

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level: wide ranging; change of suit F1 from UPH; raises = PRE;
2 level = fairly sound, & change of suit is F1. Cue bid usually 3+supp, 10+. Jump cue bid = SPL All jump raises in competition have 5j cards and/or a singleton
After our overcall, 1N = 10-12, 2NT = 13-15
New suit: single jump = FIT, double jump = SPL
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> & 3 <sup>rd</sup> = 15-18. Responses as for 1N opening.
4 <sup>th</sup> = 11-14. Responses as for 1N opening.
Sandwich 1N 15-18. New suit responses are NAT, NF
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WJO. Responses: cue = ASK for stopper; new suit F1.
2N = 5-5 in lowest 2 unbid suits; wide range. (short ♣) 2N = mm.
Reopening jump in suit = SJO or better
Reopening 2N in 4 <sup>th</sup> = 19-21. Responses as for 2N opener.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1♣*) 2♣=55MM, 2♦ response ASKS longer M *could be short
(1♣*) 3♣=NAT, (1♦) 2♦=55MM (1M) 2M=5OM+5m, usually 10+.
Responses: Suits = NAT; 2N = relay. Jump cue = stop ASK.
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Double = Pens (upper range of their NT); 2♣ = MM; 2♦ = 6+ M;
2♥/♠ = 5M and 4+m; 2N = EITHER mm OR FG 2-suiter;
3x = NAT
PH bidding : X = mm, otherwise system on
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = take out; NT = natural; jump Overcall = STR.
(2y) 2N=16-18, BAL. (2y) 3y=Stop Ask. (2♦) 4♦=Extreme MM
(2M) 4m=5m+5OM, FG. (2M) 4N=mm FG.
After (2x) X (P) 2N = LEB (fast) (where 2x = wk 2/Lucas/Multi).
(Multi 2♦) X = 13-15 or 19+; 2N = 16-18, BAL; suits = NAT,
(3m) 4m= MM. (3M) 4N= mm. (4x) 4N= TPTP.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
STR 1♣ : X = ♥s, 1♦ = ♠s CRO, WJO,
Precision 1♦ : Suits = NAT; WJO; 1N = 15-18; 2♦ = MM;
2N = 5♣+5♥. After (1♦) bid (any) 2♦ = 10+, 3+supp.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jump = Fit, XX = 10+, may have 3 card support
Over 1m (X), 2NT = weak raise, over 1M (X), 2NT = good raise,

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> from Hxxx(+) 2 <sup>nd</sup> from xxx(+), top of doubleton	Count if not raised Att if raised	
NT	As above	As above	
Subseq	As above	As above	
Other :			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ for rev att	AK+ asks for rev att	
King	KQ+, AK+ for std count	KQJ+, KQ109+, AKJ10+	
Queen	QJ+ asks rev att	QJ+, KQJ+	
Jack	KJx, Jx, J10+ for std count	KJx, Jx, J10+ for std count	
10	K109+, Q109+ 10x	A109+, K109+, Q109+, 10x	
9	109x, 109xx(+), 9x	109x, 109xx(+), 9x	
Hi-X	Xx,,xXx, xXxx(+)	Xx,,xXx, xXxx(+)	
Lo-X	HxX, HxxX, HxxX(x) Xx,	HxX, HxxX, HxxX(x) Xx,	
<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 if A/Q	Suit preference	Std count
3	Suit preference	--	Suit preference
1	Std count	Std count	Rev attitude
NT 2	Rev Att if A/Q	Suit preference	Std count
3	--	--	Suit preference
Signals (including Trumps):			
Rev attitude: low = enc. Std distribution: Hi-Lo = even.			
Trump signals Hi-Lo = odd number of trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with good distribution. ELC of ♣ to ♦ only by PH.			
(1x) O/C (2/3x) X = T/O. (1x) O/C (X) XX =A(x), K(x) supp for O/C.			
Reopening X may be stretched.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles through to 4♥. Responsive through to 3♠.			
X of artificial bid <u>usually</u> shows that suit, key exceptions being:			
X of a "mixed" Bergen raise from = T/O of opener's suit,			
AND (4-level SPL) X = lead lower non-trump suit.			
G/T X where we've agreed suit & no space for other G/T.			
1N (X) where X = PEN, XX = PUP > 2♣ for P/C single suited rescue.			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b> (17 May 2024)
<b>NCBO: SCOTLAND</b>
<b>PLAYERS: Derek Sanders &amp; Fiona Greenwood</b> SCO 7063 SCO 11840
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural with 5 card ♠ suit, minor suit based, 44mm opens 1♣
1N (11)12-14.
2♣ opener strong, GF (unless Opener rebids 2N).
2♦/♥/♠ = natural, 5-9 HCP, in 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> , Intermediate in 4 <sup>th</sup> .
2/1 shows 9+, F1 (FG opposite strong no trump hand)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1N may be 4-4-4-1 with singleton ♣
Non-promissory Stayman over 1N.
1C (p) 1NT is BAL, FG, 13-15, with 4 clubs, denies 4 cd M
<b>SPECIAL FORCING PASS SEQUENCES</b>
When opps are obviously sacrificing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPEN	ART	MIN	NEGX	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	NAT, (9)10+, 44 mm open 1♣	Limit raises : 2♣=5-8, 3♣= 9+, 1NT=FG, 13-15 BAL raise, 4 clubs, denies 4cd M 2NT=15+ raise, slam try, strong NT+ Double jump shift = SPL	2♣ = Checkback after 1NT (15-17) rebid 3♣ = enquiry after 2NT rebid (18-19) 4♣ rebid = good suit and fit, 6-4 shape After 2NT response, 3new=shortage,4new=good suit, jump to game = good suit, min, little outside After 3NT response, new suit = cue 4 <sup>th</sup> suit is GF unless at the 1 level when F to 2NT All reverses show extras 17+	1♣ (X) 2NT = weak raise, 3♣ = 9-12 limit raise New suit = F1, XX = 10+ 3 card support or pen interest FROM PH: As above Fit Jumps by PH and in competition After a reverse, 2NT = relay, rebid of suit by responder = F1 and 5 cards, all other bids F1
1♦		4	4♥	NAT (9)10+.	Limit raises 2♦=5-8 3♦= 9+ 2NT=15+ raise, 3NT=13-15 BAL raise Double jump shift = SPL	As for 1♣.	As for 1♣
1♥		4	4♥	NAT, (9)10+	Limit raises 2♥=5-8 3♥= 9+ 2NT=15+ raise, 3NT=13-15 BAL raise 2o1=9+, a hand that is GF opp a Strong NT Double jump shift = SPL	As for 1♣. 1♥-1N- 2♣ = GF.	1♥ (X) 2NT = unlimited good raise, 3♥ = 9-12 limit raise, New suit = F1, XX = 10+ 3 card support or pen interest <u>BY PH</u> : 4SF = CONST raise in Opener's 2 <sup>nd</sup> suit. Fit Jumps by PH and in competition
1♠		5	4♥	NAT, (9)10+	Limit raises 2♠=5-8 3♠ = 9+ 2NT=15+ raise, 3NT=13-15 BAL raise 2o1=9+, a hand that is GF opp a Strong NT 3♥=3/4 card raise, 10+ Double jump shift = SPL	As for 1♥	As for 1♥
1N				(11)12-14 BAL, May include 5M (Single ♣ poss if 4-4-4-1, rare)	2♣ = non prom STAY; 2♦/2♥ = Transfers, 2♠ = range ask 2NT/3♣ = game INV or better in suit above 3♦/3♥ = game INV or slam try in suit above 3♠ = 5-5 mm, 4♠ = 5-5 MM, no slam interest	After 1NT-2♣-2♦ 3♦/♥/♠ = shortage After 1NT-2♠ 2NT = min, 3x = max, lowest 4 card suit After 1N-2NT/3♣ complete = min, 4 cd suit if max .	After 1N (2x) Lebensohl (FAST), 3x =GF, X of NAT=T/O, X of ART = INV+ Cue = stayman with stop After 1N (3x) X = T/O.
2♣	√		4♥	STR, usually FG 23+ HCP if BAL	2♦ = relay 2♥ = negative 2♠/2NT = good 5 card suit	2♣-2♦-2NT = 23-25 responses as for 2NT opener 2♣-2♦-3NT = 26-27 responses as for 2NT opener	After 2♣ (X) ? P = weaker, XX = stronger After 2♣ (bid) ? X = shortage in opps suit
2♦/♥/♠		(5)6		5-9 HCP. In 4 <sup>th</sup> 2x = 11-15 HCP	New suit = Strong, NAT, F1, Jump new = SPL 2N = enq for shortage, rebid suit if min 3C = enq for high card feature, rebid suit if min 3N= NAT; 4N=RKCB	After 2x-2N rebid suit if min, bid shortage if max; 3NT = KQJTxx+ After 2x-3♣ rebid suit if min bid feature if max, 3NT = KQJTxxx+	After 2x (X) ?? XX asks opener to bid 3x with a good suit and otherwise to pass
2N				(19)20-22 BAL, may have 5M, or singleton	3♣= 5 card suit enquiry, 3♦/♥ = TRF; 3♠ = range ask, 3N=NAT, to play; 4m = NAT, slam try	2N-3♣ 3♦=no 5-card suit, 3M=5 cards, 3N=5cd m 2N-TRF 3N = HHx supp, 4M= 4cards, all suits controlled; 2N-3♣-3♦-4♦ = 55MM	
3♣/♦ 3♥/♠		(6)7		NAT, PRE. 5-9 HCP	New suit F1; raises PRE; game bids to play including 3♣-4♥; 4N=KCB.		Change of suit from PH is NF.
3N	√			Solid single m, no more than a Q outside	4♣=P/C, 4♦ asks for singleton, 4♥/4♠=to play	<b>HIGH LEVEL BIDDING</b>	
4♣/♦		(6)7		NAT, PRE.	4M = NAT, to play; 4N = KCB.	Cue style: cue bid first and second round controls equally (up the line). RKCB 30/41, 5N = EVEN w/void, 6C = ODD w/void. After RKC response: next non trump suit is Q ask; 5N is grand slam try, 6x is specific king ask; 6 new asks for 3 <sup>rd</sup> round control for grand.	
4♥/♠		(6)7		NAT, PRE.	New suit asks for control in suit above; 4N=KCB.	Exclusion KC – 1 <sup>st</sup> step = 0, 2 <sup>nd</sup> step = 1 etc	
4N				ASK for specific aces	5♣=0; 5♦=♦A; 5♥=♥A; 5♠=♠A; 5N=2As 6♣=♣A	D0P1 & R0P1 over opps 5 level bids.	
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 DISTRIB	Bid 6 with A or K of trump.		