DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

WIDE RANGING
NEW SUIT=F1; CUE=SUPPORT
JUMP RAISE=PRE;
FIT JUMPS; DOUBLE JUMP=SPL

1NT 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 LOWER TWO UNBID SUITS (any strength NV, INT+ VUL)
Reopen: INTERMEDIATE; 2NT=19-21 BAL

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

MICHAELS CUE BIDS (5-5, ANY NV, INT+ VUL)
JUMP CUE ASKS FOR STOPPER

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

2♣=♥+♠, THEN 2♦ ASKS FOR BETTER MAJOR
DBL=PEN
OTHERS NATURAL

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL=TAKEOUT (2NT=LEBENSOHL, FAST SHOWS STOP)
(WK2)-2NT=15-18 (SYSTEM ON)
(WK2X/3X): 3X=MICHAELS

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

(1♣): DBL=♥+♠; 1NT=MINORS

OVER OPPONENTS' TAKEOUT DOUBLE

RAISES PRE; 2NT SHOWS LIMIT RAISE OR BETTER
FIT JUMPS
REDOUBLE SHOWS PEN INTEREST

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th; 2nd from bad 3+ suit	Same except from xxx
NT	Same	Same
Subseq	ATT (4th from length)	Same

Other: In partner's suit top from xxx if supported, else lowest

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(+) Ax(+) AKQx	AKx(+) Ax(+) AKQx
King	AK KQ(+) KQJ(+) KQ10	AK KQ(+) KQJ(+) KQ10
Queen	AQJ(+) QJ10(+) QJ(+)	AQJ(+) QJ10(+) QJ(+)
Jack	J10(+) (A/K)J10x(+)	J10(+) (A/K)J10x(+)
10	109(+) (A/K/Q)109x	109(+) (A/K/Q)109x
9	9x 9xx(+)	9x 9xx(+)
Hi-X	Sx xSx xSxx xSxx(+)	Sx xSx xSxx xSxx(+)
Lo-X	HxS HxxS HxxSx HxxSxx	HxS HxxS HxxSx HxxSxx

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Lo=ENCRG	S/P	Lo=ENCRG
Suit 2	S/P	Hi/lo=Even	
3	Hi/lo=Even		
1	Lo=ENCRG	S/P	Lo=ENCRG
NT 2	S/P	Hi/lo=Even	
3	Hi/lo=Even		

Signals (including Trumps): SUIT PREFERENCE IN TRUMPS

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

EMPHASIZE MAJORS, SUPPORT FOR UNBID MINOR UNCLEAR
CUE-BID=F TO S/A
MAY BE LIGHT WITH CLASSIC SHAPE

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1NT (X=PEN) XX=PENALTY; AFTER (1NT)-DBL, NEXT DBL IS T/O
DOUBLES ARE T/O EXCEPT IN THESE PENALTY SITUATIONS:
– DBL OF 1NT OVERCALL AND ALL LATER DBLES
– AFTER A PENALTY REDBL LATER DBLS ARE PEN
– DBL WHEN PARTNER HAS OPENED A WEAK TWO OR PRE
– 3RD DBL BY THE PARTNERSHIP

W B F CONVENTION CARD

CATEGORY: GREEN
NCBO: SCOTLAND
PLAYERS:
EVENT

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
4-CARD MAJORS
THREE WEAK TWOS

1NT: 12-14

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

1NT (X=PEN) BIDS NATURAL
FOURTH SUIT GAME FORCING EXCEPT AT 1-LEVEL

PSYCHICS:

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

3NT	Yes			GAMBLING	4♣=P/C	
4X		6		PRE-EMPTIVE		
4NT	Yes			SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace	
5X		7		PRE-EMPTIVE		