

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> Live: 15-18- HCP; SYSTEM ON
<b>Reopening: 11-14 HCP; SYSTEM ON</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>1-suiter: WEAK</b>
<b>2-suiter: Unusual NT shows 5+/5+ in lowest two unbid suits (any strength NV, INT+ VUL)</b>
<b>Reopen: INTERMEDIATE; 2NT=19-21 BAL</b>
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE BIDS (5+/5+, ANY NV, INT+ VUL)
JUMP CUE ASKS FOR STOPPER
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DOUBLE=PENALTY
2♣=4+♥, 4+♠, then 2♦ asks for better major
2♦/2♥/2♠=NAT
2NT=TWO-SUITER, FG
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = TAKEOUT (then LEBENSOHL - FASS)
(WK2)-2NT=15-18 (SYSTEM ON)
(WK2X)-4m= LEAPING MICHAELS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RAISES PRE; JUMP FITS; 2NT=GOOD RAISE OR BETTER
RDBL=10+ (forcing to 2 of opener's suit or penalty)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> from honour	Same except xxx	
NT	4 <sup>th</sup> 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.			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
Suit 2	Hi/Lo=EVEN	S/P	S/P
3			
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps): Upside down attitude, standard count			
Suit preference in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
SUPPORT DBL/RDBL THRU 2M - does not apply to 1♣-(P)-1♦-(X/1M)			
1NT (X=PEN) XX=PENALTY			
XX BY 1NT OPENER SHOWS 5+ SUIT AND SUGGESTS RESCUE			
1m - (1♥) - DBL=0-3♣			

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

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; 2NT=11-12 BAL; 3♣=6♣, 0-9; DBL JUMP=SPL	2♦ FG CB, 3♣ to play 3♣ CB AFTER 2NT REBID
1♦		4	4♣	5+♦ unless 4441 Rule of 19	2♣=4+♣, FG; 2♦=4+♦, FG 2M=WK; 2NT=11-12 NF; 3♣=6♣, 9-11; 3♦=PRE	1♦-1M-1NT: 2♣ PUP to 2♦, T/P or INV 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 2♥=7-9, 3♥; 2♠=WK; 2NT=3+♥, INV+, 3m=6m, 9-11; 3♥=7-9, 4♥; DBL JUMP=SPL	1♥-2NT-3♣=any min, 3♦=15+ no shortage, 3♥/♠/NT shortage up the line, 4m=55 2♣ PUP/2♦ CB AFTER 1NT REBID	2♣=3+♥, 9-11 FIT JUMPS 2NT=4♥, 9-10, any SPL
1♠		5	4♥	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♣, FG, 2♦=5+♦, FG 2♥=5+♥, FG; 2♠=7-9, 3♠; 2NT=3+♠, INV+, 3X=6X, 9-11; 3♠=7-9, 4♠; DBL JUMP=SPL	1♠-2NT-3♣=any min, 3♦=15+ no shortage, 3♥/♠/NT shortage up the line, 4X=55	2♣=3+♠, 9-11 FIT JUMPS 2NT=4♠, 9-10, any SPL
INT				14-16 HCP (1/2) 15-17 HCP (3/4) can include 5M/6m/SPL	2♣=STAYMAN, 2♦/2♥=TRF, 2♠=RANGE OR ♣ 2NT=5-CARD STAYMAN; 3♣=TRF to ♦; 3♦=55mm, FG; 3♥=1444, FG; 3♠=4144, FG 4♣=GERBER, 4♦=5♥, 5♠; 4♥/♠=T/P	1NT-2♣-2♦-2M=T/P, 3m=5m, FG 1NT-2♣-2♦-3M=4M, 5OM, FG 1NT-2♣-2NT=MIN, 3♣=MAX 1NT-2NT-3♣-3♦=(31)(45), 3M=4OM	TRANSFER LEBENSOHL 1NT-(PEN X)-2X=NAT, XX=T/P 1NT-(2X/3X)-DBL=T/O
2♣	Yes			23+ BAL OR ANY FG HAND	2♦=RELAY; 2♥/2♠/3♣/3♦ 5+, 2/3 top honours 2NT=7-11 BAL (SYSTEM ON)		2♣-(Bid)-double weaker than pass
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 OFFSHAPE OK	3♣=STAYMAN, 3♦/3♥=TRF, 3♠=MSS 4♣/♦=NAT, SLAM TRY; 4♥/♠=T/P	2NT-3♣-3NT=4♥, 4♠ (4♦/4♥ now transfers) 3NT-3♣-3♦-3M=4M, 5OM, FG (Smolen)	2NT-(3X)-DBL=T/O
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=22(27), 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		<b>HIGH LEVEL BIDDING</b>	
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	

## Notes

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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 3<sup>rd</sup>/4<sup>th</sup> 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 (10-12 HCP, 6+ suit) 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 2<sup>nd</sup> [(1X) – 1NT] and 4<sup>th</sup> (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 after 1NT opening or (1X) - 1NT overcall

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 4<sup>th</sup> 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 0 or 3 aces and pass shows one or four key cards, next step shows 2 without the trump queen, etc.

Gerber only directly over 2NT

Cue bids: generally show 1<sup>st</sup> and 2<sup>nd</sup> 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 4<sup>th</sup> best from good suits, 2<sup>nd</sup> 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