


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5+ (may be good 4) suit, 6-17 HCP.
2 level 5+ suit, 9-17 HCP [over 1♣, 2♣/♦ = 4M & another suit]
Re-opening may be lighter by about K.
Responses: New suit =F1, raises pre-emptive, Fit Jumps UCB. Over 1♣ [short or strong] = special defence [see note 2]
Over 1♣, 2N and above = shows next suit, wk or strong 2 suiter.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT = 15-18.
Responses: as 1NT opener.
In pass out position 11-14/16 (depending on opening bid)
After (1L)-P-(1NT) 2♣ = strong bal. Dble=take out.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue = solid suit, asking for stop
Direct Cue= Other M(s) + second suit. Jump 2N = 2 suits,
ALL 2 suited overcalls are either weak or v strong (<5 losers)
DEFENCE TO 1NT OPENER
DOUBLE=PEN v weak NT ; both minors v strong NT or if passed.
2♣=4H+ another suit, 2♦=4S+ another suit, 2N/3L= next higher suit. WJO or strong 2 suiter if new suit bid after transfer completion.
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
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(WEAK2) - Cue =asks for stop or very strong 1-suiter
X=T/O, strong jump overcalls, NT = Nat
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
As if 1♣ is NAT – may be v weak.
Over strong 2♣, Dble=majors, NT= minors
OVER OPPONENTS' TAKEOUT DOUBLE
If we open 1M: 2NT = good 4+ card raise, Cue bid = 3 card raise
If we open 1♦: Ignore Dble but 3♦=weak
Constructive bidding often ignores their Dble.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from bad,	3 rd	
NT	4 th , 2 nd from bad,	3 rd	
Subseq	Std rem count or Suit Preference	Std rem count or Suit Preference	
Other: Top of doubleton, middle from xxx. 10/9=0 or 2 higher			
LEADS			
	Lead	Vs. Suit	Vs. NT
	Ace	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)
	King	Asks for COUNT (LO=Odd)	Unblock/CT (LO=Odd)
	Queen	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)
	Jack	Denies Q	Denies Q
	Partner's Lead	Declarer's Lead	Discarding
	1 ATT (LO=ENC)	Smith or ATT in NT COUNT (suit contract)	ATT (HI=ENC)
	2 Suit Pref	Suit Pref	Suit Pref
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most Dbls game=competitive.			
Herb negative [0=8] response to t/o Dble Cue = FSA			
Over 2/3M openers, Dble followed by 3/4♣ = 4/6, not extra strength			
Re-opening double can be very light; Neg & Resp Dbls			
COMPETITIVE DBLS/RDLS 1L-(D)-Redble= constructive raise			
Competitive double shows values at higher levels			
1♣ (1♦)-D= H, 1m (1♥) Dbl = 4♠, 1m (1♥) 1♠ = 5+S; Lightner,			
1L-(D)-Redble = constructive min raise			
1NT (DBL=PEN) RDBL=ART, (1NT) Dbl (2X) Dbl=T/O; Anti-lead-directing dbles of own suit, (1L)-1M-(D) redble = Hx			
DBL of Splinter asks for lead of lower suit			

W B F CONVENTION CARD	
CATEGORY - GREEN	
NCBO:	Scotland
PLAYERS:	Mike ASH – Robert FERRARI
	SBU 12318 18508
July 2024	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ = 2+, may have 5 dias. 14-16 NT,	
5-card majors, 2 over 1 forcing to game	
2♦ = 5-9, 5+ in a M or 17-23 - 3 suited hand	
2♥ = 5-9, 5+H, 4+S 2♠ = 5-9, 5+S, 4+H	
SPECIAL BIDS THAT REQUIRE DEFENSE	
Transfer responses to 1♣ opener	
1♦-1M; 1N=either 6+D or any 16+.	
1♥-1♠=equiv to FNT, <5 spades	
Defence to nf 1♣ opener as over 1NT.	
SPECIAL FORCING PASS SEQUENCES	
When we have established a strength showing sequence or if pre-empted above our game level.	
After PEN double of wk 1NT & 1NT overcall	
IMPORTANT NOTES	
Over 1NT (PEN DBL) - Redble=1-suit, 2L=L+higher suit,	
2♠=Sp & minor, 2N=minors, 3L=pre-empt	
3 way CHECKBACK after all 1X-1Y-1Z:- (2N=clubs)	
1♥-1♠; 1N=bal or H&S. 1♠-1N; 2♣=bal or S&C	
1♦/♥/♠ - 2♣ = GF, bal or long clubs. Now 2♦ = any min.	
2NT in competition often showing weak hand or other M, GF (Fast arrival shows stop)	

BID	ART	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	Natural or bal hand outside 1N range	Transfer responses 2♥/♠=5+M, 5-8hcps. 3L=GF, 3 suiters	1♣-1R-1NT: 17-18 bal. 2♣ requires 2♦, to play or INV 2♦=GF, 2N = clubs, either to play or GF	If they overcall over any opening suit bid -Change of suit F1;
1♦		5(4)	4♦	5 unless '4441'	2♦=raise to 3. 1♦-2M=constructive raises.	1♦-1M; 1N=16+ or wk 6+D. Now 2♣ = 8+. Asks for clarification.	Jump in new suit + Fit + suit bid
1♥		5	4♦	natural	1♠=FI, <5 spades., 1N=5+♠. 2L=GF, 2♣=4+H, INV; 2NT=FG, 4+H;. 3m=nat, INV, NF; 3♥=7-9, 4H; 3N & 3♠/4m = SPL	1♥-1♠; 1N=bal or 4S&5H	Drury: 2♣=3-card raise, 2♦=4-card raise Fit jumps, 2N= long minor,
1♠		5	4♦	natural	1NT =F1. Other bids as 1♥ structure.	1♠-1N; 2♣=bal or 5S&4C	2♣=3-card, 2♦=4-card raises Jump in new suit + Fit + suit bid
1NT		2	4♦	14-16 bal or semi-bal	Stayman, 4-suit transfers, Smolen, 3♣=5/5 minors, invitational; 3♦=both minors, GF, 3♥/♠=GF, (41)44	2N over o/call = to play in a suit or GF. Dble of o/call=2N values	See Important Notes on front sheet for Wriggle
2♣	X	0		23+ bal or semi-bal Or any FG	2♦ = any positive, 2♥ = 0-3(4) or bal 5-8 HCP Other bids below 3N = conventional, 5-9	After 2NT rebids, respond as if opening 2♣-2♦; 2♥=natural or bal 25+	Pass=semi-positive, dbl is Negative, bids natural +ve
2♦	Weak Multi	0		4-9, 5+ hearts or spades or 17-23 3 suited	2♥=pass or correct.; 2♠=nf. 2NT=RELAY; 3m=NAT, nf. 4♣=play in opener's M	2♦-2N; 3♣=any max. 3♦/♥=min with H/S.	
2♥		5		4-9, 5+H, & 4+S	2♠=nf. 2NT enquiry, 3L=nf	2NT – 3♣ = 4/5. Now 3♦ asks.	
2♠		5		4-9,, 5+S, & 4+H	2NT enquiry, 3L=nf	2NT – 3♣ = 5/4. Now 3♦ asks.	
2NT				19-20 bal or semi-bal May have singleton honour	3♣=asks for 4/5M, 3♦/3♥=TRF, 3♠ = both minors, 4♣=ask ctrls, 4♦=both M, 4M = slam try in a minor	2NT-3(Red suit)-3NT-4L=transfer TRF ACCEPT WITH SUPPORT	(then 3NT denies shortage)
3♣		6		PRE - aggressive NV/1 st position	3♦ = slam try, asks for A/K+Q trump.		
3♦		6		PRE - aggressive NV/1 st position	4♣= as 3♦ above, 3M =nf but values, game bids nat		
3♥		6		PRE - aggressive NV/1 st position	4♣= as 3♦ above, 3M =nf but values, game bids nat		
3♠		6		PRE - aggressive NV/1 st position	4♣= as 3♦ above.		
3NT	X			Pre-empt in minor	4♣ to play in minor, 4♦ asks for shortage,		
4♣/♦	X	6		Solid M or semi solid + A	4♦/♥=interest.		
4♥/♠		6		Nat, pre-emptive	New suit asks for control in suit above		
4NT	X			Asks for specific Aces	5♣ = none, 5NT = 2, 6♣ = ♣A	HIGH LEVEL BIDDING	
5♣		7		PRE – very distributional		KCA[14,30], KC minors and Exclusion KCA (0, odd, 2/4, 2/4+Q) DOPI, ROPI, ,	
5♦		7		PRE – very distributional		CUE FIRST AND SECOND ROUND CONTROLS EQUALLY, LAST TRAIN	
5♥/♠		7		Strong, very distributional	Bid 6 with 1 top trump, 7 with 2	If cue is Dbled, Redble by either partner shows 1 st round control	