

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b>
Wide ranging; UCB and 2NT over M are good raises.
New suit F by unpassed hand
Fit Jumps
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18; 11-15 in pass-out seat
As 1NT openers
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak <12heps, but (1C Polish/2+)- 2D= Majors, 5/5+
Cue= good raise. 2NT= 4 cd raise of M if cue also available.
UNT 5/5+ lowest two unbid suits, but MM v 1D= unspecified minor
Reopen: Intermediate JO; 2NT=19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels (5/5+) any strength
Jump= Stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
**Multi Landy; 2C=M/M, 2D= one major
2M=M/m; 2NT= m/m or very strong 2 suited
Dble= pens, 3m= natural
Double by passed hand = minors
**Also applies after 1X (1NT) and 2/3NT openers.
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels (cue= stopper ask); NLM if 3 level/(2X-3X), i.e.
4m=5/5+ almost FG. (Weak 2) Dble (P) Lebensohl SASS
(Multi/Ekrens) X= 12/15 bal or very strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Truscott over strong 1C/2C/2D (bids are suit and suit above, dble
=suit called and odd suit, NT= other odds).
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT= Good raise; Fit Jumps; Rdbl = pen. Interest except over1M.
1M-(X)- trfers 1NT thru 2M-1, Rdbl = 7+ dblton; P then X= pens

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /2 <sup>nd</sup> from 3+ bad	Same *	
NT	4 <sup>th</sup> /2 <sup>nd</sup> from 3+ bad (possibly Xxx)	Same	
Subseq	Lo encourages	Same	
Other: strong Tens			
*Low from xxx if supported			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks Attitude if AK	Asks Attitude if AK	
King	Asks Count AK/KQ	Asks Count/Unblock AK/KQ	
Queen	Attitude, usually QJ(x..)	Attitude KQ/QJ (x..)	
Jack	J10x (x) Jx	same	
10	KJ10(x) H10/9x(x) 10x	Same +AJ/10/9(x)	
9	109x(x), 9x	Same + possibly 9xx	
Hi-X	Xx, xXx(+)	xXx(+ (possibly Xxx)	
Lo-X	HxX HxxX(+)	HxX HxxX(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Count	Reverse Count	Reverse Attitude
Suit 2	Reverse Attitude	SPS	Count
3	SPS		SPS
NT	Same as for suits	Smith Peters*	Same as for suits
Signals: Reverse attitude (hi = dislikes), Reverse count (hi=odd)			
Smith Peters* – lo leader/high receiver likes opening lead.			
Trump Peter = odd or SPS			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most low level doubles t/o (but suggests pens if 2/1 sequence)			
Strong or shape suitable			
Double of nebulous 1m/Polish 1C may be 12/15 balanced			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double/redouble (3 cards in suit) if partner can bid 2 of suit			
Dble of (1NT-2X) = suit called and/or strong.			
Game Try if only bid available			
Dble by pre-emptor suggests bid one more.			
For lead, Lightner (unusual lead); (Splinter) X= suit below.			
Dble UCB/ rdbl sputnik suggests Ax(x) or Kx(x)			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: Fiona McQuaker &amp; Iain Sime</b>
Feb. 2025
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 mostly FG (repeats minor not FG)
5 card majors
(14) 15-17 No Trump
Weak 2 DHS
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT= 4 Major opener wishing to transfer
1NT (pen. dble)- rdbl= one- suited rescue (in principle)
1NT (pen. dble)- two of a suit = lower of 2P2P (do)
1NT (pen. dble)- opener's redouble = 5+ card suit.
All apply after 1/2NT overcalls.
2NT= raise of major in competition, usually 4+ cards.
1M- 3C/D/same major= 9-12/6-9/3-6 with 4+ card support
1M-Jump oM = invite with three cards/4333.
Balanced hands may be off-shape, eg 6m/5M/single A/K
<b>SPECIAL FORCING PASS SEQUENCES</b>
If they double Stayman, pass = no club stopper.
After we have bid/forced to game showing constructive values.
<b>IMPORTANT NOTES</b>
v. UNT, cheaper/other cue = good raise/force with other suit
Can open or respond lighter than "standard" depending upon
position, vulnerability, e.g. 10xxxxx, x, xx, xxx responds
1S NV in 3 <sup>rd</sup> seat.

Weak Two (Dble) Rdbl wants to compete if suitable.

PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	7H	Natural	Inverted 2C/3C. (may bypass 1D with 5D/4M)	Rbd.1N-2D= FG by UPH. 2C=Ds or invite	Jump=Fit
					2/3 NT raises; 15+/12-15 balanced	1X-1M-2M-2M+1= Enquiry	2NT= 4 card raise
1♦		3	Do	Natural, may be 4432	Do	1X-2NT-3Y= shortage	Do
1♥		5	Do	Do	Raises see front of card,	1H-2NT- 3 new = shortage.	Do. 2C/D=good raises with 3/4
					2NT=4cd raise, FG+. 3NT=12/15 flat raise.	1H-1NT-2m-2S= good raise.	
1♠		5	Do	Do	Do.	Do (where possible).	Do. Do.
INT			Do	(14) 15-17 balancedish	2C= Non Promissary Stayman; 4 suit transfers	2NTthru 3H=Transfers over interference	
					3C/D=weak/FG ms, 3H/S= inv/FG Ms; 4D/H trfrs.	1NT- trfr to minor then new suit=Shortage	
2♣	X		Do	Game Force or 22/23 bal.	2D= negative or waiting	2C-2D-2H= FG balanced or natural, 2S ask	
2♦		5	Do	Weak (<12) (10/16 in 4 <sup>th</sup> )	New suit =F1; 2NT= enquiry	) 2X-2NT- new suit = non-minimum and a	
2♥		5	-	Weak	Do	) feature (usually A or K) in suit called.	
2♠		5	-	Weak	Do	) If 2X doubled, Rdbl invites 3X	
2NT			7H	(19)20-21 balancedish	5 card Puppet Stayman> 3NT= no 4cd M	2NT-3C- any-4D= natural slam try	
					Transfers; 3S=ms; 4C= natural, 4D/H transfers	2NT-3C-3D-3M= other M/4C= both.	
3♣		6	-	Pre-empt	4D RKCB		
3♦		6	-	Do	4C RKCB		
3♥		6	-	Do	Do		
3♠		6	-	Do	Do		
3NT	X		-	4M pre wishing to transfer	4M=P/C; 4C= bid suit below; 4D= bid shortage	3NT-4D-4NT= short other major	
4♣		6	-	Pre			
4♦		6	-	Do			
4♥		6	-	Do wishing to declare			
4♠		6	-	Do do			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB 4130; XRKCB; DOPI, ROPI. Gerber (4C for Aces) over 1 NT	
5♥						Minorwood- 4m asks for key cards if F and suggested trump suit.	
5♠						Splinters- if 1M-4 lower will be 10/13 or very strong.	
						Usually, 5NT= pick a slam and Jump to 5M looking for control in unbid suit.	
						Last train slam try- if no other space, i.e. does not promise a control	
						If major agreed, 3NT = Non Serious Slam Try (4 level cue serious)	