

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level usually 5+ ( may be good 4), 6-17
2 level 5+ , 9-17
Re-opening may be lighter
Responses: New suit F1, raises pre-emptive, UCBs, Fit Jumps
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, except re-opening which is 11-14
Responses as opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, shading up to intermediate at 3 level vul, or in 4th
Responses: New suit F1, UCBs, Fit Jumps
2NT = lower 2 suits, except in 4 <sup>th</sup> = 19-21
Reopen:Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
Jump cue = solid suit, asking for stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi/Landy
X = Pen
PH X = single suited minor
2NT = minors or any GF 2 suiter
Jump overcalls = weak
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
TOX, strong jump overcalls, NT = Nat
Over weak 2s Cue =Michaels, 4m = 6m + 4OM
4NT = big 2 suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = majors, 1NT = minors
Weak jump overcalls
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit = F1, XX = 10+ no primary fit promises another bid
Over 1M system ON
Over 1m system OFF, nat, no inv min

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , 2 <sup>nd</sup> from bad, mud	3 <sup>rd</sup> and low unless supported	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> from bad, top of xxx	3 <sup>rd</sup> and low unless supported	
Subseq	Std remaining count	Std remaining count	
Other: Top of doubletons, some SP situations			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks rev att	Asks rev att	
King	Asks std count	Asks count or unblock	
Queen	Asks rev att	Asks rev att	
Jack	Denies higher H	Denies higher H	
10	10x, or some higher Hs	Strong, or shortage	
9	109x(x), or 9x	Short suit, or 109x(x)	
Hi-X	Even	Xx, Xxx, or xXxx	
Lo-X	Implies honour	Implies honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Std count	Std count	Rev att
Suit 2	Rev att	Rev att	Std count
3	SP	SP	SP
1	Std count	Std count	Rev att
NT 2	Rev att	Rev att	Std count
3	SP	SP	SP
Signals (including Trumps):			
Hi/low in trumps = SP			
After att shown, subsequently show standard remaining count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
X of major tends to show other major unless compensating strength/shape.			
ELC			
Jump response with 9+ or less with shape. Cue = GF			
2nt response = nat			
Re-opening X = 8+			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg/Responsive X thru 4D			
Competitive X shows "cards" at higher levels			
1m (1H) X – denies 4S			
Support X, only in major & only up to 2 level			
Lightener, Lead directing			
X/XX of cue of pds suit, shows a top H			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: Anne Symons/Helen Kane</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1, (14)15-17 NT, 5cM
Standard Count
Reverse Attitude
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2H/S = weak
2D = 8 playing tricks, any suit or 22-23 bal/ semi-bal
2C = GF or 24-25 bal or semi-bal
Inverted minors
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have forced to a level we have not reached
When opps sacrifice over our games bid on <i>strength</i>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4D	Nat usually open C when equal length in minors	Inverted raises, 2NT = inv bal(supp), 3NT = 13-15 bal(supp) – (all deny major)	1NT rebid= 11-14 bal or semi-bal with 2C CB	Change of suit NF
1♦		3	4D	Nat only 3 if 4432	As C, 2C = GF, 3C = inv with 6+ Cs Bergen style raises, 1NT = 5-11(NF)	As C, After 2C 2NT = 11-13 OR 18-19 2/1 = GF- after this:	As C Drury
1♥		5	4D	nat	Limited splinters ( 8-11) 1H-3NT = splinter in S, 1H -3S = void somewhere	2NT rebid = 11-13 OR 18-19 3NT rebid = 15-17, shortage in pds suit	Fit jumps New suit NF
1♠		5	4D	nat	1S- 3NT = void somewhere	3M rebid = solid suit, setting trumps	
INT				(14)15-17 bal or semi bal May include 5cM or 6cm	Stayman, 4 suit transfers, Smolen 3m = slam try, 3M = inv	Lebensohl slow shows Wriggle if X	
2♣	!	0	4D	24-25 bal or semi-bal OR any GF	2D = relay, other bids positive	Kokish All NT rebids, respond as if opening	
2♦	!	0	4D	8+ playing tricks, any suit, or 22-23 bal/semi-bal	2H relay	Nat	
2♥		5		5-9 , 10-12 in 4th	New suit F, 2NT enquiry, Fit Jumps, raises preempt After X new suit I NF	After 2NT – 3M = min, 3 new = high card feature, non min, 4new = shortage, non min	
2♠		5		5-9, 10-12 in 4th 20-21 bal or semi-bal	As 2H Stayman, Smolen	As H	
2NT				May have 5 cM or 6cm May have singleton H	Transfers to Majors 3S =relay to 3NT (slam going), 4m = slam try	Re-transfers	
3♣		6		weak	3D = slam try, 3M =F1, game bids nat 4NT RKCB		
3♦		6		weak	4C= slam try, 3M =F1, game bids nat 4NT RKCB		
3♥		6		weak	4C =slam try, 3S = F1, game bids nat 4NT RKCB		
3♠		6		weak	4C = slam try, game bids nat 4NT RKCB		
3NT	!			Long running minor, no more than a Q outside	4C to play in minor, 4D asks for shortage 4M to play		
4♣		7		Nat, pre-emptive	4NT = RKCB		
4♦		7		Nat, pre-emptive	4NT = RKCB		
4♥		7		Nat, pre-emptive	New suit asks for control in suit above		
4♠		7		Nat, pre-emptive	New suit asks for control in suit above		
4NT				Asks for specific Aces	5C = none, 5NT = 2, 6C = CA		
5♣		7		Pre – very distributional		<b>HIGH LEVEL BIDDING</b>	
5♦		7		Pre – very distributional		RKCB 1430, DOPI, ROPI, Exclusion RKCB 3041	
5♥		7		Strong,very distributional	Bid 6 with 1 top trump, 7 with 2	Cue 1 <sup>st</sup> or 2 <sup>nd</sup> round controls	
5♠		7		Strong, very distributional	Same as H	If cue is X'd, XX by either partner shows 1 <sup>st</sup> round control	
						In compet. auctions at 6 level X = loser in opps suit, pass shows 1 <sup>st</sup> round control	

