

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Normal style, 8-15ish, (4)5+. Can be light reopening
UCB: good 3+ card raise, jump UCB: mixed raise
2N over M: good 3+ (or 4+ if UCB available) card raise
New suits are NF. Fit jumps by PH, strong jump shift by nonPH
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18; System on
Reopening: 11-14 over 1m; System on
11-16 over 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (5-10), 6+ cards
2NT Response to 2-level jump overcall: feature ask
Unusual NT: lowest 2 unbid suits, 5-5 +
In 4 th seat: Suit = Intermediate. 2N = 19-20 bal
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2-cue (minor): 5-5 +, both majors, wide ranging, not poor if vul
2-cue (maj.): 5-5 +, other maj. & a minor, wide range, not poor if vul
2N constructive suit enquiry. 3C P/C
Jump cue asks for stop for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
X: Penalty; 2C: Majors; 2D: 6+ Major; 2M: 5M 4+m;
2NT: minors or big 2-suiter; 3x: natural
(X in 4 th seat vs. strong is single-suited)
By PH: X = 4M 5+m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X: T/o thru 4H (2N response = puppet to 3C). Action X over 4S
3-cue asking for stop. 4-cue 5+-5+ in majors or other major & minor
2NT: 16-18; 3NT to play; 4 minor = minor + a major
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. 1C X: 16-18 bal & system on; 1D: 4S 6m; 1H/S: nat 1N: 4H 6m
2C to 2S are two way as versus strong 2C, 2N: C+H or D+S
Vs. 2C: X and 2D to 2S are 2-way: either next suit up single suited; or two-suited (5+5+) in the subsequent two. 2N: C+H or D+S
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble: (9)10+ (with xx or worse over 1M), further X are penalty by either player
1M (X) ? 2C -> 3M-1 except 2M are transfers

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd	3 rd , 5 th	
NT	4 th , 2 nd	4 th , 2 nd	
Subseq	Attitude	Attitude	
Other: A or Q for reverse attitude, K for count or unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AK, A	
King	AK, KQ	AK, KQ	
Queen	KQ, QJ	KQ, QJ	
Jack	AJ10, KJ10, J10	AJ10, KJ10, J10	
10	H109, 10x	H109, 10x, 109x	
9	109x, 9x	9x, (109x)	
Hi-X	Xx, xXx	Xx, xXx	
Lo-X	xXx, HxX, HxxX	xXx, HxX, HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Reverse Attitude
Suit 2	Standard Count	Suit Preference	Standard Count
3	Suit Preference		Suit Preference
1	Reverse Attitude	Reverse Smith	Reverse Smith
NT 2	Standard Count	Standard Count	Reverse Attitude
3	Suit Preference	Suit Preference	Standard Count
Signals (including Trumps): Reverse Attitude, Standard Count, Reverse Smith (low = like); Lavinthal in various situations			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasise majors, can be light with classic shape or in reopening			
Courtesy raise with 4M in (1x) X (any) 1M (<2M) ? situations			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and redoubles below 2M (guarantees 7-card fit)			
1m-(1H)-X = 4 spades			
2 nd step or even over RKCB interference			
1N (X)[pen] XX = 5m or MM; 1N (X)[not] XX = values, others = system on			
In some situations after lead directing X of our art bid sub 3N, XX= no stop			

W B F CONVENTION CARD	
CATEGORY:	Green
NCBO:	Scotland
EVENT:	Season 23-24
PLAYERS:	Paul Barton Jun Nakamaru-Pinder
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
15-17, 2/1, 5 card majors, minors 3+ cards	
3 Weak Twos	
1NT Opening: 15-17	
2 Over 1 Responses: GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1x-1M-1N-? 2C = art. inv., 2D = art. GF; 2N = wk minor or GF	
1H-2S and 1S-3D = inv. raise of openers major	
1NT-2D = Marionette to 2H: hearts or various GF hands	
Gambling 3NT	
2N puppet to 3C (Lebensohl) – Fast Arrival Shows Stop	
Bad 2NT – 2N rebid over 4 th chair bid: artificial, competitive	
e.g. opener has 6+ card suit, less than invitational	
responder bids 3 playable suit NF below 3 opener's suit	
SPECIAL FORCING PASS SEQUENCES	
When we have shown GF values; when opponents sacrifice	
at favourable vulnerability; when we open & opponents pre-empt	
4H+ favourable & responder had not yet made a negative call	
IMPORTANT NOTES	
PSYCHICS:	Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	10+HCP 3+C	1D = (3)4+D, 1M = 4+M, Walsh style, 1NT = 6-10 2C = 10+, 2D = 5-9 5+S 4+H, 2M = 0-8 (5NV)6 M 2NT = 11-12 nat, 3C = 6-9HCP, 4D = RKCB	1x-1M-1N-?: 3-way checkback	Fit jumps by PH
1♦		3	4H	10+HCP 3+D	1M = 4+M, 1NT = 6-10 2C = GF, 2D = 10+, 2M = WJS, 0-8 (5NV)6 M 2NT = 11-12 nat, 3C = 9-11 IJS, 4C = RKCB		
1♥		5	4D	10+HCP 5+H	1S = 4+S, 1NT = 5-11(12) and includes 9-11 3M 2C = 3+C GF, 2D = 4+D GF, 2H = 5-9, 2S = (3)4+H inv, 2N = 4+H GF, 3C = IJS, 3D = IJS 3S = unspecified spl, 3N/4C/D = step spl, slam try	1M-1N-3C = GF nat or 6M with a short or 5S 4H (if M=S) 1M-2N-? 3C = min, 3D/H/S = step shortage, 3N = non-min no short	P-1M-2C = 3+M Drury 1M (X) ? then 2C -> 3M-1 (except 2M) are transfers
1♠		5	4H	10+HCP 5+S	1NT = 5-11(12) and includes 9-11 3M 2C = 3+C GF, 2D = 4+D GF, 2H = 5+H GF 2S = 5-9, 2NT = 4+M GF, 3C = IJS 3D = 9-11(12) (3)4M, 3H = IJS 3N = unspecified spl, 4C/D/H = step spl, slam try	1M-2N-3C-3D-? 3N = no short, 3H/S/4C = step	
1NT		-	4H	15-17 Balanced	2C = stayman, 2D = H or various GF, 2H = S 2S = inv bal or C, 2N = D, 3C = 5cd stayman 3D = MM, 3H/S = shortage GF, 4D/H = transfers	1N-2D-2H-? 2S = Marionette cont. relay to 2N, Others = hearts	2N puppet > 3C if interference 2N > 3C > 3x = NF Immediate 3x is GF
2♣	√	0	4H	22+ Semi-Balanced Any GF	2D = Relay no positive, 2M/3m = nat positive 2N = 8+, 2+ cntrls semi-/bal, 3N = H or S, relay 4C	2H = H or 24+ bal, 3M = 4M 5+D; 3N = 4C 5+D 4C = 5+C 5+D; Responder may bid 2 nd negative	
2♦		(5)6	-	5-10, (5)6+D	2M = F1, 2N = Feature ask	After feature ask, 3 opened suit = min	
2♥		(5)6	-	5-10, (5)6+H	2S = F1, 2N = Feature ask, 3m = NF 3S = invitational nat		
2♠		(5)6	-	5-10, (5)6+S	2N = Feature ask, 3m = NF, 3H = F1		
2NT		-	4H	20-21 Semi-Balanced May include offshape/singleton	3C = Stayman, 3D/H = transfer; 3S = pup 3N 3N = 5/5 minors NF, 4C = Majors, 4D/H = transfer, 4S = range ask		
3x		6	-	0-11HCP, Pre-emptive	4C (4D if x=C) = pre-empt KC, 4H/S = nat		
3NT	√	-	-	Running minor, no outside A/K	4C/D/5C = P/c, 4H/S = nat	HIGH LEVEL BIDDING	
4x		(6)7	-	0-11HCP, Pre-emptive	4D or 4N = pre-empt KC; Others = nat	RKCB 1430 if 4N else 0314. Over interference, Pass = 1 st /odd, X/XX = 2 nd /even	
4NT	√	-	-	Blackwood	5C = 0, 5D = 1, 5H = 2, 5S = 3	If trumps=m then next available non-playable 4x above 4m is often keycard	
5m		7	-	0-11HCP, Pre-emptive		Various last train style tries in situations where natural cues unavailable	
5M		(7)8	-	Trump Suit Ask	6M = 1 of top 3 honours, 7M = 2 of top 3 honours	Natural cue bidding 1 st /2 nd round controls	
5NT		-	-	Slam try	6NT = an A/K/Q, 7NT = 2*6NT	3NT = non-serious slam try in some Major auctions	
6M		(7)8	-	Trump Suit Ask	7M = 1 of top 2 honours	Exclusion keycard; Sub-min KC similar responses to pre-empt KC (below)	
6NT		-	-	Grand slam try	7NT = an A/K	3D/H/S-4C or 3C-4D = pre-empt KC, step responses 0/bad, 0+Q, 1, 1+Q, 2, 2+Q	