

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level: wide ranging; change of suit F1; raises = PRE;
Cue bid usually 3+ card sup. Jump cue bid = Mixed Raise
(1m) 1M (P/2m) 2NT = 4+ SUPP, 10+. (bid) 2m (bid) 2NT = nat
New suit: single jump = FIT, double jump = SPL, but 4♥/♠
are to play. 2 level = fairly sound, & change of suit is F1
Reopening jump bids = intermediate
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 15-18. 4 <sup>th</sup> = 11-14. Responses as for 1NT opening.
Sandwich 1NT (17)18-19, new suit responses are NAT, NF
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak. Responses: 2NT = relay, cue = stopper ask, new suit F1.
2NT = 5-5 in lowest two unbid suits; wide ranging.
Reopening jump in suit = intermediate. 2NT = 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels: (1m) 2m = MM; (1M) 2M = OM+m.
Responses: Suits = NAT; 2NT = relay.
Jump cue = stopper ask (based on single suiter).
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = points (upper range of their NT)
2♣ = majors; 2♦ = single suited major;
2♥/♠ = 5M and 4+m; 2NT = EITHER minors OR FG 2-suiter;
3m = NAT, CONST. 3M = PRE/distributional
PH bidding: X = MM or mm (5-5 if V v NV, min distribution 5-4);
suits = NAT, NF (including 2♣).
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = take out; NT = natural; jump o/call = STR;
[2y] 3y = stopper ask; Leaping Michaels; 4NT= TPTP;
After [2x] X [P] 2NT = LEB (slow) (after WK 2 / Lucas / Multi);
[3m] 4m = Michaels.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Precision 1♣, X = MM, 1NT= mm, WJO, suits (incl 2♣) are NAT.
Precision 1♦, bids NAT, WJO, 1NT = 15-17, 2♦ = Michaels.
(1♦) bid (any) 2♦ = UCB.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
new suit = NAT, F1; raise = PRE; jump raise = PRE;
jump in new suit = fit jump; double jump = SPL;
2NT = sound raise to 3 (or better);

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/LOW from honour	same	
NT	4th from honour	same	
Subseq	Attitude	Attitude	
Other: vs suits from bad suits we lead lowest from odd and highest			
affordable from even			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+ AKJ+	
King	KQ+, AK+	KQJ+, KQ109+, AKJ10+	
Queen	QJ+	QJ+, KQ+	
Jack	Jx, J10+	Jx, J10+	
10	KJ10+, 109+, 10x	AJ10+, KJ10+, 109+, 10x	
9	K109+, Q109+, 9x	A109+, K109+, Q109+, 98+	
Hi-X	Sx, xxS, SSxx, xxxxS	Sx, SSx(+)	
Lo-X	xxS, xxxxS, HxS(x), HxxxS	HxS, HxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Distribution	Distribution	rev attitude
Suit 2	Suit preference	Suit preference	Distribution
3	Att if A/Q/J	--	Suit preference
1	Distribution	Distribution	rev attitude
NT 2	Suit preference	Suit preference	Distribution
3	Att if A/Q/J	--	Suit preference
Signals (including Trumps):			
Reverse attitude: low = encouraging. Reverse distribution: high-low = odd			
Trump signals = Reverse distribution.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light with good distribution.			
ELC of ♣ to ♦.			
2NT is often a scramble.			
Rosenkranz XX shows Ax, Kx, or sometimes A.			
Reopening may be stretched.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles through to 4♥;			
Responsive through to 3♠;			
X of artificial bid usually shows that suit;			
G/T X where we've agreed suit & no space for other G/T			
(SPL) X = lead higher non-trump suit.			

W B F CONVENTION CARD	
<b>CATEGORY: GREEN</b>	(9 March 2018)
<b>NCBO: SCOTLAND</b>	
<b>PLAYERS: Julia Palmer &amp; Laura Middleton</b>	
SBU 12357	SBU 11196
<b>SYSTEM SUMMARY</b>	
GENERAL APPROACH AND STYLE	
Natural, 4 card majors	
1NT (11)12-14	
2/1 forcing to 2 of opener's suit	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2♦ = Multi 5+M – 3-7(8) HCP	
2♥/♠ = 6+M, good suit – 8-11(12) HCP	
Non-promissory Stayman over 1NT	
3N = 4 level PRE in one M	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
None	
<b>IMPORTANT NOTES</b>	

XX = 10+ HCP, usually denying 2+ cards in partner's suit.

**PSYCHICS:** Rare

OPENING	TI CK IF AR TIF ICIAL	MI N. NO OF CAR DS	NEG.D BL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣/♦		4	4♥	NAT, 10+ Tend to open 1♣ with 44 minors	2NT = 16+ BAL; 3NT = 12-15, BAL; Single jump new suit = STR; Double jump new suit = SPL.	1m – 1x – 1NT = 15-17; 2♣ = CB; 1m – 1x – 2NT = 18-19; 3♣ = CB; 1♦ – 2♣ – 2NT = 15-19; 3♣ = CB & range ASK.	new suit = NF; 2NT = 11-12; fit jumps = CONST.
1♥/♠		4	4♥	NAT, 10+ Tend to open minor with 4M4m	2NT = FG/+ 16+ HCP BAL, OR too STR to SPL); 3NT = 12-15 HCP, BAL raise; Single jump new suit = STR; Double jump new suit = SPL.	1♥ – 1♠ – 1NT = 15-17; 2♣ = CB; 1♥ – 1♠ – 2NT = 18-19; 3♣ = CB; 1M – 2x – 2NT = 15-19; 3♣ = CB & range ASK.	new suit = NF; 2NT = 11-12; fit jumps = CONST.
1NT				(11)12-14 BAL, May include 5M or 6m	2♣ = non promissory STAY; Smolen; 4-suit TRF; 3any = NAT, slam try 4♣ = Gerber; 4♦/♥ = Texas TRF. See note 1.	Break TRF to M with 4+ card SUPP; (All MIN > 3M. All MAX > 2N). Retransfers.  Completing TRF to m <u>denies</u> Qxx or xxxx or better.	Lebensohl (Fast)
2♣	√		4♥	STR, usually FG  22+ HCP if BAL	Control responses (A = 2, K = 1): 2♦ = 0-1 (then 2♥ is a puppet to 2♠), 2♥ = 2, 2♠ = AK, 2NT = 3xK, 3♣ = 4, etc  See note 2.	2♣ – 2♦ – 2♥ – 2♠ – new suit = ♥ & 2 <sup>nd</sup> suit; 2♣ – 2♦ – 2♥ – 2♠ – 3♥ = ♥ single suiter; 2♣ – 2♦ – 2♥ – 2♠ – 3NT = 6+♥ & controls in other suits; 2♣ – 2♦ – 3M = 4M & 5+ diamonds (pure suits). 2♣ – 2♦ – 2♠/3♠/3♦ = NAT; see note 2.	As unpassed hand.
2♦	√			Multi 2♦ (5+M, 3-7(8) HCP) 5+ cards in 1 <sup>st</sup> and 3 <sup>rd</sup> Always 6 cards in 2 <sup>nd</sup> In 4 <sup>th</sup> 2♦ = 6+♦, 9-15 HCP	2M = P/C; 2NT = relay; 3m = F1; 3M = P/C; 4♣ = TRF to the M; 4♦ = bid the M; 4M = to play.	2♦ – 2NT responses: 3♣ = MIN with ♥; 3♦ = MIN with ♠; 3♥ = MAX with ♠; 3♠ = MAX with ♥. (MAX will have 6-card suit unless suit is AKT9x/AQJTx).	As unpassed hand.
2♥/♠		6		CONST, good suit, 8-11(12) HCP  NB In 4 <sup>th</sup> = intermediate 11-15	2NT = RELAY; New suits F1; 2♥ – 3♠ = SPL; 3NT = to play; 4NT = KCB; Jumps = SPL, <u>except</u> 4♥ & 4♠ which are to play.	2M – 2NT – 3M = MIN; 2M – 2NT – new suit = MAX + H(x)(x) in suit bid; 2M – 2NT – 3NT = MAX, no outside H(x)(x).	As unpassed hand.
2NT				20-21 BAL, may include 5M, 6m or stiff honour	3♣ = STAY; 3♦/♥ = TRF; 3♠ = minor suit STAY; 4x bids = “two under” slam invitational hands.  See note 3.	2NT – 3♣ – 3♦ = no 4M; 2NT – 3♣ – 3♦ – 3♥/♠ = Smolen; 2NT – TRF – 3NT = AKx, AQx, KQx; 2NT – 3♦ – 3♥ – 3♠ = 5-5 slam try; 2NT – 3♥ – 3♠ – 4♥ = 5-5 to play in best game.	As unpassed hand.
3♣/♦		(6) 7		NAT, PRE.	New suit F1; raises PRE; game bids to play; 4NT = KCB.		Change of suit from PH is NF.
3♥/♠		(6) 7		NAT, PRE.	New suit F1; raises PRE; 4 bids = cue; game bids to play; 4NT = KCB.		As above
3NT	√			Single major PRE	4♣ = TRF to suit below; 4♦ = bid your suit; 4♥ = to play; 4♠ = to play.		
4♣/♦		(6) 7		NAT, PRE.	4M = NAT, to play; 4NT = KCB.	<b>HIGH LEVEL BIDDING</b>	
4♥/♠		(6) 7		NAT, PRE.	New suit asks for control in suit above; 4NT = KCB.	Cue style: cue bid first and second round controls equally (up the line). KCB 14/30.	
4NT				Asks for specific aces	5♣ = 0; 5NT = 2 aces; 5♥/5♥/5♠/6♠ = ace in bid suit.	DOP1 & ROP1 over opposition 5m bids. DOPE (X = Odd, P = Even) over opposition bids of 5♥ or more.	
5♣/♦		(7) 8		NAT, PRE.		If our cue bid is doubled then XX shows 1 <sup>st</sup> round control, pass denies.	
5♥/♠		8		STR, highly distributional.	Bid 6 with A or K of trump.	Gerber over 1NT	

## NOTES

### 1. Continuations after 1NT

1NT – 2♣ – 2♦ – 3♣ = WK 6♣ + 4M;  
1NT – 2♣ – 2M – 3♣/♦ = WK 6m + 4OM;  
1NT – 2♣ – 2♦ – 4♣/♦ = 5♥, 5♠ slam try/game only  
1NT – 2♠ – 2NT/3♣ = 3♦ at least 5/4 minors (either way), GF, may be 55mm slam try

1NT – 2♣ – 2M – 3OM = slam int in opener's M;  
1NT – 2♣ – 2M – 4x = SPL, slam int;  
1NT – 2♣ – 2M – 4NT = QUANT; 1NT – TRF – 2M – 4NT = QUANT;  
1NT – TRF – 2M – 4M = slam int no shortage (except possibly singleton K);  
1NT – TRF – 2M – 4m = SPL;

1NT – 3any = NAT, slam try

1NT – 4♣ = Gerber. 5N = King ask. Other bids are to play.  
1NT – 4♦ = Texas TRF to ♥  
1NT – 4♥ = Texas TRF to ♠

### 2. Continuations after 2♣ opening bid

2♣ – 2♦ – 2NT = 22-23 HCP ('system on' as 2NT opener);

2♣ – 2♦ – 2♥ forces 2♠\* (\*unless resp makes "breakout bid" Qxxxx(x) & little outside.  
Then 2♣ – 2♦ – 2♥ – 2NT = "breakout" to ♠, 2♣ – 2♦ – 2♥ – 3♣ = "breakout" to ♣, 2♣ – 2♦ – 2♥ – 3♦ = "breakout" to ♦, 2♣ – 2♦ – 2♥ – 3♥ = "breakout" to ♥).  
Breakout bids are NF, but opener may raise or bid their own game.

2♣ – 2♦ – 2♥ – 2♠ – 2NT = 24+ HCP ('system on').  
2♣ – 2♦ – 2♥ – 2♠ – 3NT = 6♥ with stoppers in side suits.

2♣ – 2♦ – 2♠ – 2NT = 5+, but denies good 5+ card suit (except possibly a ♣ suit)  
2♣ – 2♦ – 2♠ – 3♣ = 2<sup>nd</sup> neg, 0-4 HCP (even with 3-4♠);  
2♣ – 2♦ – 2♠ – 3♦/♥ = decent 5+ card suit, & 5+ HCP;  
2♣ – 2♦ – 2♠ – 3♠ = 3+ ♠ & 5+ HCP; 2♣ – 2♦ – 2♠ – 4x = SPL;  
2♣ – 2♦ – 2♠ – 4♠ = 4 good ♠ (Qxxx or better), little outside.

2♣ – 2♥/♠ – 2NT = 22+ HCP ('system on');

2♣ – 2NT (or higher) is forcing to 4NT.

### 3. Continuations after 2NT

4x bids = "two under" slam invitational hands  
(4♣ = ♥, 4♦ = ♠, 4♥ = ♣, 4♠ = ♦). Opener continues: bid of responder's suit = unsuitable, cue = interest, & 4NT = RKCB in responder's suit.  
2NT – TRF – 4M = 4+M, sweep cue; 2NT – TRF – cue = 4+M, lowest cue, denies ability to make sweep cue;