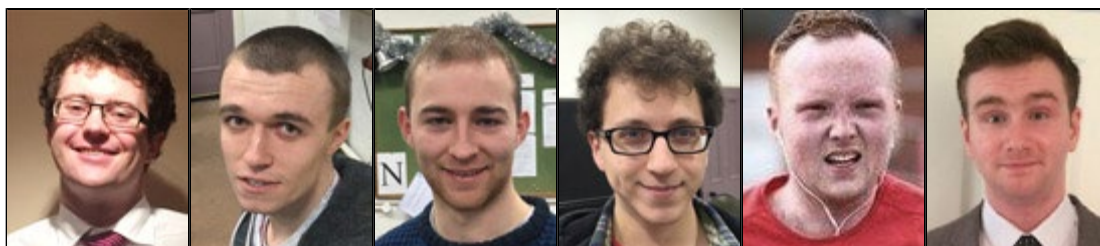
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Junior Camrose

Team A: Northern Ireland



[Andrew Clegg & Jordan Atchison](#) 🇬🇧
[John William Carey & Ridwan Farouki](#) 🇬🇧
[Gavin Irvine & Phil Adams](#) 🇬🇧

NPC: Wayne Somerville

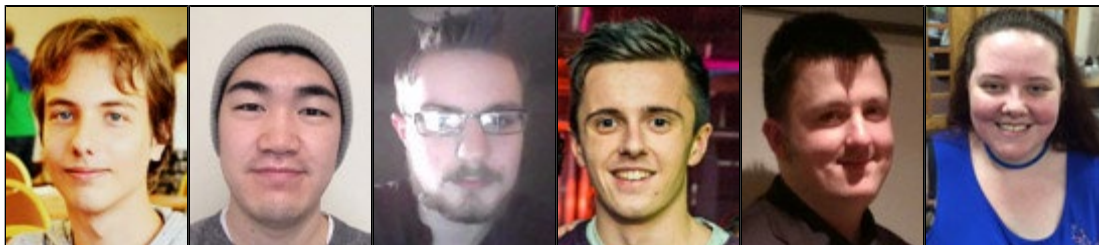
Team B: England



[Shivam Shah & Freddie Illingworth](#) 🇬🇧
[Toby Nonnenmacher & Michael Alishaw](#) 🇬🇧
[Basil Letts & Sean Mekie](#) 🇬🇧

NPC: Alan Shillitoe

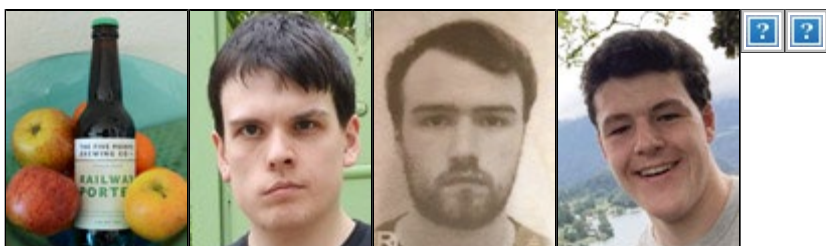
Team C: Scotland



Gints Freimanis & Jun Nakamaru-Pinder 🇬🇧
Stewart Pinkerton & Ralph Wiseman 🇬🇧
Jake Milne & Abigail Wilson 🇬🇧

NPC: Sandy Duncan

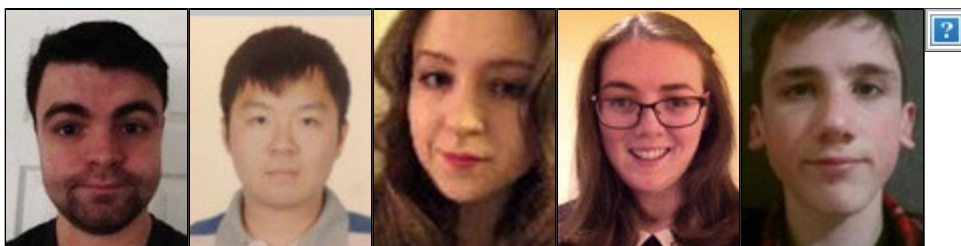
Team D: Republic of Ireland



Hugh Gormally & David Synnott 🇮🇪
Nathan Doyle & Arran Bolger 🇮🇪

NPC: BJ O'Brien

Team E: Wales



Jonathon Richards & Jason He 🇬🇧
Alice Smart & Sarah Greener & Stephen Loat 🇬🇧

NPC: Simon Richards

Team F: SBU

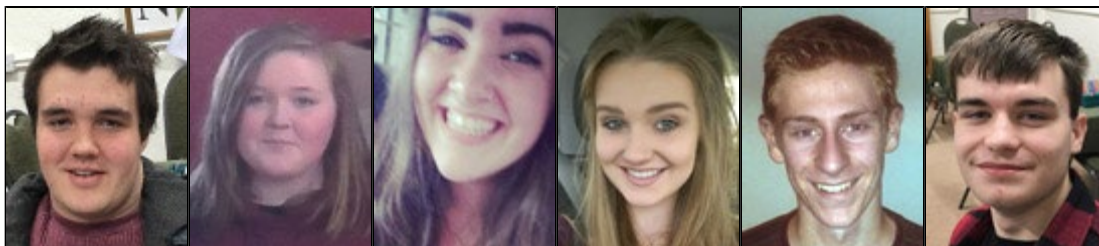


Iain Graham & Scott Lorimer 🇬🇧
Damien Murray & Matthew Robb 🇬🇧
Olivia Bailey & Botond Hajdara 🇬🇧

NPC: Alex Adamson

Peggy Bayer

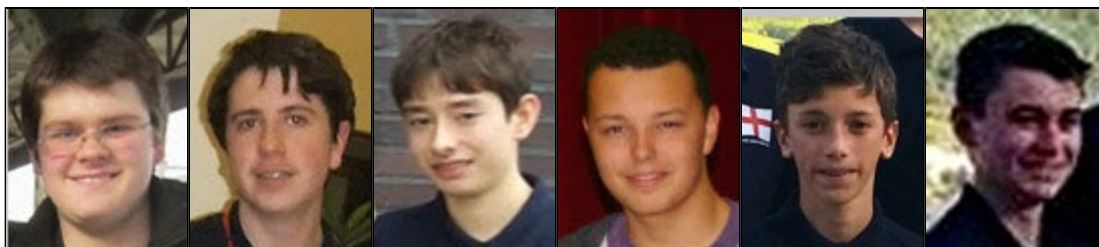
Team G: Northern Ireland



Ryan Lightowler & Molly O'Donnell 🇬🇧
Lucy Kinnear & Emma Mills 🇬🇧
Andrew Milligan & Cameron McGaughey 🇬🇧

NPC: Sandie Millership

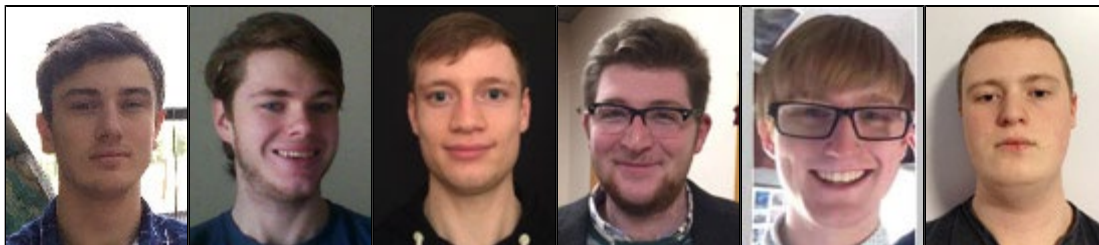
Team H: England



Ben Norton & Sam Behrens 🇬🇧
Liam Sanderson & Daniel Winter 🇬🇧
Oscar Selby & Harry Madden 🇬🇧

NPC: Michael Byrne

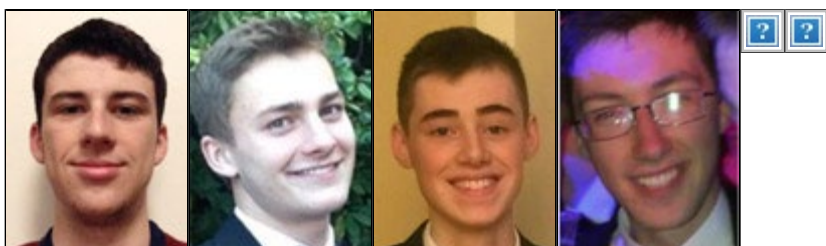
Team I: Scotland



Tom Browning & Calum Stout 🇬🇧
Liam O'Brien & Ronan Valentine 🇬🇧
Glen Falconer & Donald MacKillop 🇬🇧

NPC: Anne Symons

Team J: Republic of Ireland



Michael Donnelly & Stephen Barr 🇮🇪
Conor Boland & John Connolly 🇮🇪

NPC: Thomas MacCormac

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England v Wales

SBU v Scotland

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[Republic of Ireland v England](#)

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							Total	Pos
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England	16.55		5.3	16.37	19.54	4.63	62.39	2
Republic of Ireland	2.92	14.7		13.45	18.41	12.01	61.49	3
SBU	7.1	3.63	6.55		10	13.71	40.99	4
Northern Ireland	4.63	0.46	1.59	10		18.41	35.09	5
Wales	1.1	15.37	7.99	6.29	1.59		32.34	6

Junior Camrose RR2

							Total	Pos
England		20	18	20	10.36	19.74	88.1	1
Scotland	0		17.24	13.45	20	19.34	70.03	2
Republic of Ireland	2	2.76		18.66	7.1	19.24	49.76	3
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					Total	Pos
Republic of Ireland		5.78	13.71	19.02	38.51	1
Scotland	14.22		7.99	15.99	38.2	2
England	6.29	12.01		14.7	33	3
Northern Ireland	0.98	4.01	5.3		10.29	4

Peggy Bayer RR2

					Total	Pos
Republic of Ireland		9.29	20	19.74	49.03	1
England	10.71		12.01	20	42.72	2
Scotland	0	7.99		19.24	27.23	3
Northern Ireland	0	0.26	0.76		1.02	4

Peggy Bayer RR3

					Total	Pos
Republic of Ireland		11.7	18.41	20	50.11	1
Scotland	8.3		18.78	19.92	47	2
England	1.59	1.22		19.74	22.55	3
Northern Ireland	0	0.08	0.26		0.34	4



Peggy Bayer Results

Edinburgh 19-21 Feb 2016

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Peggy Bayer Match Results

Home Team	Home IMPs	Away Team	Away IMPs	VP Result
Republic of Ireland	39	England	27	13.71 - 6.29
Scotland	30	Northern Ireland	8	15.99 - 4.01
Scotland	31	Republic of Ireland	17	14.22 - 5.78
Northern Ireland	30	England	46	5.3 - 14.7
Republic of Ireland	52	Northern Ireland	10	19.02 - 0.98
England	28	Scotland	22	12.01 - 7.99
England	24	Republic of Ireland	22	10.71 - 9.29
Northern Ireland	2	Scotland	46	0.76 - 19.24
Republic of Ireland	60	Scotland	6	20 - 0
England	62	Northern Ireland	9	20 - 0
Northern Ireland	6	Republic of Ireland	55	0.26 - 19.74
Scotland	24	England	30	7.99 - 12.01
Republic of Ireland	37	England	18.41	0 - 1.59
Scotland	53	Northern Ireland	19.92	2 - 0.08
Scotland	21	Republic of Ireland	26	8.3 - 11.7
Northern Ireland	3	England	52	0.26 - 19.74
Republic of Ireland	59	Northern Ireland	1	20 - 0
England	12	Scotland	52	1.22 - 18.78

Notes


Check here for any adjustments to match results or any other relevant commentary.

Local time is currently 11:13 on 13 Aug 2021. This page was last updated at 20:34 on 07 March 2019.

Tournament organised by Bridge Great Britain and run by the Scottish Bridge Union.

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr>Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		2	11-21HCP May be 2 if 4=4=3=2	1M may contain longer diamonds	1m-1M-2M may be 3 if 5431 or 6322 hand (2NT ask)	
1♦		4	11-21 open 1C with 3-3, 1D 4-4	2C GF, 3C=invitational, 2M=weak (4-7)	replies above: C/D/H/S min/max 3, min/max 4	
1♥		5		2NT=4 card support LR+, 3M=mixed raise	1M-2NT: 3C= (semi-)balanced, 3D asks range(GF)	1NT semi-forcing
1♠		5		1NT forcing, 2L GF	1M-2NT-3M=s/v C, else 3x= s/v in x, 4x= good 5 card x	2m NF
1NT			12-14HCP may have 6m/5M/5422	2C non-prom stayman, 2D/H/S/NT transfers, 4M to play	after 1N-2S/2NT acceptance shows top honour (or xxxx)	
1NT				4C/D transfer to H/S, 3C/D inv/GF 5-5 minors		
2♣	yes		23+HCP balanced or any GF	2D waiting, rest natural positive (7+)	2C-2D-2NT 23-24HCP, 3NT 25-27HCP	
2♦	yes		Multit- weak 2 in major or 20-22 bal	2/3M= p/c, 2NT asks, 4C/D transfer/bid suit, 4M to play	2D-2NT: 3C/D min H/S, 3H/S max H/S, 3NT balanced	
2♥	yes	4	weak, 5/4+ or 4+/5 in Ms (4/4 possible nv)	2NT asks, 3m forcing, major bids preemptive	2H-2NT: 3C/D min with H/S pref, 3H/S max with pref	
2♠	yes	5	weak, 5+S, 4+m	2NT asks, minor bids p/c, 3H forcing	2S-2NT: 3C/D min C/D, 3H/S max C/D	
2NT	yes		weak, 5+H, 5+m	3D art forcing (usually game try in H) else minors are p/c	2NT-3D: 3H min, 3S/NT max with C/D	
3♣		6	pre-emptive	4D optional RKC, new suit forcing		
3♦		6	pre-emptive	4C optional RKC, new suit forcing		
3♥		7	pre-emptive	4C optional RKC, new suit forcing		
3♠		7	pre-emptive	4C optional RKC, new suit forcing		
3NT	yes		gambling, no more than 1 outside king	4D shortage ask, 4M to play, 4NT trump ask, rest p/c	4D: 4H/S/6m s/v in H/S/om 4NT no s/v	
4♣		8	pre-emptive			
4♦		8	pre-emptive			
4♥		7	pre-emptive			
4♠		7	pre-emptive			
4NT	yes		specific ace ask	5C=no ace, 6C ace of clubs, 5x=that ace, 5NT 2 aces		
5♣		8	pre-emptive			
5♦		8	pre-emptive			
HIGH LEVEL BIDDING						
splinters (10-13 or 17+)						
RKCB/EKCB/minorwood 1430						
Optional RKC over 3-level preempts						
1st/2nd round controls cuebid indiscriminately						
5NT often pick-a-slam						
5NT when trump suit known = grand slam force						

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Unassuming cue bid		Lead	in Partner's Suit		Category: Blue Country: Northern Ireland Event: Junior Camrose 2016 Players: Ridwan Farouki, John-william Carey
	Suit	4th,TON,TOR	4th,top		
	NT	4th,TON,TOR	4th,top		
	Subseq				
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-17pts	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	AK(+),Ax(+),A	AKx(+)		5 card M, strong NT, 2/1
Responses natural	King	KQ(+),Kx(+),K	KQxx(+),KQJ(+)		
	Queen	QJ(+),QX,Q	AQJ(+),QJT(+)		
Reopening: 12-14pts	Jack	KJT,JTx(+),Jx,J	AJT(+),KJT(+),JT9(+)		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	KT9,QT9(+),Tx,T	HT9(+),T98x(+)	
1-Suit: pre-emptive	9	9x(+),9	9x(+)		1NT Openings: 15-17pts
2-Suit: Unusual 2NT - lowest 2 unbid suits	Hi-x	even number, 3+ bad	TON		2 OVER 1 Respon: New suit immediately at 2 level is game forcing - not including jumps.
	Lo-x	Hxx(+),x	Hxxx(+)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening:	SIGNALS IN ORDER OF PRIORITY			multi 2♣, multi 2♦, two-suited 2♥, 2♠	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Gambling 3NT
Direct: 16+ or distributional, forcing	Suit: 1st	Hi/Low=E	Same	1st discard (see below)	
	2nd	Low=encouraging			
	3rd				
	NT: 1st	Hi/Low=E	Same	1st discard (see below)	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Low=encouraging		
2♣ for any 6 card suit	3rd				
2♦ for both M	Signals (including Trumps): Suit preference on first discard: E=higher				
2♥, 2♠ for M and an unknown minor					
2NT for both minors					
		DOUBLES			
		TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		CONST 15+ or shape			
NT Overcall: 15-17pts					
					SPECIAL FORCING PASS SEQUENCES
	10+ if balancing				4SF - forcing for 1 rnd unless at 3 level when forcing to game
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	sputnick double to 3♣				
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
XX - 9+ no fit, NS - NF					Psychics: rare

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	yes	2	3♣	11-19pts or shape	Baron 2NT (F) 16-18 pts		
1♦		4	3♣	11-19pts or shape	2♣ game forcing 13+pts Baron 2NT (F) 16-18 pts		
1♥/♠		5	3♣	11-19pts or shape	Forcing 1NT 6-12pts 2/1 in new suit game forcing 13+pts Jacoby 2NT game forcing showing 3+ card support & 13+pts	Cue bidding	
1 NT				15-17pts balanced	Stayman, trans to M (2♦,2♥) & minors (2♠,2NT)		
2♣	yes		3♣	Multi: 6♦s, 6-10pts OR 23+pts/8+ playing tricks in suit	2♥ relay 0-14pts; 2NT 15+pts (F)		
2♦	yes		3♣	Multi: 6♥s, 6-10pts OR 6♠, 6-10pts OR 20-22pts any shape	2♥ relay 0-14pts; 2NT 15+pts (F); 2♠ if can play in hearts		
2♥		5	3♣	5/5 in hearts and a minor, 6-10pts	PASS, or 2NT (F) with 15+ pts OR asking for minor		
2♠		5	3♣	5/5 in spades and a minor, 6-10pts	PASS, or 2NT (F) with 15+ pts OR asking for minor		
2 NT				20-22pts balanced	Puppet staymen, transfers to M		
3♣		7		pre-emptive			
3♦		7		pre-emptive			
3♥		7		pre-emptive			
3♠		7		pre-emptive			
3 NT	yes			Gambling		RKCB 1430	
4♣	yes			8+ playing tricks in hearts	4♦ with no support	Gerber	
4♦	yes			8+ playing tricks in spades	4♥ with no support	South African Texas Openings	
4♥		7		stronger pre-empt			
4♠		7		stronger pre-empt			
4NT	yes			Blackwood			
5♣							
5♦							
5♥							
5♠							
5NT							



WBF Convention Card 2.19

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE	
Natural 8+		Lead	In Partner's Suit
responses ; UACB - support 10+, raises - pre-emptive		Suit: 4th, Top of Sequence, 2nd from 4 bad, MUD	same
		NT	same
		Subseq	
		Other:	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Vs. NT	
15 - 18		Lead	AKx (+)
		Ace	AKx (+), A, Ax
		King	AK, KQx(+), Kx, K
		Queen	QJx(+), QX, Q
		Jack	KJT, JTX(+), Jx, J
		10	KT9(+), QT9(+), Tx, T
		9	9x(+)
		Hi-x	even number, 3+ bad
		Lo-x	Hxx, xxx
		Reopen:	2nt = 19-21 bal
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		DECLARER'S LEAD	
Michaels		Suit: 1st	Count
		2nd	SP
		3rd	SP
		NT: 1st	Count
		2nd	SP
		3rd	SP
		Signals (including Trumps):	
2♣ - one suited hand, 2♦ - both majors, 2♥ - ♠ + minor		Partners Lead	Discarding
2NT - both minors, X - penalties		Reverse Att	Reverse Att
		SP	SP
		Reverse Att	Reverse Att
		SP	SP
		Signals (including Trumps):	
		DOUBLES	
		TAKEOUT DOUBLES (Style; Responses; Reopening)	
		CONST 12+ or shape	
		10+ in balancing position	
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES	
		sputnick double to 3♣	
		SPECIAL FORCING PASS SEQUENCES	
		4SF - forcing for 1 rnd unless at 3 level when forcing to game	
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
		Long Suit Game Trys	
		Bidding 4th suit may be artificial and is GF	
		Lebensohl after reverses	
		Psychics:	
		OVER OPPONENTS' TAKE OUT DOUBLE	
		XX - 9+ no fit, NS - Natural & forcing, Jump in NS - NF	
		Jump raise - pre-empt, 2NT - good raise	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level, aggressive at 1 level
Cue = 10+ with support, changes of suit forcing, fit jumps
Jump raise = pre-emptive
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15-18, Protective 11-14
Full system on after overcall
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak relative to vulnerability
2-Suit: 1x-2nt = lowest two unbid suits
Reopen: In pass out Jump = 13-16, 2nt=19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m = Majors, (1M)-2M = Other major + clubs, min = 5-5
(1M)-2M-p-2nt = strong enquiry as you can bid 3c (p/c)
Jump cue = stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi landy, X = pen vs. 12-15 NT, 5+m4M as passed hand/vs. 14-18NT with 2C = p/c, 2D = bid your major
2C = H+S (normally 5+/4+), 2D then asks for longer (better) suit
2D = H or S, then 2H = pass or correct, 2S = p/c, 2nt = strong enquiry then
3C = H with extras, 3D = S with extras, 3H = H min, 3S = S min
2H/S = 5+M and 4+m: 3C=p/c, 2nt = enquiry then 3C/D = min, 3H/S = C/D with extras. 2nt = minors; 3C/D = natural; 3H/S = weak
3m = constructive
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = t/o; (3C) – 4C=H+S; (3D) – 4C = C + M, 4D = H+S
(3H) – 4m = C/D + S, 4H = S+CorD slammy (5C=p/c); (3S) – 4m = m + H, 4S = H+m slammy
(3y)-3nt-(p)-4C = range enquiry, 4D/H = xfer, 4S = slam try in a minor
VS. ARTIFICIAL STRONG OPENINGS - i.e. 1♣ or 2♣
X = majors, NT bids = minors (3NT = to play).
Use 1NT as UCB after p overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 10+ sets up forcing pass to 2 of openers suit, 2nt=good 4 card raise over M+
fit jumps, 1y = forcing, 2y (not jump) = forcing, pre-emptive raises

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Unsupported Suit	
Suit	3 rd /low	3 rd /low	
NT	4 th /2 nd	3 rd /low	
Subseq			
Other: attitude leads in partner's supported suit			
Smith peters from both sides (high encouraging)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A;AK+	A;AK+	
King	KQ;KQ10;AK;KQx	Asks for unblock/count	
Queen	QJ; QJ10; KQx	QJ; QJ10; KQx	
Jack	KJ10;AJ10;J10+	KJ10;AJ10;J10+	
10	A109;K109;Q109;109+;10x	A109;K109;Q109;109+;10x	
9	9x	9x	
Hi-X	Xx;xxXx	Xx;xXx+	
Lo-X	HxX;HxXx;HxxxX;HxXxxx	HxX;HxxxX;HxxXx;HxxXxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, A/Q=Rev ATT	Count (high=even)	Rev att on 1 st
Suit 2	Suit preference if	Suit preference if	count
3	applicable	applicable	count
1	As above K = unblock	As above	Rev att on 1 st
NT 2		With smith peters	count
3		Hi-lo = enc	count
OTHER SIGNALS (INCLUDING TRUMPS):			
Low = ODD or ENC, rev attitude when appropriate			
Treat 10 as an honour			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally take out, passed more often at higher levels			
Takeout doubles in direct seat generally show light opening values+			
Responsive doubles up to 4s			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles up to 2 of shown suit			
1nt-(2y - nat)-x = t/o, 1nt-(2y-art)-x = t/o therefore pen interest			
Lightner doubles			
All X after 2/1 GF are penalties			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: freddie and shiv
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 GF 5CM with a short club/diamond
Semi Forcing 1nt
3 weak 2's
1NT Openings: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Short 1C/1D opening
Weak jump shifts at two-level
Invitational jump shifts at three-level
1M – 3M = pre-emptive
3NT opening = good 4M pre-empt
SPECIAL FORCING PASS SEQUENCES
(1nt)-x-(2 any)-pass
1y-(x)-xx-(1/2z up to 2y)-pass
Making a forcing pass then pulling double shows a strong hand
IMPORTANT NOTES
Natural defence to penalty double of 1NT
All fourth suit forcing is GF
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	YES	2	4s	Natural or 12-14 balanced (can be 3352)	2c = 10+ 4+C; 2X = weak jump shift; 2nt = 0-4 5+C; 3c = mixed raise; 3X = weak, natural	1C-1D-1S = f1; 1C-1D-2S = GF; 1C-1M-2M-next bid up = F1 inquiry	Jump = fit, Inverted minors
1♦	YES	2	4s	Natural or 18-19 balanced (can be 3325)	1nt = 5-11; 2C=GF; 2D=10+ 4+D; 2H/S = weak jump shift 2nt = 0-4 4+D; 3C = 9-11 6+C; 3D = 5-9 4+D; 3H/S = natural weak	1D-1H-1S = F1; 1D-1H-2S = GF; 1D-1M-2M-next bid up = f1 inquiry	Jump = fit, 2C = 9-11, 2D=5-9 4+D 3D = 10-11 4+D
1♥		5	4s		1NT=up to 11; 2C/D = gf; 2h = constrictive; 2S=wjs; 2nt=inv+ 4card raise; 3c/3d = inv; 3h = pre-emptive; 3s=any singleton; 3nt=spade void + support; 4C/D=void + support	1h-2NT-3c=any min, 3d=15+ no shortage, 3h/3s/3nt =15+ shortage up the line, 4c/4d = 55	2c=9-11 3+ hearts, 2nt = clubs, 2H=5-8 3 hearts, 3h= 5-8 4 hearts 2s=fit, 3c/3d=fit
1♠		5	4h		1NT=up to 11; 2C/D/H = gf; 2s = constructive; 2nt=inv+ 4card raise; 3c/3d/3h = inv; 3s = pre-emptive; 3nt=any singleton; 4any=void	Same as 1h-2nt	Same as 1h. 3c/3d/3h = fit.
1NT				15-17 balanced. 6m/5M possible	2c=stayman, full transfers, 3c=55m gf, 3d = 5 card stayman 3h=heart shortage, 3s=spade shortage. 4C/D = H/S mild slam try 4M = strong slam try	Smolen. 1nt-2s/2nt-2nt/3c shows xxx or worse. 1nt-2M-1: break to 2N=3M supermax, 3M=4M min, anything else shows values/length in suit with max 4M	2c=stayman, full transfers, 3c/3d/3h/3s same as non passed hand.
2♣	YES	0		23+/GF/9 playing tricks	2d=negative, 2h/2s/3c/3d = 5 cards (2 of top 3 honours)	2c-2d-2h = 22-23 bal or hearts, 2c-2d-2nt=24-27 After 2nt, responses over 2nt opening apply	Same as non passed hand
2♦		(5)6		5-9	New suit at 2-level = constructive nf, new suit at 3-level = gf, 2NT = high card feature ask	Over 2NT: new suit = high card feature max, 3NT = semi-solid suit, rebid = min; over this 3oM is a shortage ask (3N = oM shortage)	New suit non-forcing, jumps = fit, jump to game = to play, 2NT = high card feature ask
2♥		(5)6	5-9				
2♠		(5)6	5-9				
2NT				20-21 balanced, 5M/6m	3c = stayman, 3d/3h xfers, 3s = minor suit stayman, 4c/d/h/s = h/s/c/d respectively slam interest	Completing transfer to show fit 2nt-3s-4c/4d show length; 4h/4s is slam interest in clubs/diamonds respectively	Same as non passed hand
3♣		6		<10	New suit = f1, 4nt = rkcb		
3♦		6		<10	New suit = f1, 4nt = rkcb		
3♥		6		<10	New suit = fit, 4nt = rkcb		
3♠		6		<10	New suit = fit, 4nt = rkcb		
3NT	YES			Good 4M pre-empt	4c = transfer to your major, 4D = slam interest, 4M = void	3NT-4c: 4d = H, 4h = S	
4♣		6		pre-empt	4nt = rkcb, 4h/4s = natural,		
4♦		6		pre-empt	4h/4s = natural, 4nt = rkcb,		
4♥		6		pre-empt	4s = natural, 4nt = rkcb, 5m = cue		
4♠		6		pre-empt	4nt = rkcb, 5any = cue		
4NT	YES			specific ace ask	5c=none, 5any=ace of that suit, 5nt=2 aces, 6c=club ace		
5♣		6		Natural		HIGH LEVEL BIDDING	
5♦		6		Natural		1430 must bid on with 3/4	
5♥		6		Natural		1 st or 2 nd RC cue bids below game level, 1 st RC above game level (italian)	
5♠		6		Natural		Exclusion above game level – double jump (0314) Splinters: jump to a new suit once agreed trumps	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level Resp. to 1M: Cue = 10+, 3 supp; 2NT = 10+, 4+ supp; Jump raise = Pre-emptive; Jump cue = 7-9, 4+ supp; 1NT = Nat; New suit = F1; Jump shift = 10+, Fit; Double jump shift = Splinter Resp. to 2m: As above except: Cue = 10+, 3+ supp; 2NT = Nat; Jump cue = Splinter
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct: (15) 16-18; Protective: 11-14; Sandwich: 16-19 1NT system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suit = 3-9 [Raise = Pre-emptive; 2NT = Feature ask] (direct); 12-16 (4 th) 2NT = 10+, Lowest two unbid suits (direct); 19-21 (4 th) [2NT system on]
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = 10+, 5/5 majors (1M) 2M = 10+, 5OM/5m [2NT = Enquiry; 3♣ = P/C] (1x) 3x = Stopper ask
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = Majors [2♦ = Asks for better major] 2♦ = Single-suited major [2♥ = P/C] 2M = 5M/4m [2NT = Enquiry; 3♣ = P/C] 2NT = Minors Jump = Weak X = Penalty by unpassed hand; 4M/5m by passed hand
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Weak Two: X = T/O with Lebensohl (FASS); 2NT = 16-18 (13-16 in 4 th); Cue = Stopper ask; Leaping Michaels Weak Three: X = T/O; 3NT = Natural [4♣ = Range enquiry 4♦ = Sign off in a suit; 4M = Slam try]; (3M) 4NT = Minors; Non-leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors; 1/2NT = Minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+, penalty seeking; 2NT = 10+, 4+ supp; Jump = Fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th	4 th	
NT	4 th	4 th	
Subseq	4 th	4 th	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+); A(+)	AK(+); A(+)	
King	KQ(+); Kx	Asks for count or unblock	
Queen	AKQ(+); QJ(+); Qx	KQ(+); QJ(10/9)(+); Qx	
Jack	(K)J10(+); Jx	(A/K)J10(+); J10(+); Jx	
10	109(+); 10x	H(H)109(+); 109(+); 10x	
9	H98(+), KJ98(+); 9x	H(H)98(+); 9x	
Hi-X	Xx, xXx(+)	Xx, xXx(+)	
Lo-X	HxX, HxxX(+)	HxX, HxxX(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Discouraging	Hi = Even	Hi = Discouraging
Suit 2	Hi = Even	S/P	Hi = Even
3	S/P		
1	Hi = Discouraging	Smith (see below)	Hi = Discouraging
NT 2	Hi = Even	Hi = Even	Hi = Even
3	S/P	S/P	
Signals (including Trumps): Smith: Hi = Encourages continuation on both sides			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally takeout, passed more often at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try; Lightner; Lead directing Support doubles 1♣ (1♦) X = 4+ hearts; 1♣ (1♥) X = 4+ spades			

W B F CONVENTION CARD	
CATEGORY:	Green
NCBO:	England
PLAYERS:	Michael Alishaw & Toby Nonnenmacher
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game Forcing except direct rebid 15-17 1NT opening; 5 card majors Transfer responses to 1♣ Wide-ranging (5-11 HCP) 1NT response to 1♦/♥/♠ 3 weak twos	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Lebensohl (FASS) Weak jump shifts at 2 level 1M 3♣ = 9-11, 3+M; 1M 3♦ = 7-9, 4+M	
SPECIAL FORCING PASS SEQUENCES	
(1NT) X (2m) P = Forcing	
IMPORTANT NOTES	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	2	4♥	10+, nat or bal without 5-card M	1♦ = Hearts; 1♥ = Spades; 1♠ = No 4-card M; 1NT = FG, clubs; 2♣ = FG, diamonds	Completing transfer shows 12-14 bal	2♣ = Nat, 5-9
1♦		4	4♥	10+, unbalanced or 12-14 bal with 5 diamonds	2♦ = 10+, 4+ supp; 3♦ = Pre-emptive; 1NT = F1; 2/1 = FG; 2M = 4-8, 6+M; Splinters	1♦-1M-1NT = 12-14 bal	Fit jumps; 2♣ = Nat, 9-11; 2♦ = Nat, 5-9
1♥		5	4♦	10+	2♥ = 5-9; 2NT = FG, 4+ supp; 1NT = 5-11; 3♣ = 9-11, 3+♥; 3♦ = 7-9, 4+♥; Splinters		Fit jumps; 2♣ = 9+, 3 supp; 2♦ = 9+, 4+ supp
1♠		5	4♥	10+	2♠ = 5-9; 2NT = FG, 4+ supp; 1NT = 5-11; 3♣ = 9-11, 3+♠; 3♦ = 7-9, 4+♠; Splinters		Fit jumps; 2♣ = 9+, 3 supp; 2♦ = 9+, 4+ supp; 2♥ = Nat, 9-11
1NT				15-17, (5422)/6m(322) possible	2♣ = Stayman; 2♦/♥/♠/NT = Transfer; 3♣ = FG, minors; 3♦ = Inv, 6+M; 3M = Spl	1NT-2♣-2♦-3M = 5OM/4M, FG	
2♣	X			Game forcing or 22-24 bal	2♦ = Relay; 2♥/2♠/3♣/3♦ = Nat, FG; 2NT = 8-11	2♣-2♦-2NT = 22-24 bal [2NT system on] 2♣-2♦-2♥ = 25-27 bal or Nat, FG, forces 2♠	
2♦		6 (5)		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask; 2M = F1	2♦-2NT-3♦ = Min	
2♥		6 (5)		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask; 2♠ = F1	2♥-2NT-3♥ = Min	
2♠		6 (5)		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask	2♠-2NT-3♠ = Min	
2NT				20-21, (5422)/6m(322) possible	3♣ = Stayman; 3♦/♥ = Transfer; 3♠ = Minors; 4♣/♦/♥/♠ = Nat slam try	2NT-3♣-3♦-3M = 5OM/4M, FG	
3♣		6		Pre-emptive (11-14 in 4 th)			
3♦		6		Pre-emptive (11-14 in 4 th)			
3♥		6		Pre-emptive (11-14 in 4 th)			
3♠		6		Pre-emptive (11-14 in 4 th)			
3NT	X			Good 4M opening	4♣ = Slam interest; 4♦ = Asks for major		
4♣		7		Pre-emptive		HIGH LEVEL BIDDING	
4♦		7		Pre-emptive		RKCB 1430– then 5NT asks for specific kings	
4♥		7		Pre-emptive		EKCB 0314– then 1 st step asks for queen of trumps; 2 nd step asks for specific kings	
4♠		7		Pre-emptive		EKCB applies after a jump higher than game; jumps below game are splinters	
4NT	X			Specific ace ask	5♣ = 0 aces; 5♦/5♥/5♠/6♣ = That ace; 5NT = 2 aces	After intervention: X = 0/3; P = 1/4; 1 st step = 2; 2 nd step = 2 + queen of trumps	
5♣		7		Pre-emptive		After intervention higher ranking than trump suit: X = even; P = odd	
5♦		7		Pre-emptive			
5♥		7		Pre-emptive			
5♠		7		Pre-emptive			

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			 WBF Convention Card 2.19	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE				
Sound at 2-level; up about 18 HCP; New suit=NF; Jump new suit=INV		Lead	In Partner's Suit		
Jump Raise =PRE; 1NT=8-11, stopper; RESP DBL: values or T/O, not	Suit	3rd=even; low=odd	same		
PE N: depends on level;	NT	4th; 2nd from weakness	same	Category: Natural - GREEN	
CUE: F with new suit or STR raise; Jump CUE =Mixed raise	S ubseq	same vs suits; ATT vs NT		Country: England	
/3rd hand bids new suit: New suit Jump below game=FIT; Dble=4th suit +	Other: Lead directing DBL: no suit to 3NT/4NT asks shorter M			Event:	
tolerance; CUE in RESP suit=STR raise; 4th suit bid=NF	DBL for unusual lead vs suit cancel previous message			Players: Basil Letts & Sean Meckie	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEMS SUMMARY	
15-18 HCP; System as over 1NT opening	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
LEBENS OHL-S LOW: DBL=PE N	Ace	AK(+); Ax(+)	AK 10(+); asks UB or CT	5-card Majors in 1st, 2nd;	
RESPONSE: 1NT= 10-14 HCP; 2NT= 18-19 HCP	King	AK; KQ(+);	KQ(+), KQ (x); asks ATT	Semi-forcing 1NT over 1H/1S	
4th LIVE : NAT, 15+-18 BAL	Queen	QJ ; QJ x(+)	QJ x(+); KQ109(+): asks J	Weak 2D/2H/2S	
	Jack	J 10(x+); KJ 10x(+)	J 10x(+); KJ 10x(+)	Balanced minimum opening=12 HCP	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x+); H109x(+)	109; 109x(+); H109x(+)		
1-Suit: PRE	9	9x			
2-Suit: 2NT=2 lowest suits, WK or very STR [also 1NT by PH]	Hi-x	Sx; HxSx; HxSxxx	xSx;	1NT Openings: 15-17 HCP	
Reopening: 2NT=BAL(18-19); Jump O/C =6+ good hand: then,	Lo-x	HxS ; HxxxS ; xxxS ; xxS	xSxx; HxxS (x)	2 OVER 1 Responses 2/1=FG unless [1]	
Reopen: 2NT, new suit=F1	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIR ECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	GAMBLING 3NT with little outside strength
MICHAELSCUE (PRE or STR) in DIR ECT and over 1NT resp:	Suit: 1st	ATT: Hi=ENC RG	Count: Hi/lo=E	ATT	WEAK JUMP RESPONSES after overcall of m opening
(1m)-2m:H+S, (1M)-2M:OM+m, 2NT asks m;	2nd	Count: Hi/lo=E	S/P	Count	COMP CUE =LIMIT+ RAISE, JUMP RAISE =PRE, JUMP CUE =SPL
	3rd	S/P (dummy short)		S/P	LEBENS OHL-S LOW: [13] [17]
JUMP CUE: NAT /m in direct; else STOP ASK	NT: 1st	as above	as above	as above	COMPETITIVE BIDDING METHODS [17]
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	Hi/lo=E		VS 2-suited O/C :cheapest cue=raise, next cue=unbid suit, unbid suit=NF

CAPPELLETTI: in direct and reopening position,	3rd		S/P		1MR E S P may bypass 1D
2C :any 1-suiter,then advancer's 2D=P/C ,new suit bids=NF	Signals (including Trumps): Trumps:Hi-lo=O orS /P; Discouraging ATT at T1 has				FIT-S HOWING J UMPS (FIT) by passed hand
2D:S +H,then 2NT=F1, 3m=NF	obvious shift implications;				VS M MIC HAE LS : C UE of M=limit+ raise, new suit=F
2H:H+m,then 2S /3m=NF, 2NT asks m	Alarm clock leads vs suits; S TD Present count				VS m MIC HAE LS : unbid suit=NF, M suit=S TOP
2S :S +m,then 3H/3m=NF, 2NT asks m	DOUBLE S				VS FLANNE R Y 2D: DBL=HC P, 2H=T/O; vs FLANNE R Y 2H:as forWK 2H
Double = Penalty (may be as light as Opener's minimum)	TAKE OUT DOUBLE S (S tyle; R esponses; R eopening)				VS NAM Y ATS : DBL of opening (relay)=T/O of suit; delayed DBL=PE N
VS . PR E E MPTS (Doubles; C ue-bids; J umps; NT bids)	May be light with classic shape; C UE -BID=F until a suit				VS TR F and unspecified openings: DBL=HC P but no force created
LE B-S LOW after (WK2x)-DBL [13]; 2M-4m=OM + m; vsMulti:DBL=HC P Note#14	is bid twice. R E S P DBL and E XT-R E S P DBL; C ontinuations [16]				VS 2-suited PR E : DBL, delayed DBL and C UE of "other suit"=T/O
DBL=T/O thru 4S ; 4NT: /4H=C +D, /4S =ANY 2-suiter, /4m=NAT	1NT=7-10, stopper				Defensive S anwich position: [15]
3-level C UE =stopper ask; 4-level C UE =H+S /m; OM =m /M; 2x-2NT:[14]	S upport DBL/R DBL (beow 2 of R E S P suit); 1C -(P)-1D-(1S): DBL=4H				S PE C IAL FOR C ING PAS S S E QUE NC E S
VS . AR TIFIC IAL S TR ONG OPE NINGS	S PE C IAL, AR TIFIC IAL AND C OMPE TITIVE DOUBLE S /R E DOUBLE S				
Double=M'ajors; NT=minors	NE G DBL thru 3S (including opener's suit) and at 3-level				
Applies vs S TR 1C /2C openings and WK, AR T 1D/2D responses	after 1NT opening:1m-(1H)-DBL: exactly 4S : 1m-(1S)-DBL				
	suggests 4+H, 8+ HC P; R epeat same suit NE G DBL=T/O;				IMPOR TANT NOTE S THAT DON'T FIT E LS E WHE R E
	unlimited w/o 5-card suit; suggests length in unbid M.				
OVE R OPPONE NTS ' TAKE OUT DOUBLE	R E S P and E XT-R E S P at 2-level /overcall,/preempt.				
New suit=F at 1-level only; J UMP raise=PR E ;	MAXIMAL OVE R C ALL DBL of raised suit;S UPP DBL and R DBL				
/1x-(DBL)-2NT=limit raise or better; J UMP S HIFT=NF; Double jump	when raise to two is available, ex. 1C -(P)-1D-(1S);DBL				Psychics:
in new suit=S PL	=H's. 4th seat DBL of third suit=4th suit + tolerance.				

OPE NING BID DE S C R IPTIONS							
Opening	Artific	Min.	Neg Db	Description	R esponses	S ubsequent Auction	Passed Hand Bidding
1C		3	3S	11-21HC P;12+ if BAL	2m=F1(10+,no M);3m=PR E , game opposite 18-19;1NT=6-10;	1m-2m:[3]; Opener's S PL raise[4]; 1m-2NT: [5]	3rd/4TH=NF unless reverse Note#5
1C				4D/5C or 4C /4D MIN OK	/1m: S TR J ump S hift [2], double J S =S PL; triple J S =NAT	3R D suit, 4TH suit [9]	J UMPS : 2-level in new suit=FIT;
1D		3		as 1C	2NT=INV;3NT=16-17	R everses [6]; 1x-1M; 1NT:NMF[7]	3-level=S PL Note#8
1D					1C -1D=longest suit or 4M/4D, INV+; 1D-2C =FG except [1]	1m-1M; 2NT-?[8]	

1H		5	3S	11-21 HC P	semi-F1NT (6-12); 2x =FG except [1]; 2M=constr	1M-3M: 3M+1=shortness AS K, /3H, 3NT=S C TR L	1NT=6-12, S emi-forcing
1H				4-cards in 3rd/4th possible	2NT=FG, BAL, 4M [12]; 3M=L/R, 4M	1M-2M: 3M=PR E, 2NT=F1, new suit =natural try	2C = raise, M rebid=no interest Note#1
1H					Double J S =S PL,4M; S TR J S [2]	1H-1S : Opener's NT rebid may have S S PL	3C =NAT; other jump shift=FIT
1S		5		as 1H	3NT=PR E raise with defense; 4M=weak PR E	Auto-S PL / 1NT R E S P; 1S -1NT; 2C -2D:BAR T[10]	double J S =S PL raises Note#10
1NT			3S	15 -17 HC P	J AC OBY (4-suits-2S =C, 2NT=D); TE XAS (then 4NT=KC B,	/2-level TR F: new suit=NAT, game raise=slam try;	
1NT				5M, 6m, 4H5m OK	new suit=E exclusion KC B); 3C = both minors, NF	new-suit jump="auto spl". / S TAY : R E S P 2H= WK,	
1NT					3D= 2=2=(5-4), FG; 3H=S PLH, both minors, FG	both majors; 2S =INV; 3M=INV if raise or S MOLE N;	
1NT					3S =S PLS, both minors, FG; 4C =Gerber	3OM=slam try in opener's M	
2C	Y			AR T, S TR	2D=neutral, weak or not right for NT or suit	/2D:2H=AR T, then2NT=25+;2nd NE G=cheap m to 3D	
2C					others=NAT POS ,good suit; 3H->4D=1-loser suit	new suit jump=S PL; double raise=picture	
2D				WK, NAT	After WK 2x: 2NT=INV (fit);	/2NT resp: opener bids feature with MAX	
2H				WK, NAT	new suit=F1; 4C =key-card ask		
2S				WK, NAT	new-suit jump(except 4C)=AS K in that suit		
2NT				20 to weak 22 HC P	J AC OBY ; TE XAS ; S TAY ; 3S =MINOR S ;4C =GE R BE R	S molen;/TR F: self raise=slam try, new-suit jump=S PL	
3C				All 3x=PR E, NAT	4NT=KC B; new suit=F1; 3C -4D=AS K; 4M=NAT		
3NT	Y	7		S OLID minor, little outside	C bids=P/C; 4D=asks shortness; 4NT=INV	/4D: 4M=S /S ; 4NT=no S /S ; 5m=short om	
4C				All 4x = PR E, NAT	/4m: Game bids are NAT; /4M, new suit=AS K		
4NT							
5D				and 5C : Natural, PR E			
5H				and 5S : Natural, S trong	Asks responder to bid 6M with A or K of M; 7M with both		

HIGH LEVEL BIDDING

S PL R AIS E S : double jump shift /suit opening, single jump in 4TH suit if Note#11

one level above reverse, single jump in 3rd suit if 4-level or reverse,

double jump in 4TH suit, four of opener's minor after new suit rebid,

jump shift by 2D responder to 2C, new suit jump after single M raise,

double new suit jump after 1NT response; "auto-splinters".

Slam methods: [11] KC B-0314, 6KC B ; E xclusion Blackwood; DOPI; DE PO

Cheapest=weakest to GS F(5NT); Gerber /1NT or 2NT opening or rebid;

Last Train; Kaplan Control Principles; Open suit; Slow arrival -

Picture jumps in forcing situations; Pass and pull=S TR in forcing auction

Supplementary notes file (BWS01.txt) (Bridge World Standard 2001)

Note...1: Two-over-one R responses: 1D-2C and 1M-2x

A 2/1 response is forcing-to-game except where responder rebids his suit simply after opener has not promised extra values.

Thus: 1D-2C ; 2D-3D and 1D-2C ; 3C are forcing.

Note...2: Jump shifts (JS)

A simple jump-shift response shows an extra value opening bid (16+HC P) with a strong suit (at least 5 cards, 2/3 top honors) and one of three hand-types:

- 1) long one-suiter
- 2) good support
- 3) balanced or near-balanced

Note...3: 1m - 2m:

- Opener can: (1) play in 3m by bidding it
(2) bid 2NT, nonforcing (NF)
(3) bid a new suit, then stop in 3m

Note...4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note...5: 1m - 2NT:

Opener's 3m is nonforcing, new suits are forcing.

Note...6: R reverses

After a one-level suit response, opener's reverse is forcing and promises a rebid below game. The partnership will reach at least game unless responder's next bid is two of his original suit and the cheaper of a fourth-suit bid and two notrump (which are initially defined as preludes to a signoff. In the potentially weak sequences opener, if he can't choose a game contract, can force to game artificially by bidding the fourth suit. With less than game-going values, opener can raise responder's rebid suit (suggesting strong two-card support), bid two notrump, or rebid his first suit. Note that when responder has five cards in his major, support for opener's first suit and enough strength for game he should show his support on the second round rather than repeat his major. A jump raise or jump preference by responder is descriptive (concentrated strength) rather than fast arrival. R esponder's jump in the fourth suit is a splinter raise of opener's second suit.

Opener's reverse after a one-notrump response is forcing. R esponder's rebids of two notrump, three of opener's first-bid suit, and three of a suit ranking below opener's original suit are all nonforcing. Thus, responder may have to jump or bid a higher-ranking new suit to create a force. This is no hardship when opener's second bid is below two spades but in cases like one club-one notrump-two spades responder lacks a cheap forcing bid and may have to improvise with three diamonds or three hearts to avoid going past three notrump.

R esponder's reverse is forcing to game unless he has passed originally, in which case it creates a oneround force.

Note...7: 1m - 1M; 1NT - 2om: New minor forcing

Two of the unbid minor is artificial, forcing, and at least game-invitational strength.

Opener's priorities:

- 1) show three-card fit for responder's original suit,
- 2) show four-card length in the unbid major, 3) show a minimum with the cheapest other bid,
- 4) show a maximum descriptively with anything else.

R responder's next bid is forcing unless it is: 2M, 2NT or a raise to three of the major just bid by opener.

1m-1M; 1NT-3om Natural, weak, does not invite correction

R responder's jump rebid in his own suit, jump preference, and jump in hearts after responding one spade are all invitational actions. To force with similar but stronger hands responder starts with two of the unbid minor.

Note...8: 1m-1M; 2NT - ?

3C Artificial, opener rebids 3D unless he has 3-card support for responder's major

3D Artificial, shows a fit for opener's minor

1m-1M; 2NT-3C ; 3D: responder's bids up to and including three of his original suit are nonforcing

Note...9: FOURTH SUIT:

A minimum bid of the fourth suit is a strong action but it does not establish a game force unless it is a reverse or comes at the three-level.

When the fourth-suit bid is not a reverse and occurs at the two level, it is forcing for only one round. If opener continues with two notrump, makes a minimum rebid in his second suit or gives simple two-level preference to responder's first suit responder may pass.

A bid one level above a not-game-forcing fourth-suit bid is natural [at least five-five] and gameforcing, e.g.

1D-1S ; 2C - 3H: FG, at least 5S /5H (to invite with the same shape, responder bids the fourth suit cheaply

twice). 1C -1D; 1H-2S is ARTIFICIAL, 4TH suit THIRDSUIT:

After a one-level suit response and opener's simple same-suit rebid, responder's reverse or three-level bid in a new suit establishes a game force.

A new-suit bid at the two level that is not a reverse creates a force for only one round; responder may pass if opener bids his own suit a third time or offers simple preference to responder's first suit.

To force with at least five-five, responder jumps to three of his lower-ranking suit. To invite with the same patterns he introduces his second suit at the two level, then repeats it at the three level.

Otherwise, a bid one level above a game-forcing third-suit bid is a splinter.

Note...10: 1S -1NT; 2C - ? BART

2D ARTIFICIAL, suggests 5 hearts and usually 2S

2H 6-card heart suit, weak

Note...11: Slam-bidding Methods, Key-Card Blackwood (KCB) and related issues:

4NT: (a) If an undiscussed but clearly forcing noncompetitive 4NT bid might logically be interpreted as more than one of these alternatives, the priority order of interpretation is: (1) ace- or key-card-asking convention, (2) offer of general slam encouragement, (3) control-showing bid.

(b) If an undiscussed forcing competitive 4NT bid cannot logically be ace- or key-card-asking, it is for general takeout.

In KC B, absent an explicit agreement, the priority order for determining the agreed suit is: the only supported suit; the only shown suit; the most recently shown suit.

When 4NT is KC B, the replies are: 0|3-1|4 [five clubs = 0 or 3 key cards; five diamonds = 1 or 4; five hearts (spades) = 2 without (with) the trump queen].

After a 0|3 or 1|4 reply to KC B, the cheapest forcing bid by the Blackwood bidder is a trump-queen-ask if it is below five of the agreed suit, and the negative reply is a return to the agreed suit.

When 4NT is 6KC B, the replies are similar with trump queen replaced by key queen. 4NT is 6KC B when and only when two suits have been supported.

After a 0|3 or 1|4 reply to 6KC B, the cheapest bid by the Blackwood bidder below five of a raised suit is a queen-ask relating to both raised suits, with replies in steps: one step, no queen; two steps, one queen; three or more steps, two queens.

When 4NT is Blackwood but is neither KC B or 6KC B, or when a bid other than 4NT asks for aces, the replies are 0|3-1|4 [one step = 0 or 3 aces; two steps = 1 or 4; three steps = 2].

A 5NT bid by the Blackwood (or KC B or 6KC B) bidder confirms partnership possession of all the aces (or of all key cards and the trump queen or key queens or equivalent), invites a grand slam, and asks for specific kings outside the agreed suit (in KC B) or outside the raised suits (in 6KC B).

Voids: A reply to an ace- or key-card-ask above the usual range shows a void:

(a) the cheapest void-showing reply shows 2 [or an E V E N number] aces/key cards plus a void; (b) a higher action indicates one [or an O D D number] ace[s]/key card[s] plus a void and, when possible, indicates the suit of the void.

Exclusion Blackwood (E B): the replies are in steps similar to KC B, but the replier does not count the ace of an excluded suit. The E B interpretation applies to certain jumps that name an excluded suit, and also when a player makes a slam-try, indicates a short suit, receives no encouragement, and then bids 4NT (in which case the short suit is an excluded suit).

Interference:

(a) When there is interference after an ace- or key-card-ask, the replies are:

(1) at low enough levels, DOPI (double or redouble=0 or 0|3, pass=1 or 1|4, cheapest bid = 2 or 2 without the trump queen);

(2) at higher levels, DE PO (double=even, pass=odd).

(b) When there is interference after a Grand-Slam Force, the replies are:

(1) at low enough levels, DOPI (double or redouble substitutes for what would have been the cheapest bid, pass substitutes for what would have been the second-cheapest bid, the cheapest bid substitutes for what would have been the third-cheapest bid, subject to the logic of the auction);

(2) at high enough levels, DE PO (double=even, pass=odd).

(c) When an artificial slam-try (such as a control-bid or a splinter) is doubled, the weakest action by the next player to speak is a return to the agreed suit (or whatever would have been the weakest action without the double).

Kaplan Control Principles: When there is an agreed suit:

(a) After a slam-try by one partner below four of the agreed suit,

(1) a non-signoff bid or redouble by the other is slam-positive and indicates a specific control;

(2) failure to show a control is slam-negative, but does not deny that control.

(b) After a slam-try by one partner above four of the agreed suit, the other must show any biddable control below five of the agreed suit (and doing so carries no implication of overall extra values).

Last Train: Any time there is only one call that indicates slam interest or further slam interest without raising the partnership's level of commitment, it is a Last Train slam-try, unrelated to the strain named (unless followed by an uninvited further action).

Open suit: When one partner has requested that the other bid slam with at least second-round control of a particular suit (the open suit) regardless of the rest of his hand, this scheme

is used for replier's actions: with no control in the open suit, pass or return to (usually five of) the agreed suit; with second-round control, bid six of the agreed suit (or 5NT with the guarded king); with first-round control, control-bid in the open suit (or, with first-round or maximum-possible and an as-yet-unshown control in another suit, control-bid in that suit).

Slow arrival: Except where there is a specific agreement to the contrary, when there is a choice between two game-forcing bids in a particular strain, BWS uses slow arrival (a jump is either stronger than a simple bid or it is a picture bid with a specific descriptive meaning).

Note...12: 1M-2NT Continuations

Simple new suit shows shortness.

New-suit jump shows a two-suiter.

3M Strongest rebid, balanced

3NT Medium-strength rebid, balanced

4M Weakest rebid, balanced

Note...13: Lebensohl agreements

(2x) - Double - (Pass) - ?

2NT : marionette to 3C ,

then, advancer may

(1) pass or bid 3y for lesser hands below opener's suit

(2) bid 3x as a major-suit inquiry with a stopper in opener's suit

(3) /2H opening: 3S is forcing

Non-jump new-suit bid at the three level shows moderate values.

/2H opening: 3S is invitational

Direct CUE is major-suit inquiry without a stopper. Doubler should not bid notrump without full stopper.

Note...14: (WK 2x) - 2NT - (Pass) - ? or (WK 2x) - Pass - (Pass) - 2NT; (Pass) - ?

If 2x is a major: all 3-level bids are TRANSFERS (3S=clubs) - transfer into 3x is Stayman.

If 2x is a minor: 3C is Stayman (no S molten); 3D/3H are TRANSFERS; 3S shows the other minor.

Note...15: Actions in sandwich position:

Over an opposing opening bid and one-over-one response:

(a) 1NT, two or more of opener's suit, or two of responder's suit is natural;

(b) 2NT shows the unbid suits;

(c) three of responder's suit asks for a stopper in that suit (suggesting a solid suit).

Over an opposing opening and 1NT response:

(a) double is takeout of opener's suit;

(b) a two-level cue-bid is similar to that bid directly over the opening bid; (c) 2NT shows the two lowest unbid suits.

Over an opposing opening and two-over-one response:

(a) a cue-bid in opener's suit or 2NT is takeout; (b) a cue-bid in responder's suit is natural.

Over a raise (1x-Pass-2x):

(a) a cue-bid shows majors over a minor, unbid major plus unspecified minor over a major;

(b) a jump overcall is pre-emptive or sacrifice-suggestive.

In these situations, actions by the sandwich-position intervenor have the same fundamental meanings as if made in direct position over responder's call as an opening bid:

(a) pre-emptive opening plus raise; (b) one-bid plus constructive jump-raise; (c) one-bid plus pre-emptive jump-raise.

Over opposing artificial raises of a one-bid via a different-suit bid DOUBLE is:

game-forcing splinter : Lead/S sacrifice non-game-forcing splinter : Lead/S sacrifice range-showing game-force : Lead/S sacrifice range-showing limit raise : Takeout range-showing weak (i.e., single) raise : Takeout passed-hand fit-showing device : Takeout other, not individually discussed, artificial raise : Lead/S sacrifice

After an opposing weak two-bid and (forcing) 2NT response, an action by the sandwiched intervenor is analogous to the same action taken directly over the opening bid.

After an opposing pre-empt and a new-suit response (jump or not), a double shows the two unbid suits.

After an artificial semi-positive or positive response to a strong, artificial opening, a double shows the suit doubled.

After (1NT; strong) - pass - (2C ; S tayman) - ?, double shows clubs, strength unspecified.

After (1NT; weak) - pass - (2C ; S tayman) - ?, double shows general strength.

After (1NT) - pass - (2-level TR ANS FE R) - ?: (a) double shows the suit doubled; (b) a bid of the indicated suit is for takeout of that suit.

Note...16: After Our Takeout Double of a One-Bid

Without competition:

(1) A raise of a one-level advance shows 4-card support and a four-HC P range beginning one ace above a minimum double.

In competition: When (only) the advance is competitive, the minimum strength for the raise is one ace above minimum. When (only) the raise is competitive, the minimum strength requirement is one queen above a minimum. When both the advance and the raise are competitive, the minimum strength requirement is the takeout-double minimum.

(2) Doubler's strength-showing cue-bid does not promise another bid if advancer bids no higher than two of his original suit, but the cue-bid promises another bid if advancer bids higher than that (but below game). That cue-bid may be used with four-card support for advancer's major suit in a hand too strong for a direct single raise.

(3) After doubler's strength-showing new-suit bid, advancer may correct without showing any high-card values, but only to the next level of his own suit or to an unbid suit that underranks it, and advancer's simple no-trump bid guarantees a stopper in opener's suit.

Third seat competition:

Over redouble: advancer's actions

(a) a new-suit jump is pre-emptive;
(b) when the suit opened is a major, one no-trump is for escape, and a cue-bid is constructive (forcing for one round).

Responder's new-suit bid: advancer's actions

(a) a double is for penalty;
(b) a non-jump cue-bid in opener's suit is natural;
(c) a cue-bid in responder's suit is artificial and forcing.

A. After Our Pre-empt

Vs DOUBLE : Responder's

- (a) redouble is strength-showing, suggests playing for a penalty, and creates a force to the next level of opener's suit.
- (b) new-suit bid below game is forcing, but lead-directional
- (c) jump new-suit bid below game is forcing, fit-showing, lead-directional.

Vs overcall: Responder's

- (a) simple new-suit bid below game is forcing, suggesting length (can be raised).
- (b) jump new-suit bid below game is forcing and fit-showing.
- (c) 2NT is forcing and similar to the same bid made noncompetitively.

When responder raises to game, whether competitively or not, and an opponent bids, opener may only double (indicating maximum defensive potential).

When responder raises below game, whether competitively or not, and an opponent overcalls, opener may not bid and there is no special agreement over whether he may double.

B. After Our 2C Opening

Vs overcall: responder's double shows double-negative strength and a pass is forcing. Opener's double of the overcall shows a balanced hand.

After a negative response to two clubs and an overcall,

- (a) opener's pass is forcing;
- (b) opener's double is for penalty.

C. After Our 1NT Opening

(a) A double of a natural two- or three-level overcall is negative, of a higher bid is for penalty. (b) Over a two-level overcall: lebensohl [two notrump is a puppet to three clubs and responder's rebid below three of overcaller's suit is nonforcing; a direct bid of three of an underranking suit is forcing] applies, with fast denies stopper for cue-bid and three-notrump direct responses versus responder's rebids following a two-notrump response.

An artificial action is treated as though it had been a natural bid in an anchor suit indicated.

- (c) A below-game new-suit jump is forcing.
- (d) A redouble of an artificial double is strength-showing.
- (e) A double of an artificial bid suggests a penalty double of the escape.
- (f) After any penalty suggestion: the opening side is forced to 2NT, below-game new-suit bids are forcing, raises and 2NT are not forcing.
- (g) A bid in a suit shown by an artificial defense indicates at least a game-invitation and is forcing to 2NT.
- (h) Bids in suits not indicated (although possibly bid) by an artificial action have the same meaning as if the interference had been a natural bid in an indicated suit.

1NT -(pass) - 2C -(double) - ?:

opener should evaluate his club holding and: bid if especially weak, pass if average, redouble if especially strong).

1NT -(pass) - Transfer -(double) - ?:

opener should (a) superaccept with any of the same hand that would have been suitable without interference; (b) accept the transfer with at least 3-card support; (c) redouble rather than pass with significant length and strength in the suit responder bid.

D. After Our One-Level-Suit Opening

Vs an overcall:

- (a) a double is negative through three spades;
- (b) a simple new-suit bid below game is forcing (by an unpassed hand);
- (c) 2NT is natural (invitational) and nonforcing (jump or not);
- (d) over a simple overcall: a cue-bid shows a raise with at least game-invitational strength, and a jump cue-bid is a splinter (direct jump-raises are pre-emptive);
- (e) 4NT is Key-Card Blackwood (jump or not);(f) a jump-shift is pre-emptive.

Vs artificial action:

Over a bid showing two fixed suits:

- (a) a bid in the remaining suit is nonforcing;
- (b) the cheapest cue-bid (actual or virtual) is a limit or stronger raise;
- (c) the second-cheapest cue-bid is a one-round force indicating length in the remaining suit.

1M - (pass) -INT - (overcall) - ?: double by opener is for takeout, a double by responder (after two passes) is for penalty.

After a redouble:

- (a) After one of a suit - (double) - redouble - (bid) - ?, opener's pass is forcing.
- (b) After one of a suit - (double) - redouble - (pass); - pass - (bid) - ?, responder's pass is forcing.

E . After Our Minor-S uit Opening

Over an artificial action:

Over a Michaels cue-bid (both majors): (a) a bid in the unbid minor is nonforcing; (b) the cheapest virtual cue-bid shows a game-invitational or stronger action in the unbid minor; the second-cheapest virtual cue-bid shows a game-invitational or stronger raise of opener's minor

Over a bid showing two fixed suits: (a) a bid in the remaining suit is nonforcing; (b) the cheapest cuebid (actual or virtual) shows a game-invitational or stronger action in the remaining suit; the secondcheapest cue-bid (actual or virtual) shows a game-invitational or stronger raise of opener's minor.

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 suit 4+suit Sound 2lvl Responses F1 Jump in new suit is weak Jump raise is preemptive Gazzilli over 1M overcalls Reopen: Can be 4+cards	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
[1m]-1NT (15-18HCP with a stop) → system ON [1M]-1NT (15-18HCP with a stop) → 2♣ - transfer to ♦, 2♠ - transfer to ♣, transfer to opponent's major - 4OM inv+, transfer to OM - 5+OM Rubensohl if opponents bid over 1NT Reopen: 11-14 HCP	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2NT 5+ 5+ youngest unbid suits Leaping Michaels Direct cue in 3 rd level asks stop	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels Jump in opponent's suit asks stopper	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Dbl - penalty (PH - 6+m) 2♣ - both majors 9+cards (PH - 5♣ 4M) 2♦ - one major (5)6+ (PH - 5♦ 4M) 2M - 5M 4+m 2NT - both minors 9+cards 3suit - preemptive 6+cards	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Leaping Michaels Direct cue asks stop 2NT / 3NT bids are natural with a stop, other NT bids are minors Doubles are t/o oriented (2x weak)-X-(p)-2NT - Lebensohl, 3y (y<x) - 4+y invitational, 3z (z>x) - 5+z invitational, for x = M, 3M - 4OM no M stop, 3NT - no 4OM, no M stop (2x weak)-X-(p)-2NT-(p)-3♣-3y (y<x) - SO, 3z (z>x) - 4z, invitational, for x = M, 3M - 4OM with M stop, 3NT - no 4OM with M stop	
VS. ARTIFICIAL STRONG OPENINGS	
1suit - natural, lead directing 1NT - both minors 2lvl - same as over 1NT	
OVER OPPONENTS' TAKEOUT DOUBLE	
Natural Jump raise is preemptive Redouble strong without fit Jumps are weak	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2,4	2,4	
NT	2,4	2,4	
Subsequent	2,4	2,4	
Other: Sometimes can obey the rule by leading 1 or 3			
LEADS			
Lead (asks for)	Vs. Suit	Vs. NT	
Ace (attitude)	AK(x...); A(x...)		
King (count)	AK(x...); KQ(x...); K(x)		
Queen (attitude)	KQ(x...); QJ(x...); Q(x)	AQJ(x...); QJ(x...); Q(x)	
Jack (attitude)	KJ10(x...); J(x)	(A/K)J10(x...); J(x); (A/K)Jx	
10 (count)	H109(x...); 10(x)	H109(x...); 10(x); H10x	
9 (count)	109x(x...); 9(x)		
x (count)	Hxxx(x...); Hxx; x(x); xxx(x...)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Attitude	Count	Lavinthal
	2 Count		
	3		
NT	1 Attitude	Count	Lavinthal
	2 Count		
	3		
Signals: Standard, Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard May be light with classic shape or when feel like partner is trapping Natural responses, cue bids are GF May be light in reopen seat Very light when partner is passed			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m - [1♥] - Dbl - 4+♠ 1m - 1M - [1 suit / 2 suit where 2 suit < 2M] - Dbl - usually support (3M) 1♣ - [Dbl] - Rdbl - 7-11 HCP 4♣ 1♦ / ♥ / ♠ - [Dbl] - Rdbl - 9-11 HCP 3 card raise 1M - 2M - [3 suit where 3 suit < 3M] - Dbl - game try in M 1NT - [Dbl] - Rdbl - single suited hand 2♣ / M - [Dbl] - Rdbl - ♦ / M honour 2M- [3m] - Dbl - pass / correct			

W B F CONVENTION CARD	
CATEGORY: GREEN NCBO: SCOTLAND PLAYERS: Jun Nakamaru-Pinder, Gints Freimanis EVENTS: ALL	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2 over 1 GF 1♣ opening can be as short as 2♣ Transfer responses over 1♣ opening 1NT - 15-17 BAL includes 5M332, 5m422 and 6m322 2♦ - a) At most 10 HCP (5)6+M b) GF with ♦ 2M - At most 10 HCP 5M 4+m Gazzilli, Kokish Fast arrival shows stop	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Transfer bids over 1♣ opening 2♣ - a) At most 10 HCP (5)6+♦ b) 22+HCP or at most 4 losers 2♦ - a) At most 10 HCP (5)6+M b) GF with ♦ 2M - At most 10 HCP 5M 4+any other suit 3NT - AKQxxx(+ in any suit, no A / K in other suits Drury raise by a passed hand	
SPECIAL FORCING PASS SEQUENCES	
When GF	
IMPORTANT NOTES	
1♣ - [1♦ / ♥] - Dbl - 4+♥ / ♠, 1♥ / ♠ / NT / 2♣ - transfers 2♦ opening 11-13 HCP in 4 th seat if a) 2M opening 11-13 HCP in 4 th seat	
PSYCHICS: RARE	

OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	2♠	11-21 HCP 2+♣	1lvl - transfers 5+HCP 2♣ - transfer to ♦ GF Jump new suit - weak 2NT - 5+5+ minors weak or GF 3m - 10-11 HCP 6+m 3M - weak	1♣-1♦-1♥ - no other bid, denies 4♥, 1♠ - 5+♣ 4♠ (except 4-1-4-4) 1NT - 18-19 BAL, denies 4♥, 2NT - 15+HCP 3♥ 6+♣, 3♦ - 18-19 BAL with 4♥ 1♣-1♦-1♥-2♣ - weak with ♦ or invitational 1♣-1♠-1NT-2♣ - 3+♣ 5+♦ NF, 2♦ - <3♣ 5+♦ NF, 2M - 5+♦ 4M invitational 1♣-1NT-2♣-2suit - 5+♣ 4suit invitational 1♣-2♣-2♦ - 11-14 HCP, 2M / 3♣ - 15+HCP natural, 2NT - 18-19 HCP BAL	1♣-2♣ - 5+♦ invitational 1♣-2♦ / 2M - 4+♣ 5+♦ / M
1♦		4	2♠	11-21 HCP 4+♦	1lvl - natural 5+HCP 2♣ - 4+♣ GF 2♦ - 3+♦ NF, 2M - weak 2NT - 4+♦ GF, 3♦ - preemptive 4+♦ 3M - 12-15 HCP splinter 4+♦ 3NT - 11-14 HCP 3-3-6-1	1♦-1M-1NT - 11-14 HCP 5♦-(3-3-2) 1♦-1♥-1♠ - 5+♦ 4♠ 1♦-2♣-2♦ - any 11-14 HCP, 2M / NT / 3m - natural 15+HCP, 3M - 15+HCP splinter 1♦-2NT-3♣ - 11-14 HCP with a shortage, 3♦ - no shortage 3♥ / ♠ / NT - 15+HCP ♣ / ♥ / ♠ shortage	1♦-2♣ - NF 1♦-2NT - 4♦ invitational 1♦-3♣ - 5♣ 4♦
1♥		5	2♠	11-21 HCP 5+♥ Can be light in 3 rd seat and 4+♥	1NT - 5-11 NF, 2♣ - 3+♣ GF, 2♦ - 5+♦ GF 2♥ - 5-9 HCP 3+♥ 2♠ - weak 2NT - 3+♥ at least invitational 3m - 10-11 HCP 6+m 3♥ - 6-9 HCP 4+♥ 3♠ - 10-12 HCP any splinter 3NT / 4m - 13-15 HCP splinter in ♠ / m	1♥-1♠-2♣ - 11-16 HCP 4+♣ or 17+HCP, 2NT - 17+HCP 6♥ 4+m 3m - 14-16+HCP 5+♥ 5+m, 3♥ - 14-16 HCP 6+♥, 3♠ - 14-16 HCP 5♥ 4♠ 3NT - 17-19 HCP 2-6-(3-2), 4m - 14-16 HCP 4-6-3m-0Om 4♥ - 14-16 HCP 4-6-(2-1) with values in long suits 1♥-2m-2♥ - min, no 4♦ for m = ♣, 2♠ - non-min, 2NT - 6 good ♥, 3m / Om - 5♥ 5m / Om decent hand for m = ♣, may have non-min with 5♥ 4 for m = ♦, 3♥ - sets trumps 3♠ - autosplinter for ♥ for m = ♣, splinter for ♦ for m = ♦, 3NT - 6+ solid ♥ NF 1♥-2NT-3♣ - min, 3♦ - non-min, no shortage, 3♥ / ♠ / NT - non-min, ♣ / ♦ / ♠ shortage 4suit - 5♥ 5suit	Same except 1♥-2♣ - 8-10 HCP with 3♥ 1♥-2♦ - 8-10 HCP 4♥ 1♥-2♠ - 8-10 HCP 4♥(4-4-1)
1♠		5	2♠	11-21 HCP 5+♠ Can be light in 3 rd seat and 4+♠	2♣ - 2+♣ GF Other bids same as after 1♥	Same as after 1♥	Same as after 1♥ except 1♠-2♥ - NF 1♠-2NT - 8-10 HCP 4♠(4-4-1)
1NT		2	2♠	15-17 HCP BAL, includes 5M332, 5m422 and 6m322	2♣ - non-promissory Stayman 2♦ / ♥ - transfers 2♠ - 6+♠, 2NT - 6+♦ 3♣ - Puppet Stayman 3♦ - 5+♣ 5+♦ GF 3M - 10M-3M-(5-4) GF 4♣ / ♦ - ST in ♥ / ♠, 4♥ / ♠ - ST in ♣ / ♦	1NT-2♣-2♦ - no 4M, 2M - 4M 1NT-2♣-2♦-2♥ - weak 4+♥ 4♠, 2♠ - 5♠ invitational, 3M - 4M SOM GF 1NT-2♦-2♠ / 3♣ / ♦ - 4♥ 4♠ / ♣ / ♦ max 1NT-2♠-2NT - good ♣, 3♣ - bad ♣ 1NT-3♣-3♦ - no 5M, if no 4♥, then not exactly 3♠, 3M - 5M, 3NT - 3♠ no 4♥ 1NT-4suit- +1 - interest in slam, complete transfer - no interest in slam 4NT - RKCB for suit = m, to play for suit = M	SAME
2♣	✓	0	4♠	a) At most 10 HCP (5)6+♦ b) 22+HCP or at most 4 losers	2♦ - waiting, 2M - natural NF, 2NT - relay 3♣ - natural F1, 3♦ - preemptive if b) 3M - natural GF	2♣-2♦-2♥ (Kokish)-2♠ (relay)-2NT - 24+HCP BAL, 3suit - 5♥ 4+suit 2♣-2♦-2♠ / 3♣ - agrees suit 2♣-2♦-3♦ / ♥ / ♠ - 5+♣ 4+♦ / ♥ / ♠	SAME
2♦	✓	0		a) At most 10 HCP (5)6+M b) GF with ♦	2M / 3M - pass / correct, 2NT - relay 3m - natural F1, 4♣ - asks transfer to the major if a) 4♦ - asks to bid the major if a)	2♦-2NT-3♣ - 6+♥ min, 3♦ - 6+♠ min, 3♥ - 6+♠ max, 3♠ - 6+♥ max	SAME
2♥	✓	5		At most 10 HCP 5♥ 4+m	2♠ - NF, 2NT - relay, 3♣ - pass / correct 3♦ / ♠ - natural F1, 3♥ - NF	2♥-2NT-3m - 4m, 3♥ / ♠ - 5+♣ / ♦	SAME
2♠	✓	5		At most 10 HCP 5♠ 4+m	Same as after 2♥	Same as after 2♥	SAME
2NT		2		20-21 HCP BAL, includes 5M332, 5m422 and 6m322	3♣ - Puppet Stayman, 3♦ / ♥ - transfers 3♠ - minor suit Stayman 4♣ / ♦ - ST in ♥ / ♠, 4♥ / ♠ - ST in ♣ / ♦	2NT-3♣-3♦ - no 5M, if no 4♥, then not exactly 3♠, 3M - 5M, 3NT - 3♠ no 4♥ 2NT-4suit- +1 - interest in slam, complete transfer - no interest in slam, 4NT - RKCB for suit = m, to play for suit = M	SAME
3♣♦♥♠		6		Constructive 6+ preempt	Natural	Natural	SAME
3NT	✓	0		AKQxxx(+) in any suit, no A/K in other suits	Pass - to play 4♣ - pass / correct	HIGH LEVEL BIDDING	
4♣♦		7		Destructive 7+ preempt	Natural	RKCB 1403, Splinters, control showing cue bids, exclusion black wood, kickback black wood Roman key card, Gerber, DOPI pass → 1 or 4, double - 0 or 3, Pass on opp. slam (if we have agreed suit) pass - 0 or 2 tricks, double - 1 trick, When opponent sacrifices over our slam → pass is forcing, double denies 1 st class control, When we ask trump Q, then our suit at cheapest level denies Q and +1 level is Q without kings, else Q+K in suit of other two	
4♥♠		7	Depends on seat and vul	Natural			
4NT	✓	0	6+5+ minors depends on vul	Natural			
5♣♦♥♠		7	Constructive	Natural			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Sound, 5+cards, 7-17 points, new suit constructive, UCB, raises are pre-emptive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-17, system on
4 th 11-15, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Vul- intermediate (11-15) with good 6 card suit
Non vul- weak (5-10) with 6 card suit
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels- 1m/2m= majors 5/4+ (weak or strong), 1M/2M= other major and a minor, 5/5+: 2NT asks for minor
Jump cue asks for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs weak(mini NT, 12-14, 13-15); dbl= penalty, 2C =majors, 2D=single suited M: 2NT response asks for suit+range, 2H/2S=M+m. From a passed hand, dbl=clubs
Vs strong; DONT, dbl shows single suited hand-relay to 2C is pass or correct, but dbl can be passed. 2C/D- 4 cards in that suit and 5 card major. 2H – 5/4 in H+S, 2S- natural, 2NT- minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout dbls up to 4H, thereafter value showing
2NT after a weak two/multi is 17-20bal. Lebensohl over weak twos
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1C (strong) – dbl-C+H, 1D- D+H, 1H-H+S, 1S-S+C, 1NT-D+S
2C- C+D (all weak 4,4) 2 level bids are weak
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble – pen interest, 9+, new suit= F1, raises are preemptive
2NT= genuine raise, weak jump shifts

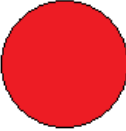

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour, 2 nd	Low from xxx	
NT	4 th from honour, 2 nd	Low from xxx	
Subseq	Low from strength		
Other: strong tens and nines 0 or 2 higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), AKQ(x)	AKJ(x), AKQ(x)	
King	AK, KQx(x),	AK, KQ10x(x), KQJx(x)	
Queen	KQ, QJx(x)	QJ10x(x), QJ9x(x) KQx	
Jack	QJ, J10x(x)	J10x(x)	
10	109x(x), KJ10(x)	109x(x), AJ10x(x), KJ10x(x),	
9	987x(x), K109x, Q109x	A109x(x), K109x(x), Q109x(x), 987x	
Hi-X	xxx, xx, Hxxxx	xxx, xx, Hxxxx	
Lo-X	Hxxx, Hxx	Hxxx, Hxx,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Standard count	Reverse attitude
Suit 2	Standard Count		Standard Count
3	Suit Preference		Suit Preference
1	Reverse attitude	Standard count	Reverse attitude
NT 2	Standard Count		Standard Count
3	Suit preference		Suit Preference
Signals (including Trumps):			
Reverse attitude, standard count, suit preference where appropriate			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard, may be weaker with good distribution			
Lebensohl over a dbl of weak 2- slow shows a stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles			
1C-(ID)-X=4 spades			

W B F CONVENTION CARD
CATEGORY: Junior Camrose
NCBO: Scotland
PLAYERS: Ralph Wiseman – Stewart Pinkerton
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol
12-14NT
4card majors
3 weak 2's
Strong 10 and 9 leads-otherwise standard leads, reverse attitude and standard count discards
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak jump shifts- 6 card suit, 4-7points
Gambling 3NT
Unusual defence to short club/polish club:
X= 12-15bal or 19+, 1d=hearts, 1h=spades, 1s=a minor, 1NT= 16-18bal, 2c= t/o of clubs, 2d=both majors, 2h/s=weak
Unusual defence to precision 1D:
X=hearts or 17-19bal, 1h=spades, 1s=13-16bal, 1NT=a minor, 2c= both majors, 2d=t/o diamonds, 2h/s=weak
SPECIAL FORCING PASS SEQUENCES
When we have shown game values and opponents sacrifice
After a redouble
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3♥	9-21	1NT showing 8-10pts over 1c only (6-9otherwise) Splinters, weak jump shifts, 2N:15/17bal, 3N:18/19	4NT – 1430, cue bids	
1♦		4	3♥	9-21	Splinters,weak jumps shifts, 2N:15/17bal, 3N:18/19		
1♥		4	3♥	9-21	Splinters, weak jump shifts, 2NT=game raise 3NT 13-15 bal with 4card support	Over 2NT: 4x shows a good 5card suit, 3x shows a shortage	
1♠		4	3♥	9-21	As 1♥		
INT		2		12-14, may have 5M/6m	2c= non promissory stayman, 2d/h/s/nt= transfers 3c=55+ minors weak, 3d= 54+minors GF, 3M=slam try, 3NT=to play, 4c=gerber, 4d/h=transfers	Break major transfers with 4 card support. 1NT-2S-2NT shows good support (3c is bad). 1430 RKCB over high level transfers. 1NT-2D-2H-4H is mild slam interest (same in S)	After a penalty double, rdbl =5card suit (relay to 2c), 2x=44+ in that suit and a higher. In competition, dbl shows 11 points, lebensohl- slow shows a stopper
2♣	#			22+ or game forcing	2D relay, 2H- negative	2NT- 22/23, 2H~2S~2NT- 24/25 3NT- 26/27, after 2H response bid to play	
2♦		5		Weak, 5-9 pts non vul, 6-10 vul	2H=relay to 2S 2S=asks about spade suit 2NT=enquiry 3C= both majors 55+ inv+ 4C=keycard ask	After 2H-2S: can be passed, 2NT=5h inv, 3C=5h GF, 3D=6h inv. After 2S: 2NT=xx, 3C=Hx, 3D=x, 3S/4S= xxx+ After 2NT- Bid feature if max. After 3C- Bid better major at 3/4level After 4C: 4d=0, 4h=1with Q, 4s=1 no Q, 4nt=2	Lead directional, non forcing
2♥		5		Weak, 5-9 pts non vul, 6-10 vul	2NT enquiry Change of suit F1 except after intervention 4C=keycard ask	After 2NT- Bid feature if max, rebid suit if min, 3NT shows solid suit After 4C: 4d=0, 4h=1with Q, 4s=1 no Q, 4nt=2	Lead directional, non forcing
2♠		5		Weak, 5-9 pts non vul, 6-10 vul	2NT enquiry Change of suit F1 except after intervention 4C=keycard ask	After 2NT- Bid feature if max, rebid suit if min, 3NT shows solid suit After 4C: 4d=0, 4h=1with Q, 4s=1 no Q, 4nt=2	Lead directional, non forcing
2NT				20-21, may have A or K Singleton	3C- modified 5 card puppet stayman 3D/H transfers, 3S-both minors or slam int with D, 3NT=nat , 4C= slam int with C, 4D/H transfers,	Over 3C: 3D- 4 card major, 3H= no 4/5M 3S-5s, 3NT=5H. 3C-3H-3S= 5S4H Over 3S: 3nt denies 4m.	
3♣		6		Pre-emptive	Change of suit forcing, 3NT to play, 4D=keycard	After 4D: 4h=0, 4s=1with Q, 4NT=1 no Q, 5c=2	
3♦		6		Pre-emptive	Change of suit forcing, 3NT to play, 4C=keycard	After 4C: 4d=0, 4h=1with Q, 4s=1 no Q, 4nt=2	
3♥		6		Pre-emptive	Change of suit forcing, 3NT to play, 4C=keycard	After 4C: 4d=0, 4h=1with Q, 4s=1 no Q, 4nt=2	
3♠		6		Pre-emptive	Change of suit forcing, 3NT to play, 4C=keycard	After 4C: 4d=0, 4h=1with Q, 4s=1 no Q, 4nt=2	
3NT	#			Gambling, 7 card solid minor	4D asks for singleton, 4/5C- pass or correct, 4H/S natural	4H/4S- singleton in that suit If minor suit singleton bid 7 card suit	
4♣/♦		7		Pre-emptive			
4♥/♠		7		Pre-emptive			
4NT	#			Asks for specific aces	5c= no aces, 5d/h/s= that ace, 5NT=2 aces, 6c=Ac		
5♣		8		Pre-emptive		HIGH LEVEL BIDDING	
5♦		8		Pre-emptive		RKCB-1430; 5C-1/4; 5D-3/0; 5H-2+no Q trumps; 5S-2+Q trumps; 5NT-1+void; 6suit-2+void; Q ask- 1step no, 2steps yes. After interference- pass=1/4, dbl=0/3 etc Italian style cue bids showing 1 st or 2 nd round control Exclusion where obvious	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple Overcalls, 8+ HCP with reasonable suit quality at 1 level
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17HCP with defence of bid suit, responses as opening
4 th : Unusual showing 5-5 in Minors over Major opening, or 5-5 in minor and unspecified major over minor opening. 2m as Major ask.
Sandwich: 5-5+ in unbid suits. Weak or Strong
JUMP OVERCALLS (Style; Responses; Unusual NT)
6 card suit, 5-9HCP NV, 7-11HCP Vul
Unusual NT shows 5-5 in either both minors or 1 minor and undisclosed M, any point range
Reopen: Intermediate with 6-card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: Michaels , 5-5+ in Majors over minor opening, 5-5+ in other Major and undisclosed minor. 2NT as minor ask.
Jump: Cue for NT, 20+HCP
VS. NT (vs. Strong/Weak; Reopening;PH)
Weak: Multi Landy 8-15HCP, X : 16+ Strong: Multi-Landy:11+HCP, X : 7 playing tricks/ 19+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Up to 3♠, X is Takeout. 4 level apart from ♠ is Transferable. 4♠ and above is Penalty. Bids are all natural after X . 4NT is two suited (Primarily minors) hand.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: 2♣ - Natural VS 2♣: Bids natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX – 10+HCP, denies stop in suit for NT. Bids as uninterfered. Jump Bids – Weak jump shift 3-7HCP, 6 card suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th and 2 nd	Small from Hxx+, as normal	
NT	As above	As above	
Subseq	Low from H	As above	
Other: Can lead Singleton vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+	
King	AK+, KQ+	KQJ+, KQT	
Queen	QJ+, Qx	QJT+	
Jack	JT+, Jx	JT9+	
10	HT9+, HJT+ (H=K,Q)	HT9+, HJT+ (H=A,K,Q)	
9	T9x, J9xx, 9x	T9x, J9xx	
Hi-X	xXxx, xXxxx	xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A/Q Rev Attitude K Count	Count	Odds and Evens
Suit 2			Count
3			
1	A/Q Rev Attitude K Count	Count	Odds and Evens
NT 2			Count
3			
Signals (including Trumps): Lavinthal when switch is obvious and giving ruff.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 3♠, 4♣/♦/♥ Transferable.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles over partner's 1♥/♠ opening and opponent overcall (except 1NT): Can be one of two options: - Support X showing 3 card support and 5-8HCP - Negative X showing at least 4-4 in the unbid suits, 8+HCP Opener then rebids (assumes Negative) and responder corrects with support X , passes with weak Negative or bids on with Inv+ hand			

W B F CONVENTION CARD
CATEGORY: Red 
NCBO: Scotland 
PLAYERS: Jake Milne and Abigail Wilson
SYSTEM SUMMARY
15-17 NT (Can contain 5cM or be 5-4-2-2) Modified Benjamin 2's
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2♣ shows one of three possible hand shapes: <ul style="list-style-type: none"> • 18-19HCP with a semi-balanced hand (6-3-2-2, 5-4-2-2 and 4-4-4-A all possible) • 8-9 Playing Tricks in any suit • 5-4/5-5 in Majors 5-9HCP NV, 7-11HCP Vul (11-14HCP in 4th)
SPECIAL FORCING PASS SEQUENCES
Interference over Ogust , Asking 2NT and Jacoby 2NT , Pass shows bid has been bypassed
IMPORTANT NOTES
After Penalty X of 1NT, XX shows 5-card suit, forcing 2♣ bid. 2bid shows that suit plus another higher suit. 4-4. Pass is NF
PSYCHICS: Extremely Rare


OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		Can be short with 12-14 Balanced, or natural	1♦/♥/♠ - 5+HCP, 4 card suit 1NT – 5-9HCP 4 card ♣ suit, Inverted Raises (with 5 card support), Weak Jump Shifts : 3-7HCP with 6+ card suit.	1♣-1Y-1NT: 12-14HCP 1♣-1Y-1NT-2♣: Checkback 1♣-2♣-2X: Short suit trial bid 1♣-2♣-3X: Italian Cue Bid	Overcalls - Suit bid shows 5 card suit, X is Negative X – Bids as normal
1♦		4		Denies 5 card major (Exception: 6♦ + 5M and 17+HCP)	1NT – 5-9HCP. Inverted Raises, Weak Jump Shifts	1♦-1Y-1NT: 12-14HCP 1♦-2♣-2NT: 12-14HCP 1♦-1Y-1NT-2♣: Checkback 1♦-2♣-2NT-3♣: Checkback	As with 1♣. Raises are pre-emptive over an overcall, UCB showing point-based raise
1♥/1♠		5			1NT – 5-9HCP, Jacoby 2NT, Weak Jump Shifts Inverted Limit Raises.	Over Jacoby , 3 of other suit shows Singleton/Void, 4 suit is Source of Tricks. 3 Trump suit shows 17-18HCP, 3NT shows 15-16HCP, 4 Trump suit shows 12-14HCP.	Overcall - X is 2-way, showing either 3 card support or Negative (4-4 at least in other two suits). X – Bids as normal
1NT		2		15-17HCP, 14-17HCP in 4 th	2♣ - Non-Promissory Stayman, 3♣ - Puppet Stayman, 2♦/♥/♠/NT – Transfers with Breaks available. 4♦/♥ - 6-card Texas Transfer.	Transfer Breaks for Majors: 3M - Minimum + 4 card support. New suit: 4 card support, Max and control in suit. 2NT – 5 card support Breaks for Minors: Intermediate bid shows Hx for H=A,K or Hxx for H=A,K,Q	Lebensohl (FADS) with doubles for Takeout
2♣	✓	0		18-19HCP semi-balanced, 8-9PT in any suit, 5-4/5-5 in Majors (5-9HCP NV, 7-11HCP Vul. 11-14HCP in 4 th)	2♦ - 0-14HCP Relay, 2♥/♠ - Preference for bid Major, 2NT – 15+HCP. 3♥/♠ - 10+HCP and 5cM 4♥/♠ - 10+HCP and 6c+M	After 2NT Inquiry : 3♣/♦ - 5/4c♥+4/5c♠, Minimum. 3♥/♠ - 5/4c♥+4/5c♠, Maximum. 3NT- 5c♥+5c♠. 4suit- 8-9PT in that suit. 4NT: 18-19 balanced	Over interference: Pass shows 0-7HCP, 2♦ (over a X) or X (when 2♦ is overcalled) shows 8-14HCP. Systems on otherwise.
2♦	✓	0		Game Forcing (23+HCP or 9 ½+ PT)	2♥: 0-4HCP, 2♠: 5-8HCP, 2NT: 9+HCP		
2♥/2♠		6		5-9HCP NV, 7-11HCP Vul (11-14HCP in 4 th)	2NT – Modified Ogust , Bids are Non-Forcing	3♣/♦ - Shorter minor, not minimum. 3M shows minimum, 3OM shows 4 cards in OM and above minimum points.	Raise to level of fit
2NT		1		21-22 Semi-Balanced (Can be 5-4-2-2 or 4-4-4-1 with Singleton A)	3♣ - Puppet Stayman, 3♦/♥ - 5-card Transfers. 3♠ - Minor slam try. 4♣ - Gerber, 4♦/♥ - 6-card Transfer.	Slam Try responses: 4♣/♦ Preference in that minor, slam interest. 4♥/♠ Cue bid, acceptance for either minor. 5♣ No interest, Pass or correct	
3♣/3♦		6		Pre-emptive	Bids NF		
3♥/3♠		7		Pre-emptive (Promises Quality of Suit)	Bids NF		
3NT	✓	0		Gambling	4♣ - Pass or Correct, 4♦ - Slam Try in minor	4♥ - Acceptance of Slam Try in ♣, 4♠ - Acceptance of Slam Try in ♦. 5m – To Play	
4♣/4♦		7		Pre-emptive (Promises Quality of Suit)		HIGH LEVEL BIDDING	
4♥		8		To Play		Kickback 1430 , with R0P1, D0P1. Italian Cue Bids after agreed suit. Modified Blackout over Reverses : 3♣ shows 16-17HCP or minimum Reverse Hand. 3♦ shows 18+HCP or equivalent top range Reverse, GF.	
4♠		8		To Play			
4NT	✓			Ace Ask	5♣=0, 5♦=1, 5♥=2, 5♠=3		

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1 Major: 5-19, majors aggressive.
1◇: both majors 4+/4+
1NT over 1♣: 5+◇4+M
Major Responses: cue-bid 3 card limit+ raise, jump cue-bid mixed raise, 2NT 4 card limit+ raise, fit jumps, new suit F1.
2 level: 10-19, quite solid, rarely 5-card minors.
Responses: cue-bid good raise, new suit forcing, 2NT natural invite.
1NT OVERCALL
2 nd & Sandwich: Natural, (14)15-17(18), could be off-shape.
Passout: (9)10-14
System on
JUMP OVERCALLS
Weak 2-10 or at unfavourable 10-15
Reopen: 10-15
DIRECT & JUMP CUE BIDS
1m-2m: Majors, generally 55
1M-2M: oM and one minor NV 2-10 or 15+, V 9+.
Jump cue bid is stopper ask.
VS. NT
X: penalty vs. weak, a minor vs. strong (14-16+).
X: Also penalty over favourable, 3 rd hand, strong.
2♣: Both majors.
2◇: a major.
2♥: 5♥ and 4+ minor.
2♠: 5♠ and 4+ minor.
2NT: Minors.
VS. PREEMPTS
X: t/o until 4♥ higher is 'cards'.
VS. ARTIFICIAL STRONG OPENINGS
X: Majors.
Lowest NT: Minors.
Is still on after artificial reponse.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers
Fit jumps

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Lead	In Partner's Suit		
Suit	4 th (2 nd from bad suit.)	same	
Notrump	same	same	
Subsequent	same	same	
Other: MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att. AK, Ax,A	Att AKQ/J, Ax	
King	Count/Unblock AK, KQ, Kx	Count/Unblock Kx, AKQ/J, KQJ/T	
Queen	Att. QJ, Qx (KQ)	Att. QJT/9, Qx (KQ)	
Jack	JT, Jx	JT9/8, Jx (JT)	
10	T9, Tx	T98/7, Tx (T9)	
9	9x	9x	
Hi-X	Xx,xXx(x+)	Xx,xXx(x+)	
Lo-X	HxX, HxxX(x+)	HxX, HxxX(x+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att./Count	Count	O/E
2 Suit	Lav.	Lav.	Count
3	Count		
1	Att./Count	Count	O/E
2 NT	Lav.	Lav.	Count
3	Count		
Signals: Hi-Lo Even Smith Odd Enc.			
Discards: Odd = Enc. Even = Disc./Lav.			
Attitude: Odd = Enc. Even = Disc.(Count/Lav.)			
DOUBLES			
TAKEOUT DOUBLES			
Negative and t/o Xs to 4♥.			
Can be lighter with 'good' shape.			
Equal Level Conversion			
Reopening can be significantly weaker.			
MISCELLANEOUS DOUBLES/REDOUBLES			
Support X/XX.			
Maximal X.			
X can be 'cards' in some competitive sequences.			

WBF CONVENTION CARD
CATEGORY: Green
NCBO: CBAI
EVENT: Junior Camrose 2016
PLAYERS: David Synnott & Hugh Gormally
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 (usually)GF, aggressive.
1NT 10-13- 1 st /2 nd NV, else 13+-16
Can contain singleton, 5cM and 6cm.
5 card majors (can be 4 in 3 rd and 4 th)
1♣ 1+ Bal (can have singleton) or nat 4+, transfer responses
1◇ (4)5+ can have longer ♣s, rarely balanced, transfer rebids
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ 19-20/25+ bal GF ♥ or 2 suiters (not majors)
2◇ Weak 2♥ (5+) or GF ♠♣◇Majors
2♥ Both Majors 4+/4+ 4-10
2♠ 5+ 4-10
1♣ 1+
Rubensohl
Reverse Drury 3 rd /4 th position
Lots and lots of transfers.
Transfers over all 1 level interference (X-1♠)
Gazilli
Huggles over mini NT (see revers)
Responses to 1M (see reverse)
1◇ Overcall 4+/4+ Majors
1NT Overcall of 1♣ 5+◇ 4 Major (6/7)8-13
14-16NT - 3x - Transfer Splinter over
SPECIAL FORCING PASS SEQUENCES
Any GF sequence.
Over some XXs.
IMPORTANT NOTES
This category is underused.
10-13NT openings tend to be avoided with max 5cM and 44M.
PSYCHICS: Rare

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	4♥	11+, Bal(could have singleton) or Nat	1R xfer, 1♠ 9/12+ bal or 11+♣ 1NT 5-9/11, 2♣ 4-8/GF ♦	Over 1R: 1M 3 11-16, 1NT natural 1-2M no 4♠ 2♦ 0-2M 17+, 2oM	Fit Jumps, 2NT limit+ raise
					2♦♥♠ 6+ inv 2NT 0-6 ♣ 3♣ 6-9 ♣	3M 17+, 2NT 4+M 17+, 3♣ 14-16	
1♦		(4)5	4♥	11+, usually unbal	2♦ Inverted, 2NT 0-6♦ 3♣ nat. inv. 4♦+, 3♦ 6-9 (3)4♦+	Transfer Rebids	As 1♣
1♥		5(4)	4♥	11+, Can be 4 in 3 rd /4 th position.	As 1♠		Fit Jumps, 2NTmixed raise, 2♣ Rev. Drury
1♠		5(4)	4♥	11+, Can be 4 in 3 rd /4 th position.	1NT 5-12 NF, 2♣ nat GF/bal. GF/raise inv+ 2♦/♥ GF 5+		As 1♥
1NT				10-13- 1 st /2 nd seat NV Singleton relatively common	2♣ asks 4♥ 2♦ asks 4♠ 2♥♠to play 2NT nat inv 3♣ 1 minor gf 3♦♥ xfers 3♠ minor stayman 4m xfer 4M to play		
1NT				Or else 13+-16, rarely off shape. Not Max with 5cM.	Stayman 4 xfers, 3x xfer splinter 4♣ 6/5 Majors 4♦/♥ transfers	Smolen	3♣/3♦ nat. invite, 3♥/♠ Spl (54)31
2♣	✓			19-20/25-26 Bal GF ♥ m/M m/m	2♦♥ xfers, 2♠ inv+♥ , 2NT 3♣ xfers	Accepting sfer shows 19-20 bal	
2♦	✓			GF♣/♦/♠/both majors or weak 2♥	2♥ to play 2NT ask new suit nat F1		
2♥		4		4+/4+ Majors 4-10 (vul matters)	Majors to play, 2NT ask, new suit fl		
2♠		5		4-10	2N ask, new suit nat F1		
2NT				21-22 can be off shape	Modified puppet,		
3♣		6		Pre			
3♦		6		Pre			
3♥		6		Pre			
3♠		6		Pre			
3NT	✓			Solid minor, nothing outside			
4♣		6		Pre			
4♦		6		Pre			
4♥		6		Pre			
4♠		6		Pre			
4NT	✓			Specific Aces			
5♣		6		Pre			
5♦		6		Pre			
5♥		7		Pre			
5♠		7		Pre			
5NT	✓			Specific Kings			
HIGH LEVEL BIDDING					ADDITIONAL NOTES		
X/5♣/5♦ Dop/Ropi							
5♥+ Dope							
Exclusion/RKCB 3014							

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card	
OVERCALLS (Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level = 7-17, various with VUL, could be strong 4 card suits		Lead	in Partner's Suit	Category: Green	
2 level = more solid, 11-17		Suit	2nd from bad suit / 4th	Country: Ireland	
Reopening: Could be weak and/or bad suit quality		NT	same	Event: Junior Camrose	
Simple raise = 5-9HCP, New suit = F1, 1NT = 8-11; 2NT = 12-14		Subseq	same as opening leads	Players: Nathan Doyle and Arran Bolger	
CUE = UCB, limit, or strong BAL without stopper		Other:	MUD, HI from xx, 3rd from Hxx		
JUMP CUE = Mixed raise, 4+ supp, 7-10HCP or equivalent in dist					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
Direct = 15-18HCP		Lead	Vs.Suit	GENERAL APPROACH AND STYLE	
4th live = 15-18HCP, solid		Ace	AKx(+); Ax(+)	ACOL Style with 5 card majors (NF, INTL, 3+0, 3+0, light responses possible)	
4th Reopening = 11-14HCP		King	AK; AKx(+); KQx(+)	Resp. Jump to 2M = wk 3, 6HCP; 1M-3M = PRE, NEG DBL thru 4H	
System On		Queen	KQ; Q3x(+)	NAT, wk 2; aggressive NV	
		Jack	JTx(+); KJTx(+)	Aggressive Pre-empts in seat 1+3; wide range O/C (solid at two level)	
		10	T9(x+); HT9x(+)	1NT Openings: 1NT = 10-13 NV in 1st/2nd/3rd seat, 1NT = 12-14 otherwise	
		9	8x	2 OVER 1 Responses: F1: 10+HCP or Rule of 14 (HCP + Length)	
		Hi-x	Sx; xSxx; xSxxx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
		Lo-x	xSx; HxS; HxxS; HxxSx	2C opening = 23+ BAL or a near GF, any shape	
JUMP OVERCALLS (Style; Responses; Unusual NT)		SIGNALS IN ORDER OF PRIORITY		2D opening = Weak D 6+ (5-10HCP, varying with vul/position)	
1-Suit: Weak Jump Overcalls = 5-10HCP 6+; decent when VUL		Partner's Lead	Declarer's Lead	2H opening = Weak Major 6+ (5-10HCP, varying with vul/position)	
VUL VS NV: Intermediate Jump = 11-15HCP 6+		Suit: 1st	ATT: HI = ENC	2S opening = Weak Major 6+ (5-10HCP, varying with vul/position)	
2-Suit: Jump to 2NT = 5+/5+ in two lowest suits, any strength		2nd	Count: HI = EVEN	3NT opening = Gambling	
Reopening: Intermediate = 11-15HCP 6+, jump 2NT = 20-22 system on		3rd	S/P	2NT overcall = lowest two unbid suits	
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		DISCARDING		Michael's Cue Bids (Note 1)	
Direct Cue = Michael's Cue Bid (Note 1)		1st	as above	Lebensohl after 2-level overcall of 1NT (Note 2)	
(1m) : 2m = 5/5 majors; (1M) : 2M = 5+0M/5+m		2nd	as above	Negative doubles to 4H	
Jump Cue = Stopper Ask, with long solid suit (usually minor)		3rd	as above	Competitive Bidding Methods:	
		NT: 1st	as above	VS 2-suited O/C: lowest CUE = strong raise, next CUE = unbid suit F, unbid suit = NAT NF	
		2nd	Count: HI = EVEN	VS M Michael's: CUE of M = limit raise, new suit = F	
		3rd	S/P	VS m Michael's: unbid suit = NF, M suit = STOP	
VS NT (vs. Strong/Weak; Reopening; PH)		Signals (including Trumps): HI = EVEN or ENC		Fit Showing Jumps (FIT) by passed hand	
Multi-Landy (Note 5) against any NT opening in all positions		SMITH against NT: HI/Lo in Declarer's first played suit is ENC our opening lead		SPECIAL FORCING PASS SEQUENCES	
2C = 5+/4+ in majors; 2D = Single suited major (usually 6+)		Trump Echo: HI/Lo in trump suit implies ability to ruff		After interference over certain 1NT - (P) - 2C sequences	
2M = 5+M/4+m; 2NT = 5+/5+ minors		DOUBLES		After 1s - (DBL) - DBL: bid = WK, P is WK no long suit (asking partner to choose suit), jumps PRE	
Jump to 3x = PRE		TAKEOUT DOUBLES (Style; Responses; Reopening)		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
DBL VS weak NT = PEN; by PH = single suited minor		May be light (10+) with good shape; Offshape with stronger hands (-17+HCP)		In comp responder's 2nd suit bid in a lower suit is NF at 2-level or 3-level	
DBL VS strong NT = single suited minor		Responses (Note 4): 1x = 0-7, 2x = 8-11, 3x = 10/11 or shapely		e.g. 1D - (P) - 1S - (2H) - P - (P) - 2C	
DBL VS weak NT = PEN; by PH = single suited minor		CUE = GF, 1NT = 8-11 STOP, 2NT = 12-14 STOP, JUMP CUE = asks STOP		Psychics:	
DBL VS strong NT = single suited minor		SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		Rare	
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Almost all doubles at 1 or 2 level are for take out			
DBL = T/O; 3NT = NAT to play; minor suit CUE = strong, both majors		NEG DBL thru 4H and at 3-level			
DBL = T/O; 3NT = NAT to play; minor suit CUE = strong, both majors		after 1m opening, 1m-(1H)-DBL = 4S, 1m-(1H)-1S = 5+5			
Leaping + Non-leaping Michael's (Note 6):		1m-(1S)-DBL suggests 4+H and 8+HCP			
(2M) - 4m or (3M) - 4m = 5+m/5+0M:		1C - (1D) - DBL = Usually 4+5/4+H, 6+HCP but could be 4/3, DBL by opener = T/O			
VS ARTIFICIAL STRONG OPENINGS		Opener is expected to reopen auctions aggressively with shortage, e.g 1m-(1x)-P-(P)			
Mathe against strong club openings:					
(1C) - DBL = majors; (1C) - 1NT = minors; 5+/4+ (could be 4/4 NV)					
(2C) - DBL = 5+/5+ majors WK					
(2C) - 2NT = 5+/5+ minors WK					
OVER OPPONENTS' TAKE OUT DOUBLE					
RDBL = 10+ without fit, penalty interest					
1M ... (X1) : Jump raise = PRE, Jump in new suit = FIT, JUMP, 2NT = limit					

OPEN	TICK IF ART.	MIN NO OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		3	4H	11-21HCP or equivalent in distribution. Better minor, 3+ and 14+HCP if BAL.	New suit = 6c, 1NT = 6-9, 2C = 10+HCP inverted minors, denies 4cM 3C=6-9, 2NT = NAT 11/12HCP BAL denies 4 cM 2/1 = F1 10+HCP Splinters in M, 1C-3D is NAT	1C - 2C: All BAL hands bid 2NT, 2M shows stopper and is GF; 3c = Minimum opening 1NT rebid = (14) 15-17 (14 when NV), two way checkback 1NT rebid does not deny 4cM	
1D		3	4H	11-21HCP or equivalent in distribution. Better minor, 3+ and 14+HCP if BAL.	As above		
1H / 1S		5	4H	11-21HCP or equivalent in distribution. 5+ cards, may be 4+ in 3rd seat	1NT=6-9, 2M = 6-9 3c supp or 4c but very weak, 3M = PRE 2NT = Jacoby 4c+ supp 12+ GF, Bergen; 3m is a 4c raise; 3C=6-9, 3D=10-11 Splinters show 8-11HCP and singleton/void, 3NT = 13-15HCP BAL with 3c sup		
1 NT			4H	10-13BAL when NV in 1,2,3 seat. 12-14HCP VUL + always in 4th Frequently contains 5cM. Could contain 6cm Could be 5422 with points in short suits and no convenient suit rebid	2C = Weak D or INV+ with suit, 2D/2H = TRF with super accept 2S = Range enquiry or slam try (usually balanced invite), 2NT = TRF to C 3x = TRF SPL 4441 or 5440, 3C = 0 or 1 D ect 4C/4D trf to 4H/4S respectively with no slam interest, 4H/4S NAT	2C is puppet to 2D, then 2M = 4 card INV. 2NT = GF asks hand pattern. 3m = 9-11HCP 6+ INV 1NT - 2S: 2NT=Min, 3C=Max, new suit = slam try after slam try opener bids 3NT if weak or shows KC's	
2 C	X	0	4H	23+BAL or any near GF (about 1.5 tricks short of game or better)	2D = Negative 0-7HCP 0-2 controls OR BAL and waiting New suit is positive showing good quality suit	2C - 2D - 2M - 2NT = Second negative. Principal of fast arrival by responder	
2 D		5	4H	Weak two usually 6 cards, 5-10HCP. Can be very weak at favourable VUL Good quality suit, QJT+ at least	All raises = PRE, new suit = F1 2NT = Ogust asking bid	2x-2NT: 3C = Bad suit, bad hand 3D = Good suit but min HCP	
2 H		5	4H	Weak two, usually 6 cards, 4-10HCP. Could be weak at favourable VUL Solid in 2nd, aggressive 1 or 3. shows 8-12HCP in 4th seat	As above	3H = Bad suit but max HCP 3S = Good suit + max HCP	
2 S		5	4H	Usually denies 4cM or extreme shape. Bad suit possible	As above	Good suit = two top honours and good spots	
2 NT				20-22 BAL could have 5cM. Could be 5422 with 5cm	3C = Puppet Stayman, 3D/3H = TRF, 3S = Minor suit stayman slam interest		
3 C		6		PRE, could be strong 6 card suit in m, tends to always be 7 cards in M			
3 D		6		Suit quality is wide ranging (Note 3NT opening)			
3 H		6		4-10HCP			
3 S		6					
3 NT				Gambling - 7 card suit headed by AKQ with no A/K outside	4c/5c = P/C, 4d = asks shortage, 4M = to play. Pass then XX is expressing doubt	High Level Bidding 1430 RKCB, next suit up if not trumps asks for trump Q	
4 C		7		PRE almost always 8+		5NT after RKCB asks for specific kings	
4 D		7				Cue bid 1st or 2nd round controls	
4H		7		PRE, could be wildly distributional to play		Jump to 5NT = Pick a slam	
4S		7		Could also be close to a minimum opening		When cue bidding starts at five level, cue 1st round controls	
4NT				Specific ace ask	5C = none, 5x or 6c = that ace, 5NT = two aces	Lightner DBL	
5C				PRE		ROPI/DOP1	
5D				PRE			
5H				Grand slam invite, asking responder to raise based on trump quality	Holding one of AKQ raise to 6M, holding two raise to 7M		
5S							
5NT							

Note #

1

2

3

4

5

6

Description

Michael's

Lebensohl

Take Out Doubles

Responses

Multi Landy

Leaping Michael's

OTHER OPENING BIDS						
	HCP	see Note	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11-19	<input type="checkbox"/>	3	Opener's minimum NT rebid = 12-14 2NT Jacoby, Bergen raises (2)	Semi Forcing 1NT(6-12) 2 way checkback (5)	
1♦	11-19	<input type="checkbox"/>	3			
1♥	11-19	<input type="checkbox"/>	5			
1♠	11-19	<input type="checkbox"/>	5			
3 bids	6-10	<input type="checkbox"/>	7(6)	Pre-emptive – ATV and position at Table		
4 bids	6-10	<input type="checkbox"/>	8(7)	Pre-emptive		
*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).						
DEFENSIVE METHODS AFTER OPPONENTS OPEN						
OPPONENTS OPEN A NATURAL ONE OF A SUIT		CONVENTIONAL MEANING		SPECIAL RESPONSES		Notes
Simple overcall		Wide range				
Jump overcall		Weak (but strength according to vulnerability)				
Cue bid		Michaels (2-suited) (see Note 1)				
1NT	Direct: Protective	15-18 11-14	As for 1NT opening (system on)			
2NT	Direct: Protective	Lowest two unbid suits (see Note 1) 20-22 balanced	Limit bids As 2NT opener			
OPPONENTS OPEN WITH		DEFENSIVE METHODS		SPECIAL RESPONSES		Notes
Strong 1♣		X = both majors; 1NT both minors				
Short 1♣/1♦		Natural				
Weak 1NT		Double = penalties; Multi-Landy (3)				
Strong 1NT						
Weak 2		X = take out (with Lebensohl). Leaping Michaels				
Weak 3		Double = take out.				
4 bids		Double = values				
Multi 2♦		X = 13-15 bal or v. strong; 2NT = 16-18 bal (System on)				
SLAM CONVENTIONS						
Name		Meaning of Responses		Action over interference		
RKCB		5♣ = 1/4; 5♦ = 3/0, 5♥ = 2 with Q; 5♠ = 2 with Q trumps				

COMPETITIVE AUCTIONS				
Agreements after opening of one of a suit and overcall by opponents				
Level to which negative doubles apply			3♠	
Special meaning of bids			Cue bid = good raise	
Exceptions / other agreements			Jump raise = pre-emptive	
Agreements after opponents double for takeout				
Redouble	9+ HCP	New suit	Forcing	Jump in new suit
Jump raise	Pre-emptive	2NT	Good raise	Other
Game try doubles and competitive doubles.				
OTHER CONVENTIONS				
Fourth Suit Forcing: A bid in the fourth suit is artificial and GF, showing no particular holding in that suit but requesting partner to describe his/her hand further.				
After 1♣ - 1♦ - 1♥, 1♠ is natural and 2♣ is 'fourth suit forcing'.				
Unassuming Cue Bids Opposite partner's overcall a cue bid shows a good raise				
Splinter Bids Response of 3♠/4♣/4♦ to 1♥ opening or 4♣/4♦/4♥ to 1♠ opening shows a raise to 4♥/4♠ with 4+ trump support and singleton or void in bid suit.				
Lebensohl – Show stop via 2NT (also 2 NT may be a scramble with two places to play in a competitive auction)				
SUPPLEMENTARY DETAILS				
(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).				
1. Michaels/UNT - 1m - 2m shows 5+/5+ in majors; 1M - 2M shows 5+ /5+ in other major and a minor. 1 any - 2NT shows 5+/5+ in two lowest unbid suits.				
2. Bergen Raises over 1M: 2M=6-10, 3 card; 3C=7-10, 4 card; 3D=10-12,4 card 3M=2-6, 4 card; 3NT=12-15, 3 card. System <u>not</u> on with interference				
3. Defence to 1NT 2♣ 5+/4+ in ♥/♠ NV 5/5 Vul. 2♦ 6+ in a Major. 2♥/♠ 5+/4+ in M And a minor. 2NT = 5+/4+ in ♣/♦ NV 5/5 Vul				
4. Kokish 2♥ rebid after 2♦ forces 2♠. After: 2NT = 25-26 3NT = 29-30. A suit rebid Show both opener suits. 2♠ rebid after 2♦ forces 2NT. Natural After				
5. 2-way Checkback 2♣ forces 2♦. 2♦ is Game Force				

OPENING LEADS							
(For all the card combinations shown, clearly mark the card normally led if different from the underlined card).				(Hatch over this box if using non-standard leads).			
v. suit contracts	A <u>K</u>	<u>A</u> K x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	<u>10</u> <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
v. NT contracts	<u>A</u> K x (<u>x</u>)	A <u>J</u> 10 x	<u>K</u> Q 10	<u>K</u> Q x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 <u>x</u> x	10 <u>9</u> x	9 <u>8</u> 7 x	10 <u>x</u> x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	
Other agreements in leading, e.g. high level contracts, partnership suits:-							
Ace asks for attitude and K for count							
CARDING METHODS							
	Primary method v suit contracts			Primary method v NT contracts			
On Partner's lead	Standard Attitude: Lead of K v NT asks partner to unblock (or give count).						
On Declarer's lead	Standard Count						
When discarding	Standard Attitude						
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Suit preference signals							
SUPPLEMENTARY DETAILS (continued)							

Name: Jonny Richards

Partner: Jason He

GENERAL DESCRIPTION OF BIDDING METHODS			
Strong NT and 5 Card Majors (2/1 Forcing to Game)			
1NT OPENINGS AND RESPONSES			
Strength	15 to 17	Tick if artificial and provide details below <input type="checkbox"/>	
Shape constraints	Make have 5 card M	Tick if may have singleton <input type="checkbox"/>	
Responses	2♣ Stayman		
2♦	Transfer to hearts	2♥	Transfer to spades
2♠	Transfer to clubs	2NT	Transfer to diamonds.
Others			
Action after opponents double		Natural. Redouble by responder is to play	
Action after other interference		Lebensohl. Double = takeout	
TWO-LEVEL OPENINGS AND RESPONSES			
	Meaning	Responses	Notes
2♣	Game forcing or 23+ balanced	2♦ waiting. Kokish	(4)
2♦	Weak	2NT enquiry - OGUST	
2♥	Weak	2NT enquiry - OGUST	
2♠	Weak	2NT enquiry - OGUST	
2NT	20 – 22; 5 card puppet Stayman, 3♦/♥ Transfers; 3♠ Minor(s) or Diamonds;		
OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE			
Texas Transfers over 1NT and 2NT Opening			
2NT - 4♣, Slam try in Clubs			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
5+ cards 9+ points in principal
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 / 11-14 Responses as over opening 1N.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6 cards
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
VS. NT (vs. Strong/Weak; Reopening;PH)
Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double for take out.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Re-double 9+ points,

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th	2 nd & 4 th	
NT	2 nd & 4 th	2 nd & 4 th	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Mckenny
Suit 2			
3			
1	Attitude	Count	Mckenny
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing			

EBL CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Alice Smart, Sarah Greener & Stephen Loat
EVENT Junior Camrose 2016
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Strong NT & 3 Weak 2's
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Halmic after 1NT doubled
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2					
1♦		4					
1♥		5			Bergen Raises & Jacoby 2NT		
1♠		5			Bergen Raises & Jacoby 2NT		
INT		2		15-17, may contain 5 card major.	2C Stayman, 2D/H/S Transfers, 2N Nat, 4C Gerber, 4N Quantitative.		
2♣		0		20-21 balanced or 8pt in a suit.	2D Relay.		
2♦		6		Any GF, if balanced 24+.	2H Relay.		
2♥		6		5-10 Weak	2N Ogust		
2♠		6		5-10 Weak	2N Ogust		
2NT		1		22-23	3C 5 card puppet Stayman, 3D/H Transfers, 4C Gerber, 4N Quantitative		
3♣		7		5-10 Pre-emptive	New suits forcing		
3♦		7		5-10 Pre-emptive	New suits forcing		
3♥		7		5-10 Pre-emptive	New suits forcing		
3♠		7		5-10 Pre-emptive	New suits forcing		
3NT							
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥							
5♠							

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
SIMPLE OVERCALL SHOWS 7+ HCP WITH FAIR SUIT
WIDER RANGE OPPOSITE PASSED HAND
CUE BID ASKS FOR STOP, TYP LOOKING FOR NO-TRUMP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 16-19 HCP; SYSTEM ON
Reopening: 16-19 HCP; SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: WEAK (OFTEN 5+ CARDS AT 2-LEVEL)
2-suiter: Unusual NT shows 5+/5+ in lowest two unbid suits
Reopen: INTERMEDIATE; 2NT=20-22 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
CUE BID shows any 16+ (2NT=0-5, suits 6+, natural)
JUMP CUE ASKS FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
DOUBLE=PENALTY (16+)
2♣=any one-suiter, 2♦ = pass/correct
2♦=4+♥, 4+♠
2♥=4+♥ and 4+ minor, 2NT asks for minor
2♠=4+♠ and 4+ minor, 2NT asks for minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(WK3) DBL = TAKEOUT
(WK4) DBL= OPTIONAL
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
vs 1♣: 2♣ = NAT
vs 2♣: 3♣ = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=10+


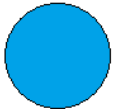
LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low from honour	Same except xxx	
NT	4 th from honour, MUD	Same except xxx	
Subseq	Attitude (4th from length)		
Other: In partner's suit, low from xxx if we have not supported, else top.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+), AKQx	AKx(+), Ax(+)	
King	AK, KQ(+), KQJ(+), Kx	AK, Kx, KQJ(+), KQ10	
Queen	QJ(+), QJ(+)	QJ10(+), QJ9(+), Qx	
Jack	J10(+), J10x(+), KJ10	Jx, J109(+), (A/K)J10x(+)	
10	109(+), 109x, K109, Q109	10x, 109(+), (A/K/Q)109x	
9	9x, 9xx(+)	9x	
Hi-X	Sx, Sxx, Sxxx	Sx, xSx	
Lo-X	HxS, HxxS, HxxxS	xxxS, HxS, HxxS, HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
Suit 2	Hi/Lo=EVEN		
3			
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN		
3			
Signals (including Trumps): TRUMP PETER=INTEREST IN RUFF			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SHOWS OPENING VALUES OR BETTER			
NEGATIVE DOUBLES (6+ AT 1 LEVEL, RULE OF 14 AT 2-LEVEL)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
INT (X=PEN) XX=TRF TO 2♣ WITH ONE-SUITED HAND			
STOLEN BID DOUBLES			
GENERALLY DOUBLE OF ART BID ASKS FOR LEAD			

W B F CONVENTION CARD
CATEGORY: RED
NCBO: SCOTLAND
PLAYERS: Iain GRAHAM (12896) Scott LORIMER (15834)
SYSTEM SUMMARY
Multi-way 1♣ (11-19 with clubs, 15-17 BAL, (4441) 20+, any 23+)
5-card majors; nat unbalanced 1♦
Multi 2♣
2♦ = "WEAK MAJOR TWO-SUITER"
NAT weak 2♥/2♠
INT OPENING: 11-14
2/1 response: F1, does not promise rebid
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRANSFER RESPONSES TO 1♣
MULTI 2♣ (5-10, 6+♦; 18-19 BAL, 20-22 UNBAL, Eight playing tricks in any suit)
2♦ = 5-10, 4/5, 5/4, 5/5 MM
GAMBLING 3NT
DIRECT MAJOR RAISES WEAK
"BERGEN" RAISES OF 1M
SPECIAL FORCING PASS SEQUENCES
INT (X) PASS forces XX: T/P or NON-TOUCHING SUITS
OVER INTERFERENCE (ie WK2-2NT, JACOBY 2NT, STAYMAN, TRANSFERS, 1NT): X=STOLEN BID; PASS=MISSED BID; SUIT=SYSTEM ON
IMPORTANT NOTES
INT (X=PEN) 2X=LOWER OF TOUCHING SUITS
PSYCHICS: POSSIBLE, THIRD HAND CAN BE LIGHT

OPE NING	A R T	Min No	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	3♣	FORCING NAT OR 15-17 BAL OR (4441, 20+) OR 23+	1♦=4+♥, 0+HCP; 1♥=4+♠, 0+HCP; 1♠=4+♦ 1NT=4+♣, 0-5 HCP; 2♣=4+♠, 6+; 2♦/2M=0-5, 6-card suit	1♣-1X-1NT=15-17 BAL; 1♣-1X-2♦=23+ 1♣-1X-2NT=(4441), 20+ TRF COMP SHOWS 4+ SUPP, UNBAL	TRANSFERS OFF IN COMP
1♦		4	3♣	11-19 HCP, UNBAL	1NT=5-9; 2♦=3+♦, 5-9 HCP; 3♦=3+♦, 10-12 HCP 2NT=4+♦, FG	1♦-1M-1NT: RELAY FOR STRENGTH	
1♥		5	3♣	11-19 HCP	1NT=5-9; 2♥=0-4, 3♥; 2NT=3+♥, FG; 3♣=5-9, 3♥/4-5, 4♥; 3♦=10-12, 3♥/8-9, 4♥; 3♥=0-4, 4♥; 4♥ PRE	1♥-1♠-1NT: RELAY FOR STRENGTH 1♥-2NT:3m/3♠=SPL; 3♥=EXTRAS 4m=5+ SUIT; 4♥=MIN	
1♠		5	3♥	11-19 HCP	1NT=5-9; 2♠=0-4, 3♠; 2NT=3+♠, FG; 3♣=5-9, 3♠/4-5, 4♠; 3♦=10-12, 3♠/8-9, 4♠; 3♠=0-4, 4♠; 4♠ PRE	1♠-2NT:3m/3♥=SPL; 3♠=EXTRAS 4m=5+ SUIT; 4♠=MIN	
INT				11-14 HCP can include 5M/6m/SPL	2♣=5-CARD STAYMAN, INV+; 2♦/2♥=TRF 2♠=11 HCP; 2NT=12 HCP; 3X=NAT, FG 4♣=GERBER	1NT-2♣: 2♦=4M; 2M=5M; 2NT=11-12; 3NT=13-14, NO MAJ 1NT-2♣-2X=3m=5+m, TO PLAY	
2♣	Yes	0		5-10, 5+♦ OR ANY 23+ OR 18-19 BAL OR (4441) 20+ OR 8 playing tricks in any suit	2♦=LESS THAN 3 QT 2♥=3+ QT	2♣-2♦-2X/3X=NAT; 2♣-2R-2NT=18-19 BAL 2♣-2♥-2♠=5+♦, 8-10 OR STRONG ♦ 2♣-2♥-3♦=5+♦, 5-7	
2♦	Yes	0		5-10 HCP; BOTH MAJORS	2M/3M/4M TO PLAY 2NT RELAY	2♦-2NT: 3♣=5+♥, 8-10, 3♦=5+♠, 8-10 3M=5+M, 5-7	
2♥		5		5-10 HCP; 5+♥	2NT RELAY	2♥-2NT: 3m, longer m, worse than rule of 10 3♥: side 4-card suit, rule of 10 3NT: AKQxxx	
2♠		5		5-10 HCP; 5+♠	2NT RELAY	2♠-2NT: 3m, longer m, worse than rule of 10 3♠: side 4-card suit, rule of 10 3NT: AKQxxx	
2NT				20-22 HCP, 5M/6m possible OFFSHAPE OK	3♣=5-CARD STAYMAN, 3♦/3♥=TRF	2NT-3♣: 3♦=4M; 3M=5M; 3NT=NO MAJ	
3♣		6		Pre-emptive			
3♦		6		Pre-emptive			
3♥		6		Pre-emptive			
3♠		6		Pre-emptive			
3NT	Yes			Solid minor, no outside A/K	4♣=P/C; 4♦=FG in minor; 4M=TO PLAY		
4♣		7 (6)		Pre-emptive		HIGH LEVEL BIDDING	
4♦		7 (6)		Pre-emptive		CREEPING KEYCARD BLACKWOOD (3041); DOPI/ROPI	
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1 level, Sound at 2 level Cue bid response shows values and support
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd and 4 th : 15-18HCP with defence of bid suit, responses as opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
6 card suit, 5-9HCP NV, 7-11HCP Vul Unusual NT shows 5-5 in either both minors or 1 minor and undisclosed M, any point range
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct: Michaels , 5-5+ in Majors over minor opening, 5-5+ in other Major and undisclosed minor. 2NT as minor ask. Jump: Cue for NT, 20+HCP
VS. NT (vs. Strong/Weak; Reopening;PH)
X = Penalty 2♣ = Majors (8+HCP) 2♦ = Any Single Suit, 6+card suit and 8+HCP, 2♥ is Pass/Correct 2♥ = 5+card♥'s + 4+card minor, 2NT asks for minor 2♠ = 5+card♠'s + 4+card minor, 2NT asks for minor 2NT = minors (5+card suits)
VS.PREEMpTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O, at 4 level or higher = optional
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
VS 1♣: 2♣ - Natural VS 2♣: Bids natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 5-9 with 3 card support

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th and 2 nd	Small from Hxx+, as normal	
NT	As above	As above	
Subseq	Low from H	As above	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax (+)	AKx(+)	
King	AK, KQx(+), Kx	KQJ, KQ10, Kx	
Queen	QJx(+) Qx	QJ10, QJ9, Qx	
Jack	Jx, J10x,	Jx, J10x, KJ10, AJ10	
10	10x,	10x, (A/K/Q)109	
9	9x,9xx,9xxx, 109x	9x,987x, 109x	
Hi-X	xXxx, xXxxx	xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A/Q Rev Attitude K Count	Count	Reverse Attitude
Suit 2			
3			
1	A/Q Rev Attitude K Count	Count	Reverse Attitude
NT 2			
3			
Signals (including Trumps): Suit Preference when switch is obvious and giving ruff.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Implies support for unbid suits, opening bid			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT (X) XX = puppet to 2♣ typically any one suited rescue			

W B F CONVENTION CARD
CATEGORY: Blue NCBO: Scotland  PLAYERS: Matthew Robb (15489) Damien Murray (15833) 
SYSTEM SUMMARY
Modified Precision 13-15 NT 5 card Majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ Opening: 16+HCP no 5 card M 1♦ Opening is either <ul style="list-style-type: none"> 11-15HCP no 5 card M 11-12HCP balanced
2♣ Opening is either: <ul style="list-style-type: none"> 11-15HCP and 6♣'s 11-15HCP's, 5♣'s and 4 of another suit
2♦ Opening is Multi, showing one of the following: <ul style="list-style-type: none"> A Weak 2 in a Major 20-22HCP balanced hand 16+HCP, 3 suited hand (4-4-4-1 or 5-4-4)
2♥ Opening: 11-15HCP, 5♥'s and either 4+♠'s or 5+card minor 2♠ Opening: 11-15HCP 5♠'s and 5+ card minor
SPECIAL FORCING PASS SEQUENCES
1NT (X) Pass forces XX from opener, either to play or rescue with non-touching suits
IMPORTANT NOTES
1NT (X) 2Y shows lower of touching suits Jacoby 2NT = support + GF
PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	0	4♦	16+HCP, no 5 card Major	1♦=0-4HCP, 1NT=5-7HCP, Weak jump shift=5-7HCP, 6+ suit 1M or 2m= 8+HCP and 4 card suit	1♣-1♦-1NT = 16-19HCP 1♣-1M-1NT = 16-17HCP 1♣-1M-2NT = 18-19HCP 1♣-2m-2NT= 16-19HCP	Overcalls: Bids over overcalls show 5+ card suit. X of major overcall shows 4 ONLY of the other major. X: XX is negative (0-4HCP), 1♦ is now 8+HCP
1♦	✓	0	4♦	11-15HCP, no 5 card Major, almost always unbalanced or 11-12HCP balanced	1M= 4 card suit. 1NT= Less than 10HCP 2 Suit = 10+HCP, 4 card suit, Weak jump shift=3-7HCP 6+ suit	1♦-1M-1NT = 11-12HCP balanced or 11-15HCP 4-4-4-1, Singleton in responder's suit. Bids Natural	Overcalls - Suit bid shows 5 card suit, X of major overcall shows 4 ONLY of the other major. X – Bids as normal
1♥/1♠		5	4♦	11+HCP or Rule of 20	Nat, Jacoby 2NT, Weak jump shift=5-7HCP, 6+ suit	Over Jacoby , 3 of other suit shows Singleton/Void, 4 suit is Source of Tricks. 3 Trump suit shows 17-18HCP, 3NT shows 15-16HCP, 4 Trump suit shows 12-14HCP.	As Above
1NT				13-15HCP	2♣ = 4-card Stayman, 3♣ = 5-card Stayman, 2♦/♥/NT = Transfer	Transfer Breaks for Majors: 3M - Maximum + 4 card support.	
2♣		5		11-15HCP 6♣'s or 5♣'s, 4 any other suit	2♦ = Weak relay, Pass/Correct, 2♥ = Invitational Relay, 2NT= GF, describe hand	Responses to 2♥: 2NT - Minimum 3♣ - Maximum, 6♣'s. 3suit- 5♣'s and 4 of bid suit.	X is Relay, 2NT as uninterfered. Bids are natural
2♦	✓	0		Multi= weak 2M or 20-22 HCP balanced or 16HCP+ 3 suited	2♥= relay, 2NT= GF, asking bid	Over 2♥, bid 3 suited hand suits up the way. Over 2NT, Ogust responses to show weak 2M hand. 4 suit shows Singleton/Void in that suit and 3 suited hand.	As above
2♥		5		11-15HCP 5♥ and either 4+♠'s or 5+card minor	2♠= invitational hand, 2NT= bid other suit, GF		
2♠		5		11-15 5♠ and 5+ card minor	2NT= bid other suit		
2NT	✓			5-5+ minors any strength	Bid longest minor		
3♣/3♦		6		Pre-emptive			
3♥/3♠		7 (6)		Pre-emptive			
3NT	✓			Gambling	Bid longest minor or pass		
4♣/4♦		7		Pre-emptive			
4♥/4♠		8 (7)		Pre-emptive			
4NT	✓			Ace Ask	5♣=0, 5♦=1, 5♥=2, 5♠=3		
5♣				Natural		HIGH LEVEL BIDDING	
5♦				Natural		RKCB 3014, Italian Cue Bids	
5♥				Natural		DOPI/ROPI	
5♠				Natural			

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive. But sound when vul at 2 level or higher.
Raises not constructive
UCB
1M – 2NT = constructive 4 card raise
Jump cue = mixed raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) System on
11-14 in 4th
Raptor by passed hand (2 suited hand)
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak
Raises pre-emptive, UCB
Unusual 2NT, except in 4 th when it is 19-21 bal
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
(1x) -3x = asking for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
X = pen vs weak NT
X =4M/5m vs strong NT
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
ToX
Cues =strong T/O
NT bids nat
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Nat
OVER OPPONENTS' TAKEOUT DOUBLE
Raises pre-emptive
2NT = Good raise
XX = good hand, no fit ,interested in penalty

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2nd	4 th , 2nd	
NT	4 th , 2nd	4 th ,2nd	
Subseq	Std remaining count	Std remaining count	
Other: Tops of sequences, A asks for attitude(rev), K for count (std)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks rev att	Asks rev att	
King	Asks std count	Unblock or count	
Queen	Asks rev att	Asks rev att	
Jack	Denies Q	Denies Q	
10	Denies J	Denies J	
9	Denies 10	Denies 10	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Rev att
Suit 2	Rev Att	SP	Count
3	SP		SP
1	Count	Count	Rev att
NT 2	Rev Att	SP	Count
3	SP		SP
Signals (including Trumps):			
1 st discard = rev att, std remaining count., SP in trumps if poss.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening strength, or weaker with shape.			
Re-opening can be 8+			
Responses nat, jump shows 9+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Most Xs below game are T/O, competitive			
Supp X at 1 or 2 level			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland
PLAYERS: Olivia Bailey & Botond Hadjara
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
(14)15-17 NT, 5cM, 2 over 1
Trash multi 2D, constructive weak 2s in majors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2D (3-7 points, 6 card major)
2 way Drury
Weak Jump shifts
1m – 2NT = weak or strong with fit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:rare



WBF Convention Card 2.19

Category: Northern Ireland
 Country: Peggy Bayer 2016
 Event: Ryan Lightowler & Molly O'Donnell
 Players:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL 4 card M

LEADS AND SIGNALS	
OPENING LEADS STYLE	
Lead	In Partner's Suit
Suit	same
4th, 2nd from bad suits	same
NT	same
Subseq	
Other:	

LEADS	
Lead	Vs. Suit
Ace	AKx(+), A, Ax
King	KQx(+), Kx, K
Queen	QJx(+), QX, Q
Jack	KJT, JTX(+), Jx, J
10	KT9(+), QT9(+), Tx, T
9	9x(+)
Hi-x	even number, 3+ bad
Lo-x	Hxx, xxx

SIGNALS IN ORDER OF PRIORITY			
Suit: 1st	Partners Lead	Declarer's Lead	
		Count	Discarding
2nd			Revolving
3rd			
NT: 1st			
2nd			
3rd			

Reopen: Intermediate 10 - 15 - 6 card suit
 DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)
 VS. NT (vs. Strong / Weak; Reopening; PH)
 Capalette
 X = penalties, 2♣ = 6+ card Major, 2♦ = both Majors at least 4/4,
 2♥ = 6+♥ + 4+ minor, 2♠ = 5+♠ + 4+ minor, 2NT = both minors at least 5/5

DOUBLES
 TAKEOUT DOUBLES (Style; Responses; Reopening)
 CONST 15+ or shape

10+ in balancing position
 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
 sputhick double to 3♣

OVER OPPONENTS' TAKE OUT DOUBLE
 XX - 10+ no fit, New ulis - Non Forcing
 Psychics:

1NT OVERCALL (2ND/4TH Live; Responses; Reopening)

15 - 18

responses - stayman & transfer to Majors
 reopening - 10 - 14

JUMP OVERCALLS (Style; Responses; Unusual NT)
 1-Suit: weak 6 - 10 - 6 card suit
 2-Suit:

Reopen: Intermediate 10 - 15 - 6 card suit
 DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

VS. NT (vs. Strong / Weak; Reopening; PH)
 Capalette
 X = penalties, 2♣ = 6+ card Major, 2♦ = both Majors at least 4/4,
 2♥ = 6+♥ + 4+ minor, 2♠ = 5+♠ + 4+ minor, 2NT = both minors at least 5/5

DOUBLES
 TAKEOUT DOUBLES (Style; Responses; Reopening)
 CONST 15+ or shape

10+ in balancing position
 SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES
 sputhick double to 3♣

OVER OPPONENTS' TAKE OUT DOUBLE
 XX - 10+ no fit, New ulis - Non Forcing
 Psychics:

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		4	3♣	11+ or shape	1 level - 6+, 2 Level - 9+, 1NT 6 - 9		
1♦		4	3♣	as 1♣	as 1♣		
1♥		4	3♣	as 1♣	as 1♣		
1♠		4	3♣	as 1♣	as 1♣		
1NT				12 - 14	Stayman, transfers to Majors		
2♣	Yes	0	3♣	ACOL GF or 23/24 balanced	2♦ - negative		
2♦		5	3♣	6 - 10 pts	2NT F enquiry, New Suit - Non Forcing	OGUST - 3♣ = bad points/ bad suit, 3♦ = bad points/ good suit	
2♥		5	3♣	6 - 19 pts	as above	3♣ = good points/ bad suit, 3♠ = good points/ good suit	
2♠		5	3♣	6 - 10 pts	as above	as above	
2NT				20 - 22 balanced	Stayman, transfers to Majors, 3♣ = 5♣ & 4♣		
3♣		7		pre-emptive	New Suit Forcing for 1 round		
3♦		7		pre-emptive	as above		
3♥		7		pre-emptive	as above		
3♠		7		pre-emptive	as above		
3NT	Yes			solid 7+ card minor <K outside			
4♣		7		stronger pre-empt			
4♦		7		stronger pre-empt			
4♥		7		stronger pre-empt			
4♠		7		stronger pre-emp			
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

Blackwood

Gerber

Splinters



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE	
Constructive		Lead	In Partner's Suit
Change of suit forcing by non-passed hand		Suit	4th, 2nd from bad suits
UnAssuming Cue Bids		NT	same
		Subseq	same
		Other:	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Vs. NT	
15 - 18		Lead	AKx (+)
		Ace	KQx(+), Kx, K
		King	QJx(+), QX, Q
		Queen	KJT, JTX(+), Jx, J
		Jack	KT9(+), QT9(+), Tx, T
		10	9x(+)
		9	even number, 3+ bad
		Hi-x	Hxx, xxx
		Lo-x	Hxx, Hxxxx, Hxxxxx
SIGNALS IN ORDER OF PRIORITY		Discarding	
Reopen: intermediate 10 - 15 - 6 card suit		Suit Preference	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead
		Count	Count
		Suit: 1st	
		2nd	
		3rd	
		NT: 1st	
		2nd	
		3rd	
		Signals (including Trumps):	
VS. NT (vs. Strong / Weak; Reopening; PH)			
Multi Landy			
X = penalties, 2♣ = both majors at least 4/4, 2♦ = 6 card Major,			
2♥ = 5+♥ + 4+ minor, 2♠ = 5+♠ + 4+ minor, 2NT = both minors at least 5/5			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
CONST 15+ or shape			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			
opt X			
SPECIAL FORCING PASS SEQUENCES			
10+ in balancing position			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDUBLES	
Natural		sputnick double to 3♣	
IMPORTANT NOTES THAT DONT FIT ELSEWHERE			
OVER OPPONENTS' TAKE OUT DOUBLE			
XX - 10+ no fit, New bids - Non Forcing		Psychics:	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
weak 2's in ♦, ♥ & ♠ - may be 5 cards			
Gambling 3NT			
1NT Openings: 12 - 14			
2 OVER 1 Responsee			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
ACOL 4 card M			
Category:		Northern Ireland	
Country:		Peggy Bayer 2016	
Event:		Emma Mills & Lucy Kinnear	
Players:			

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		4	3♣	11+ or shape	1 level - 6+, 2 Level - 9+, 1NT 6 - 9		
1♦		4	3♦	as 1♣	as 1♣		
1♥		4	3♥	as 1♣	as 1♣		
1♠		4	3♠	as 1♣	as 1♣		
1NT				12 - 14	Stayman, transfers to Majors		
2♣	Yes	0	3♣	ACOL GF or 23/24 balanced	2♣ - negative		
2♦		5	3♦	6 - 10 pts	2NT F enquiry, New Suit - Non Forcing		
2♥		5	3♥	6 - 10 pts	as above	OGUST - 3♣ = bad points/ bad suit, 3♦ = bad points/ good suit	
2♠		5	3♠	8 - 10 pts	as above	3♥ = good points/ bad suit, 3♠ = good points/ good suit	
2NT				20 - 22 balanced	as above	as above	
3♣		7		pre-emptive	Stayman, transfers to Majors, 3♣ = 5♣ & 4♥		
3♦		7		pre-emptive	New Suit Forcing for 1 round		
3♥		7		pre-emptive	as above		
3♠		7		pre-emptive	as above		
3NT	Yes			solid 7+ card minor <K outside	as above		
4♣		7		stronger pre-empt			
4♦		7		stronger pre-empt			
4♥		7		stronger pre-empt			
4♠		7		stronger pre-emp			
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

Blackwood

Gerber

Splinters



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	Opening Leads Style	Lead	In Partner's Suit
Constructive		4th, 2nd from bad suits	same
Change of suit forcing by non-passed hand		same	same
UnAssuming Cue Bids			
Other:			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
ACOL 4 card M			
1NT Overcall (2ND/4TH Live; Responses; Reopening)			
15 - 18		Vs. Suit	Vs. NT
responses - stayman & transfer to Majors		AK(+), A, Ax	AKx (+)
		KQx(+), Kx, K	KQxxx, KQJx(+)
		QJx(+), QX, Q	AQJ(+), QJT(+)
reopening - 10 - 14		KJT, JTX(+), Jx, J	AJT(+), KJT(+), JT9(+)
JUMP OVERCALLS (Style; Responses; Unusual NT)		KT9(+), QT9(+), Tx, T	HT9(+)
1-Suit: weak 6 - 10 - 6 card suit		9x(+)	9x(+)
2-Suit:		even number, 3+ bad	TON
		Hxx, xxx	Hxx, Hxxxx, Hxxxxx
SIGNALS IN ORDER OF PRIORITY			
Reopen: intermediate 10 - 15 - 6 card suit	Partners Lead	Discarding	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Count	Suit Preference	
	Suit: 1st		
	2nd		
	3rd		
	NT: 1st		
	2nd		
	3rd		
Vs. NT (vs. Strong / Weak; Reopening; PH)	Signals (including Trumps):		
Multi Landy			
X = penalties, 2♣ = both majors at least 4/4, 2♠ = 6 card Major,			
2♥ = 5+♥ + 4+ minor, 2♠ = 5+♠ + 4+ minor, 2NT = both minors at least 5/5			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
CONST 15+ or shape			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			
opt X			
VS. ARTIFICIAL STRONG OPENINGS			
Natural			
SPECIAL FORCING PASS SEQUENCES			
4th Suit Forcing - forcing for 1 round unless at 3 level when forcing to game			
IMPORTANT NOTES THAT DONT FIT ELSEWHERE			
OVER OPPONENTS' TAKE OUT DOUBLE			
XX - 10+ no fit; New ults - Non Forcing			
Psychics:			

Category: Northern Ireland

Country: Peggy Bayer 2016

Event: Andrew Milligan & Cameron McGaughey

Players:

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

ACOL 4 card M

1NT Openings: 12 - 14

2 OVER 1 Responses

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

weak 2's in ♠♥ & ♠ - may be 5 cards

Gambling 3NT

VS. NT (vs. Strong / Weak; Reopening; PH)

Multi Landy

X = penalties, 2♣ = both majors at least 4/4, 2♠ = 6 card Major,

2♥ = 5+♥ + 4+ minor, 2♠ = 5+♠ + 4+ minor, 2NT = both minors at least 5/5

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

CONST 15+ or shape

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

opt X

SPECIAL FORCING PASS SEQUENCES

4th Suit Forcing - forcing for 1 round unless at 3 level when forcing to game

IMPORTANT NOTES THAT DONT FIT ELSEWHERE

OVER OPPONENTS' TAKE OUT DOUBLE

XX - 10+ no fit; New ults - Non Forcing

Psychics:

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level, could be good 4-card suit at the 1 level.
Responses: raises = pre-emptive; new suit = natural F1; 1/3NT = natural; cue/2NT = 3+card raise/natural if partner overcalled in a minor, 3-card/4+card raise if partner overcalled in a major; jump = fit; double jump = splinter; bids at game-level = to play.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = (15)16-18; protective = 11-14
Responses as to 1NT opener
JUMP OVERCALLS (Style; Responses; Unusual NT)
Direct: weak with attention to vulnerability; 2NT = lowest two unbid suits (weak or better)
Protective: intermediate (13-16, 6-card suit); 2NT = 19-21 balanced with system on (some modifications)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (at least 55 9+points): (1m)-2m = majors; (1M)-2M = other major + minor. Responses: 2NT = constructive enquiry
(1x) 3x = stopper ask
(1x) 4x = hand too good to overcall 4♥/♠, responses are P/C
VS. NT (vs. Strong/Weak; Reopening; PH)
X = penalty. If they run, doubles of 2m=penalty, doubles of 2M=t/o
2♣ Majors (5+/4+), then 2♦ = equal preference, 2NT = asking bid
2♦ = 6+♥/♠, then all major suit bids are p/c, 2NT = asking bid
2M = 5M and 4+m, then 2NT = enquiry, 3♣ = p/c, 3♦ = good raise
2NT = 5+♦5+♣
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DbI = T/O, Lebensohl (FASS); (2x) 3x = stopper ask; (2/3x) 4x = Michaels; Leaping Michaels: (2x) 4m = minor and other major and (3♣) 4♦ = ♦s and unspecified major; (2x) 2NT = 16-18 (14-17 in 4 th) balanced with system on (some modifications); (3x) 3NT = 16+balanced with 4♣ = range enquiry, 4♦ = signoff in any suit, others are natural slam tries
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, 1/2NT = Minors. Use 1NT as a UCB
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ sets up forcing pass up to 2 of opener's suit; new suit = natural F1 (except 1♣-(X)-1♦/♥=4+♥/♠); 2NT = good raise (4+M) if M opened, system on if m opened; jumps = fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subsequent	2 nd /4 th	2 nd /4 th	
Other: We may lead Q from a KQ sequence against NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AK, AKQ, AKJ	
King	AK, KQ	AKJ, KQJ, KQT	
Queen	QJ	QJT, QJ9, KQ, AQJ, AKQ	
Jack	JT, KJT	JT9, JT8, A/KJT	
10	T9, HT9	T9, HT9	
9	9x	9x	
Hi-X	xXx(x...)	xXx(x...)	
Lo-X	HxX; HxxX; HxxXx...	HxX; HxxX; HxxXx...	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi-low even	Hi-low even	Hi=Enc on 1 st
Suit 2	Hi=Enc on A/Q	S/P	Hi-low even
3	S/P		S/P
1	Hi-low even	Hi-low even	Hi=Enc on 1 st
NT 2	Hi=Enc on A/Q	S/P	Hi-low even
3	S/P		S/P
Signals (including Trumps):			
Suit preference occasionally in trump suit			
Smith Peters (High-low encourages) vs NTs from both sides			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles generally take out, passed more often at higher levels			
Takeout doubles in direct seat generally show light opening values+			
Responsive doubles to 4♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX up to 2 of our major, Game Try Doubles, Lightner Doubles, Competitive doubles, Lead-directing doubles			
1♣-(1♦)-X/1♥ = 4+♥/♠, 1♣-(1♥)-X = 4+♠, 1♣-(1♥)-1♠ = t/o <4♠			
1♦-(1♥)-X = t/o <4♠, 1♦-(1♥)-1♠ = 4+♠			
1NT-(2y-nat)-X = T/O, 1NT-(2y-art)-X = values to raise to 2NT+			
SOS redoubles after they have tried to penalise partner's overcall			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: England
PLAYERS: Sam Behrens and Ben Norton
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5cM, 1♣ = 2+, 1♦ = 4+
2/1GF
1NT = 15-17
Semi-forcing 1NT over 1♦/♥/♠
3 weak twos
Transfers over 1C opening
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1X-2Y = Weak [X<Y]
1Y-3X = Intermediate [X<Y]
1♦/♥/♠-1NT = Semi-Forcing 5-11
SPECIAL FORCING PASS SEQUENCES
After we have doubled 1NT for penalties and they have run to 2m
Once a GF has been established e.g. after 2/1 or Jacoby
Making a forcing pass then pulling a double shows a strong hand
IMPORTANT NOTES
FASS Lebensohl after interference over 1NT, after a takeout double of a weak/multi two and after (1M)-X-(2M)
Stayman sequences over 1NT often don't promise a 4card major
All 4SF are GF (by passed hand forcing to 2NT)
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-21. 12-14bal (no5♦/5M), 18-19bal (no5M) or clubs unbalanced	1♦/♥ = 4+♥/♠; 1♠ = 5-11bal or weak/invite with minor(s); 1NT = 5+♣ GF; 2♣ = 5+♦ GF; 2♦/♥/♠ = weak 5-8; 2NT = 0-5 raise; double jumps = splinters, 9-12	1♣-1♦/♥-1♥/♠ = 12-14bal; 1♣-1♦/♥-1NT = 18-19bal (2-Way Checkback applies) 1♣-1NT/2♣-2♦/♠ = 12-14 balanced	Same as non-passed hand except single jump = fit
1♦		4	4♥	11-21. At least 5 unless 1444/4441, only balanced option is 12-14	1NT = 5-11; 2♣ = natural GF; inverted minors; 2♥/♠ = weak 5-8; 2NT = 0-5 raise; 3♣ = intermediate 9-11; double jumps = splinters, 9-12	1♦-1M-1NT = 18-19 5+♦ (2-Way Checkback applies)	Same as non-passed hand except single jump = fit and 2♣ = natural 9-11 good suit
1♥		5	4♦	11-21	1NT = 5-11 semi-forcing; 2♣/♦ = natural GF; 2♥ = 3+hearts 5-9; 2♠ = weak 5-8; 2NT = 4+hearts GF; 3♣/♦ = intermediate 9-11; 3♥ = 4+hearts 10-11; double jumps = splinters, 9-12	2-Way Checkback over 1♥-1♠-1NT; 1♥-2NT-3♣ = any min, 3♦ = 15+ no shortage, 3♥/3♠/3NT = 15+ shortage up the line, 4♣/♦ = 55; 1♥-1NT-2♣/♦ = can be 53 if 14-15	2♣ = good 3card raise; 2♦ = good 4+card raise; single jump = fit; 3♥ = 5hearts 5-8; double jumps = splinters
1♠		5	4♥	11-21	1NT = 5-11 semi-forcing; 2♣/♦/♥ = natural GF; 2♠ = 3+spades 5-9; 2NT = 4+spades GF; 3♣/♦/♥ = intermediate 9-11; 3♠ = 4+spades 10-11; double jumps = splinters, 9-12	Same as 1♥-2NT; same as 1♥-1NT-2♣/♦	1♠-2♥ = natural 9-11 good suit; otherwise same as over 1♥
1NT				15-17, can include 5M/6m	2♣ = non-promissory 4-card Stayman; 2♦/♥/♠/NT = transfers; 3♣/♦ = 5+♦5+♠ inv/GF; 3♥/♠ = splinter: 13(54); 4♣/♦ = transfer to ♥/♠; 4♥/♠ = to play	Smolen; 1NT-2♦/♥: break with 4 card: 3♥/♠ = min, suit = doubleton max; 1NT-2♠/2NT-3♣/♦ with support (Kx/Qxx/xxxx+)	Same as non-passed hand
2♣	X			23+/GF/9 playing tricks	2♦ = Relay/waiting bid; 2♥/♠/3♣/♦ = 5 cards 2/3 top honours; 2NT = 7-11 scattered	2♣-2♦-2♥ = 22-24 balanced or hearts GF over which 2♣ asks/3m is to play; 2♣-2♦-2NT = 25-27 balanced. Over 2NT, system on	Same as non-passed hand
2♦		5		Weak two	2-level = natural, constructive, NF; 2NT = enquiry; 3-level = natural, GF	After 2x-2NT: 3x = minimum, 3y = high card feature, 3NT = AQJxxx+	Same as non-passed hand
2♥		5	Weak two				
2♠		5	Weak two				
2NT				20-21, can include 5M/6m	3♣ = 4-card Stayman + Smolen; 3♦/♥ = transfers; 3♠ = Minor Suit Stayman; 4♣/♦/♥/♠ = ♥/♠/♣/♦ 6+ cards (Two-under transfers)	Completing transfer shows 3, breaking shows 4+, 3NT shows 2; 2NT-3♣-4♣/♦ shows 4+, 4♥/♠ is slam interest in ♣/♦ respectively	Same as non-passed hand
3♣		6		Pre-emptive	New suit below game = natural GF; 4♦=slam try in ♣		Same as non-passed hand
3♦		6		Pre-emptive	New suit below game = natural GF; 4NT = RKCB		Same as non-passed hand
3♥		6		Pre-emptive	New suit below game = natural GF; 4NT = RKCB		Same as non-passed hand
3♠		6		Pre-emptive	New suit below game = natural GF; 4NT = RKCB		Same as non-passed hand
3NT	X			Gambling	4♣ = p/c; 4♦ = shortage ask; 4♥/♠ = to play		Same as non-passed hand
4♣		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB		Same as non-passed hand
4♦		7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB		Same as non-passed hand
4♥		7		Pre-emptive	4♠/5♣/♦ = cue; 4NT = RKCB		Same as non-passed hand
4♠		7		Pre-emptive	5♣/♦ = cue; 4NT = RKCB		Same as non-passed hand
4NT	X			Specific ace ask	5♣ = none; 5♦/♥/♠/6♣ = ace of that suit; 5NT = 2		Same as non-passed hand
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		1430 RKCB must bid on with 3/4. 3041 when the keycard ask is not 4NT e.g. exclusion or 2NT-4♥/♠-4♣/5♣	
5♥		7		Huge hand	Raise the level of the fit for each top trump honour	Italian Cues + Non-serious 3NT	
5♠		7		Huge hand	Raise the level of the fit for each top trump honour	Specific King Ask; GSF: 6♣ = none, 6x = one, 7x = two	



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1L = 5+ CARDS 7+ HCP		Lead	In Partner's Suit		
2L = 5+ CARDS 10+ HCP	Suit	4th and 2nd	4th and 2nd		
	NT	4th and 2nd	4th and 2nd		Category: U20
	Subseq	low from Honour	low from Honour		Country: England
	Other:				Event: Channel Trophy
					Players: Liam Sanderson & Daniel Winter
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct 1NT = 15-18 with systems on	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
Protective 1N = 11-14 with systems on	Ace	Attitude	AKx(x), Ax(x)		5 card Majors
	King	Count	Unblock		better minor
	Queen	QJx+, Qx	K(Q)xxx, QJx(x)		
	Jack	J10x+, AJ10, KJ10, Jx	J10x(x), (J)109xx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109+, 10x, H109	109+, 10x, H109		
1-Suit: 2L JUMP = 6+ CARDS Weak(5-10)	9	9x	9x		
2-Suit: UNUSUAL 2NT = at least 5/5	Hi-x	4th and 2nd	4th and 2nd		1NT Openings: 15-17
	Lo-x	4th and 2nd	4th and 2nd		2 OVER 1 Response: Game Forcing
Reopen:	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	
michaels cue bid = at least 5/5	Suit: 1st	attitude (unless King)	count	attitude	
jump cue asks for a stop	2nd	count	suit preference	count	
	3rd				
	NT: 1st	attitude (unless King)	count	attitude	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	count	suit preference	count	
X = 5m 4M (penalties if weak NT)	3rd				
2C = majors	Signals (including Trumps): Attitude Low = discouraging High = encouraging				
2D = one major usually 6+ cards	Count High = even Low = odd				
2H/2S = 5M 4m					
3C/3D = to play	DOUBLES				
2NT = strong two-suitor	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Generally Takeout				
Db1 = Takeout					
Leaping Michaels					
Lebensohl					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Db1 = majors	NEGATIVE				
1NT/2NT = minors	SUPPORT				
	RESPONSIVE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	GAME TRY				
OVER OPPONENTS' TAKE OUT DOUBLE					
XX = 10+ HCP					Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1}		3+		10+ HCP	1C - 2C = 10+ 1C - 3C = weak 5+ cards		
1{		3+		10+ HCP	1D - 2D = 10+ 1D - 3D = weak 5+ cards		
1]		5+		10+ HCP	3C/3D = 3/4 limit raise, 2NT = 4+ card support GF		2C/2D = 3/4 limit raise, 2NT = best possible raise
1[5+		10+ HCP	3C/3D = 3/4 limit raise, 2NT = 4+ card support GF		2C/2D = 3/4 limit raise, 2NT = best possible raise
1NT				15-17 HCP (could be 5M or 6m)	2C = STAY 2D =] or BARON, 2H = [2S/2N =]/{		
2}				23+ or GF	2D = negative/waiting, 2H/2S/ = natural positive	2C - 2D - 2H - 2S - 2NT shows 25+ HCP	
2{				6+ cards weak	2NT = 15+ relay	3D = min, 3C/3H/3S = max, 3N = two of AKQ	
2]				6+ cards weak	2NT = 15+ relay	3H = min, 3C/3D/3S = max, 3N = two of AKQ	
2[6+ cards weak	2NT = 15+ relay	3S = min, 3C/3D/3H = max, 3N = two of AKQ	
2NT				20-22 balanced	3C = puppet stayman 3D/3H =]/[, 3S = minors	3C puppet: 3D = 4CM(s), 3H/3S = 5CM, 3N = neither	
3}				6+ cards weak			
3{				6+ cards weak			
3]				6+ cards weak			
3[6+ cards weak			
3NT				gambling	4C = escape to long running minor		
4}				7+ cards pre-emptive			
4{				7+ cards pre-emptive			
4]				7+ cards pre-emptive			
4[7+ cards pre-emptive			
4NT				asks for aces	5C = 0, 5D = 1, 5H = 2, 5S = 3		
5}				8+ cards pre-emptive			
5{				8+ cards pre-emptive			

HIGH LEVEL BIDDING

1st/2nd control cue bids
after minor suit has been agreed 4m = RKCB
RKCB = 1430 responses
Exclusion Blackwood = 3041
DOPI ROPI (dbl = 0, pass = 1) (rdbl = 0, pass = 1)

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Fairly sound at 2-level, sound when vul Responses: new suit forcing Cue = good raise, 2NT good 4 card raise
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Good 15-18 in 2nd, stronger in sandwich depending on vulnerability. System on as over 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, can be stronger opposite a passed hand. Unusual 2NT - 5-5(+) and constructive. Reopen: 13-16, six-card suit. 2NT is 19-21.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michael's cue bids - constructive, 5-5 (+). Jump cue - stop ask, usually with running minor.
VS. NT (vs. Strong/Weak; Reopening;PH)
x = penalties 2♣ = 4+♥ 4+♠ 2♦ = ♥ or ♠ (2/3M, 4♥ PoC, 2NT asking) 2M = 5M4m (m unspecified, 3♣ PoC, 2NT ask)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
x = takeout 2NT = 16-18
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
xx = values, no bid;

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4/2	same	
NT	4 from H, 2 from poor suit	same	
Subseq			
Other: Xx, not low from doubleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)+, (Ax)	AK(x)+	
King	KQ(x)+	Asks for unblock (or count)	
Queen	QJ(x)+, Qx	KQ(x)+, QJ(x)+	
Jack	JT(x)+, Jx,	JT(x)+, Jx, KJT(x)+	
10	Tx, T98(x)+	Tx, T9(x)+, HT9(x)+	
9	9x	9x	
Hi-X	Xx, xXx(x)	Xx, xXxx, XXx	
Lo-X	xXx, xXxx, HxX, HxxX(x)	HxxX(x), HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = encourage	High = even	High = encourage
Suit 2	High = even	Suit preference	High = even
3			
1	High = encourage	High = even	As vs suit
NT 2	High = even	Suit preference	
3			
Signals (including Trumps)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: NCBO: England PLAYERS: Oscar Selby, Harry Madden
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors 3 weak 2s Better minor Sound openings, sound style when vulnerable (can be light 3 rd , esp non-vul) Double usually takeout if possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
In general, where pass is forcing, x is penalties If we make a values-showing x or xx at a low level, e.g. (1NT) x, 1suit (x) xx, x = penalties, pass = F1 up to and including oppo's 2♦. Above this level, double is takeout regardless of route.
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	ART?	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3			Walsh (1M can have longer ♦ if weak) No inverted minors	Will bypass a 4cM to rebid 1NT if in range 1 way check back after 1nt rebid (also applicable over other 1 level openings)	
1♦		3			No inverted minors		
1♥ 1♠		5			2M = 6-9 if balanced 3M = invitational with 3+ card support 2NT = 4 trumps GF Splinters	Over J2N: splinter at 4 level, second suit at 3 level (4 cards +); 3nt 15-19NT (minimums bid 4M, non-4M response shows 15+)	2nt often a 4 card raise, only gf if no oppo bidding. Cue bid a 3 card raise
1NT		-		12-14	Stayman (promises a 4cM), red transfers, 2♠ = one minor, 2NT natural; 3x = natural slam try (over this, 3nt denies support, everything else shows it)		If they x our 1NT, P forces xx (to play or bid lower of 2 non-touch suits), xx = 5 card suit, forces 2♣, 2x = lower of 2 touching suits
2♣	yes	-		23+ balanced or gf	2♦ = waiting	2NT rebid 23-24, 3NT = 25+	
2♦		6			2NT ogust New suit forcing	3♣ weak suit bad hand 3♦ good hand bad suit 3♥ weak hand good suit 3♠ good suit good hand 3NT = AKQxxx	
2♥ 2♠		6					
2NT		-		20-22 balanced or semi-bal	Stayman, transfers to M at 3 level, 4NT quant, 4x = nat slam try; transfer then 4nt = keycard		x = takeout
3♣ 3♦ 3♥ 3♠		6		pre empt	New suit = forcing		
3NT	yes	-		running minor, nothing outside	4/5♣ pass or correct, 4M to play.		
4♣ 4♦ 4♥ 4♠		7		pre empt			
4NT		-					
5♣ 5♦		7 7				HIGH LEVEL BIDDING	
						RKCB 1430, 5NT king ask (bid the K you have or the K you don't)	

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1-level=4+ cards; 2-level=5+ cards; Aggressive style	
Wide range (can be light)	
NEW SUIT=F1; CUE=SUPPORT	
JUMP RAISE=PRE; FIT JUMPS	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2nd/4th 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 5+/5+ in lowest 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)	
DOUBLE=PENALTY	
2♣=4+♥, 4+♠, then 2♦ asks for better major	
2♦/2♥/2♠=NAT	
2NT=TWO-SUITER, FG	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL = TAKEOUT (then LEBENSORHL - FASS)	
(WK2)-2NT=15-18 (SYSTEM ON)	
(WK2X/3X): 4m=(NON) LEAPING MICHAELS	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
DBL=MAJORS; INT/2NT=MINORS	
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS	
OVER OPPONENTS' TAKEOUT DOUBLE	
RAISES PRE; JUMP FITS; 2NT=GOOD RAISE OR BETTER	
RDBL=10+ (forcing to 2 of opener's suit or penalty)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th from honour	Same except xxx	
NT	4 th from honour	Same except xxx	
Subseq	Attitude	Same	
Other: 2nd from three or more small			
In partner's suit, we lead low from xxx if we have not supported, else top.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace asks for rev att	Ace asks for rev att	
King	King asks for count	King asks for count	
Queen	QJx(+)	QJx(+)	
Jack	J10x(+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/Lo=EVEN	Hi/Lo=EVEN	Modified Revolving
Suit 2	S/P	S/P	
3			
1	Hi/Lo=EVEN	Hi/Lo=EVEN	Modified Revolving
NT 2	S/P	S/P	
3			
Signals (including Trumps): Standard count			
Suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize majors, minors unclear			
CUE-BID=F to S/A			
May be light (9+) with classic shape; offshape OK at higher levels			
Doubles generally take out, passed more often at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT DBL/RDBL THRU 2M - does not apply to 1♣-(P)-1♦-(X/1M)			
INT (X=PEN) XX=PENALTY			
XX BY INT OPENER SHOWS 5+ SUIT AND SUGGESTS RESCUE			
1m - (1♥) - DBL=0-3♣			

W B F CONVENTION CARD	
CATEGORY:	GREEN
NCBO:	SCOTLAND
PLAYERS:	Calum Stout and Tom Browning
SYSTEM SUMMARY	
5+M (semi-F INT), 5(4)+♦, 2+♣	
NAT weak 2♦/2♥/2♣	
2/1 FG	
WJS; 1X - 3Y (single jump) = 6+Y, 9-11 HCP	
INT OPENING: 14-16 (1/2), 15-17 (3/4)	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣ may contain 4♦ and 2♣ if balanced	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
WE DO NOT PASS WHEN UNCLEAR	
PSYCHICS: THIRD HAND OPENERS CAN BE LIGHT	

OPENING	ART	Min No	Neg Dbl Thru	

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	2	4♣	Natural or balanced 11-14/17-19	1M BYPASSES DIAMONDS UNLESS FG	1♣-1X-1NT: 2♣ PUP to 2♦, T/P or INV	FIT JUMPS
					1NT=5-11 HCP; 2♣=4+♣, FG; 2♦/2♥/2♠ weak;	2♦ FG CB, 3♣ to play	
					2NT=11-12 BAL; 3♣=6♣, 0-9; DBL JUMP=SPL	3♣ CB AFTER 2NT REBID	
1♦		4	4♣	5+♦ unless 4441	2♣=4+♣, FG; 2♦=4+♦, 10+, forcing to 3♦;	1♦-1M-1NT: 2♣ PUP to 2♦, T/P or INV	
				Rule of 19	2M=WK; 2NT=11-12 NF; 3♣=6♣, 9-11; 3♦=PRE	2♦ FG CB, 3♣ CB AFTER 2NT REBID	
1♥		5	4♣	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♣, FG, 2♦=5+♦, FG	1♥-2NT-3♣=any min, 3♦=15+ no shortage,	2♣=3+♥, 9-11
					2♥=7-9, 3♥; 2♠=WK; 2NT=3+♥, INV+,	3♥/♠/NT shortage up the line, 4m=55	FIT JUMPS
					3m=6m, 9-11; 3♥=7-9, 4♥; DBL JUMP=SPL	2♣ PUP/2♦ CB AFTER 1NT REBID	2NT=4♥, 9-10, any SPL
1♠		5	4♥	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♣, FG, 2♦=5+♦, FG	1♠-2NT-3♣=any min, 3♦=15+ no shortage,	2♣=3+♠, 9-11
					2♥=5+♥, FG; 2♠=7-9, 3♠; 2NT=3+♠, INV+,	3♥/♠/NT shortage up the line, 4X=55	FIT JUMPS
					3X=6X, 9-11; 3♠=7-9, 4♠; DBL JUMP=SPL		2NT=4♠, 9-10, any SPL
INT				14-16 HCP (1/2)	2♣=STAYMAN, 2♦/2♥=TRF, 2♠=RANGE OR ♣	1NT-2♣-2♦-2M=T/P, 3m=5m, FG	TRANSFER LEBENSOHL
				15-17 HCP (3/4)	2NT=5-CARD STAYMAN; 3♣=TRF to ♦;	1NT-2♣-2♦-3M=4M, 5OM, FG	1NT-(PEN X)-2X=NAT, XX=T/P
				can include 5M/6m/SPL	3♣=55mm, FG; 3♥=1444, FG; 3♠=4144, FG	1NT-2♣-2NT=MIN, 3♠=MAX	1NT-(2X/3X)-DBL=T/O
					4♣=GERBER, 4♦=5♥, 5♠; 4♥/♠=T/P	1NT-2NT-3♣-3♦=(31)(45), 3M=4OM	
2♣	Yes			23+ BAL OR ANY FG HAND	2♥=RELAY; 2♥/2♠/3♣/3♦ 5+, 2/3 top honours		2♣-(Bid)-double weaker than pass
					2NT=7-11 BAL (SYSTEM ON)		
2♦		5		4-9 HCP; Weak	2M CONSTRUCTIVE, NF; 3♣/3M NAT, FG		
					2NT RELAY (3♦=MIN, OTHERS FEATURE)		
2♥		5		4-9 HCP; Weak	2♠ CONSTRUCTIVE, NF; 3m NAT, FG		
					2NT RELAY (3♥=MIN, OTHERS FEATURE)		
2♠		5		4-9 HCP; Weak	3X NAT, FG		
					2NT RELAY (3♠=MIN, OTHERS FEATURE)		
2NT				20-22 HCP, 5M/6m possible	3♣=STAYMAN, 3♦/3♥=TRF, 3♠=MSS	2NT-3♣-3NT=4♥, 4♠ (4♦/4♥ now transfers)	2NT-(3X)-DBL=T/O
				OFFSHAPE OK	4♣/♦=NAT, SLAM TRY; 4♥/♠=T/P	3NT-3♣-3♦-3M=4M, 5OM, FG (Smolen)	
3♣		6		Pre-emptive	3X F1; 3NT=T/P, 4♦=KEYCARD		DBL=PEN
3♦		6		Pre-emptive	3M F1; 3NT=T/P; 4♠=KEYCARD		
3♥		6		Pre-emptive	3♠ F1; 3NT=T/P; 4♣=KEYCARD		
3♠		6		Pre-emptive	3NT=T/P; 4♣=KEYCARD		
3NT	Yes			Solid minor, no outside A/K	4♣=P/C; 4♦=SHORTAGE ASK	3NT-4♦-4M=SPL, 4NT=7222, 5m=om SPL	
4♣		7 (6)		Pre-emptive			
4♦		7 (6)		Pre-emptive			
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			
4NT	Yes			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♠=ACE, 5NT=2 ACES		
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		ROMAN KEYCARD BLACKWOOD (4130)	
5♥		7		Pre-emptive		SPECIFIC KINGS IN RESPONSE TO KING ASK	
5♠		7		Pre-emptive		CUE BID FIRST AND SECOND ROUND CONTROLS EQUALLY	

The basic system is 5-card majors, short club, 14-16/15-17 1NT, 2/1 game forcing and three weak twos. We open aggressively with most balanced 11 HCP hands and unbalanced hands according to the Rule of 19.

Opening Bids

1♣ is either natural or a balanced 11-14 or a balanced 17-19 HCP – a 1NT rebid shows the weaker range, a 2NT rebid shows 17-19 HCP (18-19 after 3rd/4th hand opening). We open 1♣ with a balanced hand even if it contains 4 diamonds and 2 clubs. In responding to 1♣, we bid a 4-card major rather than a 4- or 5-card diamond suit with a weak or intermediate hand. We only bid the suits up the line with game forcing hands.

1♦ promises 4 diamonds and is unbalanced unless we are 5♦(332). It will only be four diamonds when the hand contains a black suit singleton (1444/4441), otherwise it will be five diamonds.

1♥/1♠ promises a 5-card suit (very rarely a strong 4-card suit in third position). We open 1♠ with 5-5 in the black suits.

1NT is normally opened with a 5-card major if in range.

A balanced hand opens or rebids no-trump – so 1♣-1♥-1NT does not deny four spades. We use checkback after no-trump rebids.

Responses

Inverted minor suit raises. 1♣-2♣ and 1♦-2♦ are game forcing. 1♣ – 3♣ is a weak raise, normally with six clubs, and shows a hand that wishes to play in 3♣ opposite any balanced 11-13 hand. 1♦-3♦ is pre-emptive.

1♣/1♦ – 2NT shows 11 to 12 HCP, essentially balanced

A 2/1 response is game forcing, so you need a good 12+ HCP.

After a 2/1 response, opener's 2NT rebid shows either a balanced 11-13 or 17-19 HCP (as it is forcing). Opener's 3NT rebid shows 14-16 HCP.

The 1NT response to 1M shows 5 to a very bad 12 HCP. Opener may pass with 11-13 balanced.

Weak jump shifts: single jump responses at the two-level are weak, essentially 4-9 HCP and a six-card suit. This applies to 1♣-2♦/2♥/2♠, 1♦-2♥/2♠, and 1♥-2♠. Opener can use 2NT as a relay for a feature. This means that responder promises invitational values in many sequences where he rebids his suit, for example, 1♦-1♠-2♣-2♠ is invite because a weak hand would have responded 2♣ immediately.

Intermediate jump shifts: single jump responses at the three-level are intermediate, essentially 9-11 HCP and a six-card suit. This applies to 1♦-3♣, 1♥-3♣/3♦, and 1♠-3♣/3♦/3♥. A new suit is forcing.

Major suit raises

A single raise shows 7-9 HCP with 3-card support and a jump raise shows 7-9 HCP with 4-card support. Splinters, including 1♠-4♥.

The 2NT response shows support with at least invitational values. This is normally used with all invitational hands and game-forcing hands with 4-card support (often with 3-card support and game values, a 2/1 sequence will be more descriptive). The responses are:

1M-2NT-3♣ = any minimum (11-15 HCP, but may still bid game after 3M). 3♠=15+ without shortage, 3♥=15+, club singleton, 3♣=15+, diamond singleton, 3NT=15+, singleton in other major, 4♣/4♦=5M, 5m.

Checkback

After a 1NT rebid, we use checkback as follows:

1X - 1Y - 1NT - 2♣ forces 2♦, either to play in 2♦ or an invitational hand.

1X - 1Y - 1NT - 2♦ is game-forcing, opener shows 3-card support, a 4-card major, or makes a descriptive bid. We show hearts before spades.

1X - 1Y - 1NT - 2NT is invitational with clubs.

1X - 1Y - 1NT - 3♣ is TO PLAY.

1X - 1Y - 1NT - 3♦/3♥/3♠ are natural slam tries.

After a 2NT rebid, 3♣ is simple checkback. We show hearts before spades (so a 4-card heart suit before 3-card spade support, or 3-card heart support before 4-card spade suit).

1NT structure

We play the same responses after a strong 1NT overcall in 2nd [(1X) – 1NT] and 4th (live) [(1X) – P – (1Y) – 1NT] position, and after a balancing 1NT [(1X) – P – (P) – 1NT].

We play 2♣ as 4-card Stayman and red suit transfers. 1NT-2♠ is a range ask without a 4-card major or weak with clubs; opener bids 2NT with a minimum or 3♣ with a maximum. 1NT-3♣ is a transfer to diamonds, either to play or game-forcing. Note that we play Smolen, so with 5/4 majors and game values, use Stayman and then jump in your 4-card major over 2♦.

1NT-2NT is 5-card Stayman and is used on hands interested in a 5-card major, game forcing hands with one 4-card major, and game-forcing hands with both minors and major-suit shortage. Opener bids 3M with a 5-card major, otherwise 3♣. Over this, responder can show a 4-card major (bidding 3♥ with four spades and 3♠ with four hearts, allowing opener to select the final contract) or bid 3♦ to show both minors with a singleton major. Over 1NT-2NT-3♣-3♦, opener can bid 3♥ to ask for the shortage, with 3♠ showing heart singleton and 3NT showing a singleton spade, or just bid 3NT to play.

1NT-3♦ shows 5-5 minors, game forcing. Opener can bid 3M to show values and concern about the other major.

1NT-3♥ shows a singleton spade and 1444. 1NT-3♠ shows a singleton heart and 4144. 1NT-4♣ is Gerber and 1NT-4♦ is 5-5 majors with no slam interest.

Transfer breaks

Opener can 'break' the major-suit transfer with 4-card support. After the transfer break, responder can 'retransfer' so the suit below is NEVER used as a transfer break.

Following a transfer break, responder can retransfer and then pass with weak hands or raise with hands not interested in slam. Other suit bids are natural or cue bids.

Competition

Transfers and Stayman are off if the opponent makes a penalty double of 1NT, so bids are natural. If the 1NT opener redoubles a penalty double, this shows a 5-card suit and invites rescue.

If they double a transfer bid, then pass denies 3-card support, redouble suggests playing in the transfer suit, and other bids are unchanged.

Transfer Lebensohl

It is based on the cue bid being Stayman with shortness (without shortness just double). So over 2M, 3M is cuebid. Then 3♣=inv+ diamonds, 3♦=inv+ other major, 3 of the other major=clubs. So you can show all suits directly inv+ or bid Stayman (implicitly with shortness). Just remember the cue bid is the Stayman and go from there.

2NT is to get out in a suit - opener bids 3♣ and responder passes, signs off in a new suit or bids 3NT to show game values without a stop. A direct 3NT promises a stop.

2NT structure

We play the same responses after a strong 2NT overcall (e.g., (2♥) – 2NT and (1♥) – Pass – (Pass) – 2NT), after a 2NT rebid following a 2♣ opener and negative response (2♣ – 2♦ – 2NT) but not after a positive response.

3♣	Stayman, respond 3NT with both majors
3♦	Transfer to hearts, showing 5+ hearts
3♥	Transfer to spades, showing 5+ spades
3♠	Minor-suit Stayman, opener bids 3NT without a fit.
3NT	To play
4♣, 4♦	natural slam try
4♥, 4♠	Natural, to play

We play Smolen over 2NT too, so 2NT-3♣-3♦-3♥ shows 4 hearts and 5 spades and 2NT-3♣-3♦-3♠ shows 4 spades and 5 hearts.

Competitive and Defensive bids

Aggressive overcalls at the 1-level, sounder at the 2-level.

New suit is forcing over a 1-level and a 2-level overcall.

A cue bid after an overcall shows support, e.g., (1♥) – 1♠ – (Pass) – 2♥ shows a good raise to 2♠ or higher. Raises are pre-emptive.

Fit jumps after an overcall and in competition: (1♣) 1♥ (P) 2♠, 1♦ (1♥) 2♠ - a fit jump shows 5+ cards in the bid suit, at least 4-card support, and values for the level of the raise.

Weak jump overcalls (strength and suit quality depends on vulnerability)

A direct cue bid is a Michaels Cue Bid

A 1NT overcall shows 15-18 HCP (same in balancing position, and in 4th live)

A 2NT jump overcall is an unusual no-trump.

Doubles are always takeout at low levels

Inverted minor raises are natural, not inverted, in competition (including after a takeout double)

Slam bidding

4NT is 4130 Roman Key-card Blackwood (5NT then asks for specific kings, bid the suit if you have one king or the non-suit if you have two)

If the opponents bid over 4NT, then double (or redouble) shows no aces and pass shows one or four key cards, next step shows 0 or 3, etc.

Gerber only directly over 2NT

Cue bids: generally show 1st and 2nd round controls equally. Unnecessary jumps are normally splinters in uncontested auctions.

Other

4th Suit Forcing is game forcing, except for 1♣-1♦-1♥-1♠.

Jump (shift) bids in competition show fit and values for at least the level of the jump

After opponent's takeout double, 2NT shows a good raise to 3-level. Jump raises are pre-emptive.

Carding

We lead 4th best from good suits, 2nd highest from bad suits.

In partner's suit, we lead top from xxx if we have supported, otherwise the lowest card.

Signals and discards: high is discouraging, low is encouraging. We rarely give count, but if we do then high-low shows an even number.

We play suit preference signals in trumps – so a high card suggests values in a higher suit.

Responding to a takeout double

A simple suit response shows 0-9 HCP.

A jump response shows 7-10 HCP with a five-card suit or 9-11 with a four-card suit

A cue bid response shows any 11+ HCP hand and is forcing to suit agreement or game.

Passed Hand Bidding

A jump response by a passed hand is a fit jump.

Minor raises remain inverted by a passed hand.

Defence to 1NT (Landy)

Double = penalties, generally a point above the top of their range

2♣ = both majors, generally 5/4 or better but can be 4-4 if NV. **A 2♦ response initially shows no preference but may be strong with a major fit, other responses are natural**

2♦/2♥/2♠ are natural

2NT shows a game-forcing two-suiter, responder generally bids better minor

Michaels Cue Bids

A direct cue bid of the opponent's suit at the 2- and 4-level of a *minor* opening shows both majors, at least 5-5 shape. The cue-bid of a *major* opening shows the unbid major plus either minor suit, at least 5-5 shape.

Non-vulnerable the Michaels Cue Bid can be made on any strength of hand – a weak hand will not bid again, a strong hand will make a strength-showing bid.

Vulnerable the Michaels Cue Bid should be a reasonable hand or better, that is, not extremely weak. A hand with 5 or 6 losers would be the minimum.

(Non) Leaping Michaels

Over a weak 2♦ or 3♦ pre-empt, then 4♦ shows the majors and 4♣ shows clubs and an unspecified major.

Over a 3♣ pre-empt, then 4♣ shows the majors and 4♦ shows diamonds and an unspecified major.

Over a weak 2M or 3M pre-empt, then 4♣ shows 5+ clubs and 5+ other major and 4♦ shows 5+ diamonds and 5+ other major.

In all cases the overcaller must be at least 5-5 with a two very good suits but it is not forcing (unless a cue bid!). It is not for weak hands.

Unusual No-trump Overcall

A direct jump overcall of 2NT shows a hand with at least 5-5 shape in the two **lower** unbid suits.

Non-vulnerable the UNT can be made on any strength of hand – a weak hand will not bid again, a strong hand will make a strength-showing bid.

Vulnerable the UNT should be a reasonable hand or better, that is, not extremely weak. A hand with 5 or 6 losers would be the minimum.

Support doubles and redoubles

A support double shows precisely three-card support for responder's major in an auction like 1♣-(Pass)-1♥-(1♠); direct raises promise 4-card support. This applies below the two-level of responder's major. The support double is unlimited in strength but it is not mandatory if opener has a sub-minimum hand or minimum hand with three small cards. A support redouble is the same when fourth hand doubles. It only applies after a major response and not in the auction 1♣-(Pass)-1♦-(1♥) where double is just takeout.

Relay after major-suit raise

In the auction 1X-1M-2M (where we'd raise freely with three-card support and shortage elsewhere), then 2NT asks for clarification:

1X - 1M - 2M - 2NT - 3♣=3-card support, min, 3♦=3-card support, max, 3♥=4-card support, min, 3♠=4-card support max

Defence to Michaels Cue Bid and Unusual No-Trump

Following a two-suited overcall, the cheapest cue bid shows a limit raise (or better) in opener's suit: the other cue bid, if available, shows a forcing bid in the unbid suit.

Lebensohl over weak two opening

After we double their weak two opening and the next hand passes, 2NT is Lebensohl through which all weak hands go. We play Fast Arrival Shows Stop, so a direct 3NT is to play and bidding 2NT first denies a stop.

FIDO

If in doubt, a bid is forcing.

More on 1NT and 2NT response structures

1NT - 2♣ - 2X - 3m is game-forcing, showing 5+m with a 4-card (unbid) major

1NT - 2♣ - 2M - 3OM is a slam-try in opener's major

2NT - 3♣ - 3X - 4m is natural, 5+m, FG

2NT - 3♣ - 3♥ - 3♠ is a slam-try in hearts

2NT - 3♣ - 3♠ - 4♥ is a slam-try in spades

How forcing is 1C?

Checkback sequences?

Transfer breaks?

Transfer Lebensohl?

2NT shape- singletons allowed?

Gerber?

(1NT)-2C-(Pass)-2D responses? Does the 2D promise D?

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
NATURAL – 7+ HCP, 5+ CARD; NEW SUIT CONSTRUCTIVE
CUE BID SHOWS 3 CARD LIMIT RAISE OR BETTER
2NT= 4 CARD LIMIT RAISE+ OVER 1M/2M OVERCALL
2NT= NAT. OPPOSITE 1♦/2m OVERCALL
FIT JUMPS AND SPLINTERS IN RESPONSE TO OVERCALL
JUMP CUE BID IS A MIXED RAISE
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP, Systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK JUMP OVERCALLS
UNUSUAL 2NT; 5/5 IN THE LOWEST UNBID SUITS
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT – MICHAELS
JUMP CUE IS ASKING FOR A STOP
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL=4♠+ Longer lower suit, Single suited ♠ or MM weaker spades
2♣=4♥+ Longer lower suit, Single suited ♥ or MM weaker hearts
2♦=♥+♠ – Exactly 4/4
2♥=♥+m; 2♠=♠+m – Minimum 5/4
2NT=♣+♦ – 5/5.
3m=Single suited Minor.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = TAKEOUT. Lebensohl
2NT is 16-18, 3NT is 19+, weak two, Over a weak three, 3NT is 16+
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = BOTH MAJORS
INT = BOTH MINORS
Single jump weak, double jump weaker but with length.
OVER OPPONENTS' TAKEOUT DOUBLE
Systems On
Redouble is 10+, implying no fit and interest in penalty
Transfers when our 1M opening is doubled.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4th	Same	
NT	2 nd and 4th	Same	
Subseq	2 nd and 4th	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace asks for attitude	Ace asks for attitude	
King	King asks for count	King asks for count/unblock	
Queen	QJx(+) Asks for Attitude	QJ10(+) KQ109 Att/Unblock	
Jack	J10x(+) KJ10	J109x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+),	
9	9x, 109x(+)	9x, 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxSx	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, Hi=EVEN	Count, Hi=EVEN	Low = ENCRG
Suit 2	Low = ENCRG	Suit Preference	Count, Hi=EVEN
3			
1	Count, Hi=EVEN	Count, Hi=Even	Low = ENCRG
NT 2	Low = ENCRG	Suit Preference	Count, Hi=EVEN
3			
Signals (including Trumps):			
Occasional Suit Preference			
Suit preference in the trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shortage in suit(s) bid; opening values.			
Bidding at lowest level is 0-8 HCP			
Single jump is 9-12 HCP			
Double Jump 13+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
LIGHTNER DOUBLE			
SCRAMBLING 2NT IN COMPETITIVE SITUATIONS.			
AFTER OPENING AND POSITIVE RESPONSE, DBLS OFTEN PEN			
1X (PASS) 1Y (2Z) DBL=3 CARD SUPPORT, 11-16 HCP.			
CUE BID 'Z' WITH 16+ HCP AND 3 CARD SUPPORT.			
ROSENKRANZ REDOUBLE			
MANY P/C T DOUBLES OVER INT. OF 2 LEVEL OPENINGS.			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS: Ronan VALENTINE and Liam O'BRIEN (SBU16174 & SBU16173)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, 1♣=2+
2/1 GF
Transfer responses responses over 1♣
14+ - 17 INT (small singletons possible)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MULTI 2D (WEAK 2M
WEAK 2M+MINOR (5-10HCP, 5M, 4+m)
1M (1NT) 2♣=5OM, 2+M, 2♦=SOUND RAISE
TRANSFER RESPONSES TO 1♣ OPENING
SPECIAL FORCING PASS SEQUENCES
1NT – (X) – PASS FORCES REDOUBLE (T/P OR RESCUE)
IMPORTANT NOTES
When our opponents negative double over our 1M overcall, we play transfers
PSYCHICS: FREQUENT IN 3rd SEAT, RARE OTHERWISE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	2	3♠	a) 11-14 balanced b) Natural with ♣s c) 18-19 balanced Bal. hands can include 5♦	1♦=4+♥s, 1♥=4+♠s, 1♠=transfer to 1NT, INT=Inverted raise+, forcing to 2NT, 2♣=GF with 5+ diamonds, 3♦= Invitational JS 2♦/♥/♠=WJS, 3-8 HCPs	Completion of transfer shows weak NT, 3 card support or fewer. 2 way checkback over this. 1♣ – 1♦ – 1♥ – 2NT=6+♠s, 3♥s 15+ HCP 1♣-1♦-1♥-1♠/NT=NF.	Over 1♦/♥ overcall, DBL indicates that was Transfer bid, systems on from the suit below
1♦		4 (5)	3♠	10+ HCP , unbalanced 5♦s unless 4441 or 1444.	1M=4+, 1NT=5-9 NF, 2♣=4+, GF 2♦=Inverted raise+, forcing to 2NT. 2M=WJS, 3-8 HCPs, 3♠= Invitational JS 2NT=NAT, 10-12, 3NT=NAT, 13-15.	1♦-1M-1NT=18+ 6♦ OR 10/14. 2♣ relay asks. 1♦-1M-2NT=6+♦, 3 card support 15+ HCP. Stopper Showing after an Inverted raise	
1♥		5	3♠	10+ HCP	Jacoby 2NT; Game force, 3+card support Modified Reverse Bergen raises and limit raises	3♥ non-minimum, 3X shortage, 4♥ minimum	Fit Jumps, Mini Splinters Reverse Drury
1♠		5	3♠	10+ HCP	Jacoby 2NT; Game force, 3+card support Modified Reverse Bergen raises and limit raises	3♠ non-minimum, 3X shortage, 4♠ minimum	Fit Jumps, Mini Splinters Reverse Drury
INT				14+ - 17 HCP	4 card stayman, 3♣=5 card puppet stayman Red suit transfers, 2♠=minor suit sign-off or GF ♣	2♦=No 4/5CM, 2H=4♥, could have 4♠, 2♠=4♠ no 4♥	Lebensohl (FASS)
				5M, 6m, (4441) possible	Texas Transfers 3♦/♥/♠/- Single suit, slam try	1NT-2♣-2♦-2♥=4/4 majors, NF 1NT-2♣-2♦-2♠=5/4 majors NF	Texas Transfers on in comp.
				Small singletons possible	Smolen	1NT-2♣-2M-3OM=Slam try, 4+ card support	
2♣	Yes	0		22+ HCP	2♦=RELAY	Natural	
2♦	Yes	0		Weak Two in a Major	2♥/♠ P/C, 3m Nat, NF; 4♣ transfer to major, 4♦ bid your major. 2NT relay, Invite+	Over 2NT: 3♣=Any Maximum, 3♦=min, hearts, 3♥=min with spade	Transfers over double of our multi
2♥	Yes	5		5-10 HCP; 5♥, 4+ m At Unfavourable, we will always be 5/5	2NT relay asks for minor with Invite+ hand 2♠ NF, 3♣ Pass or correct 3♦ Invites game in Major, 3♥ Pre-empt.	3NT 4/4 in minors, 4m 6+ card suit 3♣ Min hand; clubs, 3♦ Min hand; diamonds, 3♥ Max; Clubs, 3♠ Max, Diamonds	
2♠	Yes	5		5-10 HCP; 5♠, 4+ m At Unfavourable, we will always be 5/5	2NT relay asks for minor with Invite+ hand 3♣ Pass or correct, 3♦ Invites game in Major, 3♥ NF 3♠ Pre-empt	3NT 4/4 in minors, 4m 6+ card suit 3♣ Min hand; clubs, 3♦ Min hand; diamonds, 3♥ Max; Clubs, 3♠ Max, Diamonds	
2NT	Yes	5		20-21 HCP, balanced	3♣=5 card puppet stayman, 3♦/♥=Transfers 3♠=Minor transfer	3♦=At least one 4CM, 3♥/♠=5 card suit 3NT=No 4 or 5CM	
3♣		6 (7)		Pre-emptive	3♦= Slam try, 3M =F1, game bids nat, 4NT RKC		
3♦		6 (7)		Pre-emptive	4♣ = Slam try, 3M =F1, game bids nat, 4NT RKC		
3♥		(6) 7		Pre-emptive	4♠= Slam try, 3♠ =F1, game bids nat, 4NT RKC	With 3+ card support, raise to game in major.	
3♠		(6) 7		Pre-emptive	4♣ = Slam try, game bids natural, 4NT RKC	With 3+ card support, raise to game in spades	
3NT				Gambling			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						KICKBACK AND BLACKWOOD (0314) – SPECIFIC KINGS TO KING ASK	
5♥						NON-SERIOUS 3NT	
5♠						CUE BID 1 st AND 2 nd ROUND CONTROLS EQUALLY	
						SPLINTERS	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Promises 5 cards
If vul or at 2 level will have some values
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-18, responses to 1NT apply
4 th 11-16, responses to 1NT apply
JUMP OVERCALLS (Style; Responses; Unusual NT)
Single suiter - Weak
2-suiter – Unusual 2NT shows 5/5 lowest 2 unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct - Michaels
Jump asks for a stop for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs weak NT - Multi Landy: 2C – majors, 2D – a major, 2H/S – 5+ major and 4+ minor, Double - penalty
Vs strong NT or PH – As above except Double – major + better minor
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X is primarily for take out, NT bids are natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Pre-emptive raises : 2NT strong raise to 3+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th/2nd	4 th /2nd	
NT	4th/2nd	4th/2nd	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev att	As vs suit	
King	Asks for normal count		
Queen	Asks for rev att		
Jack	Top of (internal) sequence		
10			
9			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att except K	Normal count	Rev attitude
Suit 2	Suit pref	Suit pref	
3	Normal count		
1		Normal count	
NT 2			
3			
Signals (including Trumps): Possible suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most low level x for take out unless otherwise indicated			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles			

WBF CONVENTION CARD
CATEGORY: GREEN
PLAYERS: Glen Falconer SBU 17149 Donald Mackillop SBU 17333
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
12/14 NT
4-card suits (minor before major)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2H/S weak
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: infrequent

OPENING	TICK IF ARTICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4H	11/19	Inverted raise 2NT natural, jump in new suit = GF	2NT= min bal, 3C= min unbalanced	Inverted raises off in competition
1♦		4	4H	11/19	Inverted raise 2NT natural, jump in new suit = GF	2NT = min bal, 3D = min unbalanced	Inverted raises off in competition
1♥		4	4H	11/19	2NT – support GF	4M - minimum	
1♠		4	4H	11/19	2NT – support GF	4M - minimum	
INT				12/14	2C - Stayman, 2D/H - transfers, 2S – weak minor	New suit after transfer GF Break transfer to 3-level with 4 trumps	
2♣	X			23+ balanced or 8+PT	2D – relay	2NT-23/24 bal – system on	
2♦	X			23+ unbalanced or GF	2H - neg(<8)		
2♥		6		Expect 6 cards, 5-10 Vul Non Vul may be less	2NT – Ogust Change of suit - F1		Double of overcall of pre-empts = penalty
2♠		6		Expect 6 cards, 5-10 Vul Non Vul may be less	2NT – Ogust Change of suit - F1		
2NT				20-22 Balanced	3C = Puppet, 3D/H= transfers, 3S – puppet to 3NT, 3NT = slam try both minors 4C/D/H/S = RKCB in suit bid		
3♣		7			COS F1		
3♦		7			COS F1		
3♥		7			COS F1		
3♠		7			COS F1		
3NT				Solid minor + at most a queen			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		7		Pre-emptive			
4♠		7		Pre-emptive			
4NT				Specific ace ask	5C no ace, 5D, 5H, 5S, 6C = Ace of suit bid, 5NT = 2Aces		
5♣				Pre-emptive		HIGH LEVEL BIDDING	
5♦				Pre-emptive		4NT RKC responses 0/3, 1/4, 2/5 , 2/5 + trump Q	
5♥				Bid 6 with A or K, 7 with both		ROP1, REDOP1 after interference	
5♠				Bid 6 with A or K, 7 with both			

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 level = 7-16HCP varies with vul/position, usually 5 cards	
2 Level = 10 - 16HCP varies with vul/position, usually 5 cards	
New suit = F1	
Cue-bid = Strength/Stopper ask	
Weak jump raises	
Unassuming cue's: With option; higher=15+, lower=10-14	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd seat-15 - (bad)18 (Stayman+4-way trfs)	
4 th seat-balanced 10 -14 (Stayman+4-way trfs)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Jump overcalls - Weak, 6+ cards, varies with vul/position	
Unusual 2NT - Lowest 2 suits	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct cue - Michael's	
Jump cue - solid suit - looking for stop	
1♣(2+)-2♣ = 5/5 Majors (same 1♦-2♦)	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Multi-Landy	
2♣ = 5/4 Majors, balancing can be 4/4	
2♦ = At least 5 of a major, 2♥ Pass or correct	
2♥/♠ = 5/4 Mm (at least)	
2NT = 5/5 Minors	
X: Vs Weak NT = Pen. Vs Strong NT = Long minor	
VS. PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)	
DBL = T/O, Leb after X of weak two	
Leaping Michael's, Jump to 4NT = m/m	
Cue = Stopper ask. Vs Multi 2♦ see notes.	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
1NT = Minors	
X = Majors	
2♣ = Natural	
OVER OPPONENTS' TAKEOUT DOUBLE	
RDBL = 10+ (any hand)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suit, MUD	Same	
NT	Same	Same	
Subsequent	Attitude	Same	
A and Q asks for ATT, K asks count of unblock if possible			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, JTx	AJT, KJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	xXxx, xXx, Xx	xXxx, xXx	
Lo-X	HxxX, HxX	HxxX, HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = ENC	Hi = Even	Odd = ENC
Suit 2	Hi = Even	SP	Even = DISC, SP
3	SP		Hi = Even
1	Hi = ENC	Hi = Smith Peter	
NT 2	Hi = Even	Hi = Even	Same as above
3	SP	SP	
Signals (including Trumps):			
Smith Peter in NT, Hi-Lo in declarer's first suit ENC our lead			
Trump Echo, Hi-Lo implies ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4♥. Light re-opening DBL			
Can be light (10+) with classical shape			
Natural responses, Cue-bid = Forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4♥			
Support DBL/RDBL up to 2♣			
Responsive DBL up to 4♥			
Game try dble when no space otherwise Comp or responsive			
Most low-level doubles = T/O			

W B F CONVENTION CARD	
Category: Under 20	
NCBO: C.B.A.I. (Éire/Ireland)	
Players: Michael Donnelly & Stephen Barr	
Event: Peggy Bayer 2016	
SYSTEM SUMMARY	
Natural, 5 card majors, short club (non-forcing)	
Pre-emptive jump raises	
Weak+Mini (vul+not)-1NT opening. Often contains 5cM	
3 Weak Twos, 4-10HCP varies with position/vul	
Aggressive competitive style	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Opening 2♦ / 2♥ / 2♠ Weak	
Weak jumps in response to 1-level openings	
SPECIAL FORCING PASS SEQUENCES	
After a GF has been established	
After interference of some Keri sequences	
IMPORTANT NOTES	
RKCB: 1430, 2 no Q, 2+Q	
SANS Leb after interference of INT, X of a weak two	
Lebensohl over a reverse = <8HCP	
4th Suit Forcing = GF	
PSYCHICS: Sparse	

OPENING	TICKET	MIN	NEG	DBLTHRU			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	no	2	4♥	11-21HCP, only <4♣ if 4432,4423,4333	1NT=6-9(non F), 2♣ = 10+ no 4cM F1, 2NT=Nat-10-12 3♣ = 0-5HCP 5♣+, 2♦/♥=trfs	1NT= 14-16(non)/15-17, then 2♣ = checkback 2x=nat F 3X = Nat GF, 2NT rebid = 18-19	
1♦	no	4	4♥	11-21HCP	As above Often respond light to 1m	After 1m-2m, a suit bid is stopper showing	
1♥	no	5	4♥	11-21HCP	2♥=6-9 3c supp, 3♣ = 6-9 4c supp, 3♦ = 10-12 4c supp 3♥=0-5 4c+ supp, 2NT = GF 4c supp,4♥ = PRE 3♠ = unspecified splinter 14+, 3NT=♠ spl. 4♣♦ = spl. 10-13	1♥-2NT: 3♣/♦/♠=shortage, 3♥=15+HCP 6+♥, 3NT=15+ Bal, 4♥=min, no shortage. LSGTs	
1♠	no	5	4♥	11-21HCP	Same as above except 3♥= 14+ splinter, 3NT=14+ void 4♣♦♥ = splinter 10-13HCP	Same as above	
IN	no			10-13/12-14 HCP, Frequently 5cM, 5422 Shape possible, 6cm possible (see also;notes)	2♣=Keri:forces 2♦-weak or inv+, 2♦/♥=TRF 2♠=Range ENQ/Slam try, 2NT = trf ♣ 3♣/♦/♥/♠= trf splinters, 4441/5440, 3♣=0/1♦ etc	2♣ forces 2♦. Then 2♥/♠ = inv with 4 suit. 3♣/♦=inv with 6+ 2NT = GF asks hand pattern. Super-accepts over trf's. 1NT-2♠: 2NT= min, 3♣=Max. Then new suit is 1430 Keycard 2NT-3♣: Pass=signoff, 3♦ = GF 5/4+ in minors,3M = Nat GF, 3NT = BAL ♣ slam try (5332)	
2♣	x			23+ BAL or any GF(8 playing tricks)	2♦ relay (Almost all hands) 2♥/♠/3♣/♦ = Self sufficient suit	Kokish relays-see notes	
2♦	no	5		Weak two, usually good 6 card suit 4-10HCP, Aggressive in position	2NT = Ogust ENQ, wide ranging raises New suit = F1, splinters	2x-2NT: 3♣=MinHCP,bad suit. 3♦=MinHCP,good suit. 3♥=MaxHCP, bad suit, 3♠=MaxHCP,good suit, 3NT = AKQxxx	
2♥	no	5		As above	As above		
2♠	no	5		As above	As above		
2N	no			20-22 BAL	3♣=Puppet Stayman,3♦/♥=TRF, 3♠ minor suit slam try. 4♣=Gerber	Normal responses	
3♣	no	6		Pre-emptive	New suit below game = natural GF; 4NT = RKCB	New suit=cue,agrees p's suit	
3♦	no	6		Same as above	Same as above		
3♥	no	6		Same as above	Same as above		
3♠	no	6		Same as above	Same as above		
3N	x			Gambling, Solid 7+Card minor, no outside A or K	4♣/5♣ Pass or correct	HIGH LEVEL BIDDING	
							Specific King Ask
4♣	no	7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	1430 RKCB	

4♦	no	7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB	Italian Cue Bids
4♥	no	7		To Play	4♠/5♣/♦ = cue; 4NT = RKCB	R0P1 and D0P1
4♠	no	7		To Play	5♣/♦ = cue; 4NT = RKCB	Lightner DBLs
4N	x			Specific ace ask	5♣ = none; 5♦/♥/♠/6♣ = ace of that suit; 5NT = 2	5NT Pick A Slam
5♣	no	7		Pre-emptive		
5♦	no	7		Pre-emptive		
5♥	no	7		Almost slam-worthy	Raise the level of the fit for each top trump honour	
5♠	no	7		Almost slam-worthy	Raise the level of the fit for each top trump honour	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 7-16HCP varies with vul/position 4+ cards
2 Level = 10 - 16HCP varies with vul/position 4+ cards
New suit = F1
Cue-bid = Strength/Stopper ask
Weak jump raises
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat = 15 - bad 18 (system on)
4 th seat is balanced 10 -14 (system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls - Weak, 6+ cards, varies with vul/position
Unusual 2NT - Lowest 2 suits
Leaping Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue - Michaels strict
Jump cue - solid suit - looking for stop
1♣(2+)-2♣ = 55 Majors
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy
2♣ = 5/4 Majors, balancing can be 4/4
2♦ = At least 5 of a major, 2♥ Pass or correct
2♥/♠ = 5/4 Mm
2NT = 5/5 Minors
X: Vs Wk NT = Pen. Vs Str NT = Long minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, Leb after X of weak two
Leaping Michael's, Jump to 4NT = mm
Cue = Stopper ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1NT = Minors
X = Majors
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL=10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suit, MUD	Same	
NT	Same	Same	
Subseq			
A and Q asks for ATT, K asks count of unblock if possible			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK), SP	Att (Ax, AK), SP	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ), SP	Att (KQ or QJ or AQJT), SP	
Jack	AJT, KJT, JT _x	AJT, KJT, JT _x	
10	HT9 _x , T9 _x , Tx	HT9 _x , T9 _x , Tx	
9	H98 _x , 98 _x , 9 _x	H98 _x , 98 _x , 9 _x	
Hi-X	xX _{xx} , xX _x , X _x	xX _{xx} , xX _x	
Lo-X	Hx _{xx} , Hx _X	Hx _{xx} , Hx _X	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd = ENC	Hi = Even	Odd = ENC
Suit 2	Even = SP	SP	Even = DISC, SP
3	Hi = Even		Hi = Even
1	Odd = ENC	Hi = Smith Peter	
NT 2	Even = SP	Hi = Even	Same as above
3	Hi = Even	SP	
Signals (including Trumps):			
Smith Peter in NT, Hi-Lo in declarer's first suit ENC our lead			
Trump Echo, Hi-Lo implies ability to ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4♥. Light re-opening DBL			
Can be light (10+) with classical shape			
Natural responses, Cue-bid = Forcing			
Jump cue-bid asks for a stopper			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4♥			
Support DBL/RDBL up to 2♠			
Responsive DBL up to 4♥			
Maximal DBLs			
Most low-level DBL = T/O			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CBAI (Ireland)
PLAYERS: John Connolly
Conor Boland
SYSTEM SUMMARY
Natural, 5 card majors, short club
1NT opening 10-13 non-vul, 12-14 vul and 4 th seat
1NT often contains 5cM, infrequently 6cm
3 Weak Twos, 4-10HCP varies with position/vul
Light/Aggressive bidding often in 3rd seat
Pre-emptive jump raises
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2♦ / 2♥ / 2♠ Weak
SPECIAL FORCING PASS SEQUENCES
After a GF has been established
After interference of some Keri sequences
IMPORTANT NOTES
RKC 1430, 2 no Q, 2+Q
FASS Lebensohl after interference of 1NT, X of a weak two
Lebensohl over a reverse = <8HCP
4th Suit Forcing = GF
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣		2	4♥	11-21HCP, only <4♣ if 4432,4423,4333	1NT=6-9, 2♣ = 10+ no 4cM F1, 2NT = 8-9 5♣+ 3♣ = 0-5HCP 5♣+, 2♦♥ = transfer to WJS	1NT rebid = 11-14, then 2♣ = invitational checkback, 2♦ = GF checkback, 2♥♠ = nat NF, unless reverse 3X = Nat GF, 2NT rebid = 18-19, responses as with INT	
1♦		4	4♥	11-21HCP	As above Often respond light to 1m	After 1m-2m, a suit bid is stopper showing	
1♥		5	4♥	11-21HCP	2♥=6-9, 3c supp, 3♣ = 10-12 4c supp, 3♦ = 6-9 4c supp 3♥=0-5 4c+ supp, 2NT = GF 4c supp, 4♥ = PRE 3♠= unspecified splinter 14+, 3NT=♠ spl. 4♣♦ = spl. 10-13	1♥-2NT: 3♣♦♠=shortage, 4♣♦♠= 5cd suit 3♥=15+HCP 6+♥, 3NT=15+ Bal, 4♥=min, no shortage. LSGTs	
1♠		5	4♥	11-21HCP	Same as above except 3♥= 14+ splinter, 3NT=14+ void 4♣♦♥ = splinter 10-13HCP	Same as above	
INT				10-13HCP non-vul 12-14HCP vul and 4 th seat Frequently 5cm 5422 Shape possible, 6cm possible	2♣=Keri: weak w/♦ or INV+. 2♦♥=TRF 2♠=Range ENQ/Slam try, 2NT = trf ♣ 3♣♦♥♠= trf splinters, 4441/5440, 3♠=0/1♦ etc	2♣ forces 2♦. Then 2♥/♠ = inv with 4 suit. 3♣♦=inv with 6+ 2NT = GF asks hand pattern. Superaccepts over trf's 1NT-2♠: 2NT= min, 3♣=Max. Then new suit is 1430 Keycard 2NT-3♣: Pass=signoff, 3♦ = GF 54+ in minors,3M = Nat GF, 3NT = BAL ♣ slam try (5332)	
2♣	x			23+ BAL or any GF	2♦ relay (Almost all hands) 2♥♠/3♣♦ = Self sufficient suit	2NT = 23-24 BAL, All else GF, principal of fast arrival used.	
2♦		5		Weak two, usually good 6 card suit 4-10HCP, Aggressive in position	2NT = Ogust ENQ, wide ranging raises New suit = F1, splinters	2x-2NT: 3♣=Min HCP, bad suit. 3♦=Min HCP, good suit, 3♥=Max HCP, bad suit, 3♠=Max HCP, good suit, 3NT = AKQxxx	
2♥		5		As above	As above		
2♠		5		As above	As above		
2NT				20-22 BAL	3♣=Puppet Stayman,3♦♥=TRF, 3♠ minor suit(s) slam try		
3♣		6		Pre-emptive	New suit below game = natural GF; 4NT = RKCB		
3♦		6		Same as above	Same as above		
3♥		6		Same as above	Same as above		
3♠		6		Same as above	Same as above		
3NT	x			Gambling, Solid 7+Card minor, no outside A or K	4♣/5♣ Pass or correct	HIGH LEVEL BIDDING	
4♣		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	1430 RKCB, Exclusion	
4♦		7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB	Italian Cue Bids	
4♥		7		To Play	4♠/5♣/♦ = cue; 4NT = RKCB	R0P1 and D0P1	
4♠		7		To Play	5♣/♦ = cue; 4NT = RKCB	Lightner DBLs	
4NT	x			Specific ace ask	5♣ = none; 5♦♥/♠/6♣ = ace of that suit; 5NT = 2	5NT Pick A Slam	
5♣		7		Pre-emptive		Specific King Ask	
5♦		7		Pre-emptive			
5♥		7		Almost slam-worthy	Raise the level of the fit for each top trump honour		
5♠		7		Almost slam-worthy	Raise the level of the fit for each top trump honour		



VP Scale, Junior Camrose & Peggy Bayer

Edinburgh 19-21 Feb 2016

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WBF continuous VP Scale for 12 board matches:

IMP	For	Against	IMP	For	Against	IMP	For	Against	IMP	For	Against
0	10.00	10.00	13	13.97	6.03	26	16.73	3.27	39	18.66	1.34
1	10.36	9.64	14	14.22	5.78	27	16.91	3.09	40	18.78	1.22
2	10.71	9.29	15	14.46	5.54	28	17.08	2.92	41	18.90	1.10
3	11.05	8.95	16	14.70	5.30	29	17.24	2.76	42	19.02	0.98
4	11.38	8.62	17	14.93	5.07	30	17.40	2.60	43	19.13	0.87
5	11.70	8.30	18	15.15	4.85	31	17.56	2.44	44	19.24	0.76
6	12.01	7.99	19	15.37	4.63	32	17.71	1.29	45	19.34	0.66
7	12.31	7.69	20	15.58	4.42	33	17.86	1.14	46	19.44	0.56
8	12.61	7.39	21	15.79	4.21	34	18.00	2.00	47	19.54	0.46
9	12.90	7.10	22	15.99	4.01	35	18.14	1.86	48	19.64	0.36
10	13.18	6.82	23	16.18	3.82	36	18.28	1.72	49	19.74	0.26
11	13.45	6.55	24	16.37	3.63	37	18.41	1.59	50	19.83	0.17
12	13.71	6.29	25	16.55	3.45	38	18.54	1.46	51	19.92	0.08
									52	20.00	0.00

Local time is currently 11:16 on 13 Aug 2021. This page was last updated at 20:34 on 07 March 2019.

Tournament organised by Bridge Great Britain and run by the Scottish Bridge Union.