

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide ranging
Cue= good raise, 2NT is better 4cd raise of M if both available
Fit Jumps,
New suit =F1 by UPH, tolerance if PH.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (10-16 in 4 <sup>th</sup> )
System on if 2nd
If 4 <sup>th</sup> 2C= range ask then 2D all 10/12, 3C/M =15/16 (3M=5)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak- but (1C)-2D and (1X)-3C are specific 2 suiters*
UNT= part of Ghestem*
v. Polish Short 1C- t/a clubs for Ghestem purposes.
Reopen: Intermediate JO, 2NT= 19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem* any strength (5/5+) -2NT= lo suits; cue=M and unbid;
Jump in minor never includes that suit, e.g. (1H)- 2H= blacks,
2NT= ms, 3C= D and S.
Jump Cue asks stopper
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Multi Landy; 2C=MM, 2D=M, 2M=Mm
Double = penalty, PH Double = minors
2NT=mm or Game Forcing two-suiter.
Applies after (3m)- P-(3NT)
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Lebensohl* SASS; Leaping/Non-Leaping Michaels*
2NT= 15/18- system on, but accept 3R transfer.
4C often slam try. If so, 4 their suit can show clubs.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
(1C)- 1D=Ms, 1N=ms, 2C/D=Bs/Rs; 2N=os; Dble.= 5/5 strong
(1C-1D)- Dble. =Ms
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Rdbl. = 9+ no fit, pen interest.
Raises Pre; 2NT+ good raise, Fit Jumps.
If 1M (Dble.) -1NT thru 2H are Transfers (2M-1 7+ usually 3 cards)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> good suits, 2 <sup>nd</sup> others	Same, but xxX	
NT	4 <sup>th</sup> good suits; 2/hi others	same	
Subseq	Attitude	same	
Other			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks Attitude	same	
King	Asks Count	Count/unblock	
Queen	Attitude	same	
Jack	J10x(x), KJ10x(x) Jx	Same plus AJ10x(x)	
10	109x(x), K/Q109(x..) 10x	Same plus A109(x..)	
9	9x 109x(x)	Same plus 9xx	
Hi-X	Xx xXxx xXx	Xxx(x..), xXx(x..)	
Lo-X	HxX; HxxX(x..)	HxX, HxxX(x..)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo=enc	Lo=even	Lo=enc
Suit 2	Lo=even	SPS	Lo=even
3	SPS		SPS
1	Same as suit	Reverse Smith* (lo likes)	Same as suit
NT 2		Lo =even	
3		SPS	
Signals (including Trumps): Reverse Count & Attitude			
Suit Preference when more useful			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Most lo level doubles take out (with Equal Level Conversion)			
Cue bid = F to suit agreement by UPH; 2NT usually 2P2P			
Doubles of weak raises are t/o anchor suit; other artificial bids nat.			
L/D, e.g. Dble. UCB, but (1N-2X) may be pen. Dble. 1NT.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support-3cd in responder suit; Game Try* (only if no space)			
If 1/2NT pen. Doubled, redouble =one suit rescue, suit= 2-suited.			
If 1NT doubled not pen., system on, Rdbl.= pen. interest			
Unexpected double has lead implications (default is spades, e.g. 1NT-3NT)			
Double of Multi/Ekren 2D= 12/15 bal. or very strong			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: Derek Diamond (2503)- Iain Sime (6987)</b>
Apr 2024
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Five Card majors (three card minors)
Two over one Game Forcing (FG) except 1M-2C.
(14) 15-17 INT
Weak 2H, S (constructive, 8/11 in 1/2 <sup>nd</sup> )
Multi 2D (weak major or 22/23 bal.)
*See Glossary
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1m (1H)-Dble. = 4+S, 1S=0/3 S
Multi 2D-3/9 points, 5+ cards in H or S, or 22/23 balanced.
3NT opener = 4M sound pre-empt, no lead value.
<b>RESPONSES TO 1 OF A SUIT</b>
3 lower= 10/12, natural (6+), NF. Any bid now FG+.
If 1M doubled, 1NT thru 2H are transfers; Rdbl. = 9+ no fit
UPH- 1m-2m= FG; 1m-2m+1= invite in minor.
1M-2C= natural FG or invite with 3(4333)M- then 2D asks.
Other 1X-2Y Game Forcing.
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have forced to game showing constructive values.
After 4C slam try. Our Stayman (Dble) Pass = no C stopper.
<b>IMPORTANT NOTES</b>
Pass is usually consistent with the weakest hand if possible.
Can open/respond light, e.g. stretch to respond to 1 level opener, especially NV.
Balanced hands may be off-shape, e.g. 5M, 6m, singleton A/K
4333 can be treated as 3 card raise at any time.
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	Natural or balanced	Inverted raises,* 3NT=12/15, 4cnds. 1D maybe 3334 2X=Strong Jump shift except 2m+1, Walsh*	)2 way Chkbk*, 1m-1M-2M-2NT enq. FSFG. )Blackout* if reverse;1C-1M-2C-2D=art. FG	Fit Jumps
1♦		3	4H	Natural or 4432	As 1C; 1D-2C FG, 1D-3C= natural NF (10/12)	) Transfers after 2NT rebid (18/19)	As 1C
1♥		5	4D	Natural	2C = invtl raise or natural FG- 2D asks; then 2M is the invite raise, rest FG. 3CD- natural NF (10/12). 2/3NT=FG+/12/15 raise; 3CD- natural NF (10/12).	1M-2NT-new= shortage, except 3C=min. Gazilli* (2C= natural or 16+, 3L <16)	)2 way Drury*; Fit Jumps but 2M+1= unspecified shortage )2NT is raise in competition
1♠		5	4H		As 1H. 1S- 3H natural NF	As 1H	) transfers after Dble.
INT			4H	(14) 15-17 bal.	Stayman, Transfers 2D=H, 2H=S. 2S= range ask or clubs or 5/5 minors. 2NT= diamonds.	Trfr breaks- 2S/NT over M = max. 1NT-2S-2NT= min.	T/o double, Rubensohl transfers*
					See Note 1 for others.	1NT-2S/NT-any- 3M = shortage with C/D.	
2♣	x		4H	Forcing to Game	2D waiting	2C-2D-3M= 5+ D and 4 card M Cheaper minor= second negative.	
2♦	x			Weak 5+ major (3/9) or 22/23	See Note 2	See Note 2	See Note 2
				balanced	4 <sup>th</sup> seat only 22/23, then 2S shows 5+ hearts	P-2D-2S-2NT= doubleton heart, 3H = 3+	
2♥		6 (5)		8/11 (can be weaker in 3 <sup>rd</sup> )	2NT asks, new suit F1 by UPH	Show a feature if non-min.	Rdbl allows compete if non-min.
				11/16 4th			
2♠		6(5)		As 2H	As 2H	As 2H	As 2H
2NT				(19) 20-21 bal.	5 card Muppet Stayman*, 3R= Transfer 3S= both minors, 4X=2 away slam try	2NT-3R-4T= sweep cue; 3S/3NT= dbltn. 2NT-4H(C)-4S=RKC, 4NT=sign off	
3♣		6		Pre	3X=F1; 4D=RKCB*		
3♦		6		Do.	Do.4C=RKCB		
3♥		6		Do.	Do. Do.		
3♠		6		Do.	Do. Do.		
3NT				Sound 4 M with no lead value	4C= bid suit below, 4D= shortage ask 4H= P/C	3NT-4D-4NT= short oM	
4♣		6		Natural pre-empt			
4♦		6		Do			
4♥		6		Do			
4♠		6		Do			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						RKCB* 4130, with useful void 5NT= 2, 6C/D=1/3. POD1; Exclusion RKCB	
5♥						4 other m asks keycards after 1m-2m start only.	
5♠						Splinters*, last train*, 1 <sup>st</sup> and 2 <sup>nd</sup> cue bids equally.	
						Jump to 4C=Serious ST (nebulous). 3NT= Mild Slam Try (mst) if M agreed.	
						Raise to 5M usually asks stopper in unbid/enemy suit	
						5NT usually pick a slam	
					*See Glossary		

## Supplementary Sheet- Iain Sime-Derek Diamond Glossary

**Blackout-** After our reverse, repeat suit is neutral 5+ cards, the cheaper of 4<sup>th</sup> suit and 2NT is wants out, rest =FG+.

**Checkback Stayman** (2 Way) over 1NT rebid - 2C= mandatory transfer to 2D then, if subsequent bids invitational; 2D by UPH = Game Forcing Checkback; 2NT= transfer to clubs. Direct 3 lower= nat. 5/5+ IG. Off after interference. 2D natural by passed hand.

**Drury** (2 Way reverse) P-1M-2C/2D= 3/4 card good raise by passed hand. Weakest option is to repeat suit. P-1M-2M+1 = max pass with 4cd and shortage- next bid asks shortage.

**Game Try Double-** Game invite where there is no space for another invite.

**Gazzilli** after 1M-1NT and 1H-1S. 2C= natural or 16+, then 2D response= 8+. Continuations mostly natural. It follows that Opener's Jump rebids, which might have been expected to be 16+, are not. They are usually about 13-15 and distributional.

**Ghestem-** over 1L opener, 2NT= lo suits, jump in minor never includes that suit, cue= hi suit and unbid. E.g., 1H-2H= blacks, 2NT= minors, 3C= S and D.

**Inverted Raises** over 1 minor opener-2m is Game Forcing if unpassed/3m is approx. 5-9. Off after interference. UPH 1m-2m+1= invitational raise of minor.

**Last train** Non-specific game/slam try where there is no space to cue etc. e.g. 1S-4D-4H.

**Leaping and Non-Leaping Michaels (NLM)-** 4 Minor (98% Forcing) show 5/5+ two suiters, either both majors or one major and one minor. Sometimes one suit is undefined.

**Lebensohl** After (Weak 2) Double- (P), 2NT is either a weak hand or a probe for stoppers/fit. SASS- Slow Arrival Shows a Stop.

**Muppet Stayman over 2NT-** 3C asks for 5 card M. 3D= no, but a four card M, 3NT= 5 hearts. 3H= no major; then 3NT shows 5/4 S/H, 3S marionette to 3NT.

**Roman Key Card Blackwood-** 4NT-5C= 1 or 4 etc, Q ask min. trump=no; If all key cards, 5NT= specific King ask or bid a grand, 5/6 new = King show.

**Rubensohl-** After 1NT (interference) 2NT thru 3H are transfers (into their suit is fit/stopper probe) 3S= 5/4+ low suits. Also applies after (1M)-Dble-(2M).

**Smith Peters** (reverse, both sides)- when defending NT contracts, an unnecessary high card at trick 2 means dislikes the lead. (Count takes precedence if an entryless dummy).

**Splinters-** Double Jumps/ unnecessary Jumps show shortage and (usually) 4+ cd support. Range- will either accept sign off, or going on anyway, e.g. 1S-4C= 10/13 or very strong.

**Walsh-** Over our 1C opener, we may bypass a 5+ 1D response to bid a four card major. Doesn't necessarily deny game values.

## Note 1 – After we open 1NT

**Stayman**- promises 4 card Major.

Smolen. -After 1NT-2C-2D-3H/S shows a four card suit with 5+ in the other major.

Stayman then 3 other Major = slam try.

Stayman then 3 minor = FG.

### Major suit transfers

2S/NT break over major is max; then retransfer, other bid = game try (but may be slam try so accept with cue bid).

1NT-2R-2M, then: 3M= game invite; 4C=SST (other jumps SPL); 4M=to play.

### 1NT—2S

Primarily asks range or 6 clubs or 5/5ms.

2NT is min and can be passed, or after 1NT-2S-2NT- 3C to play; 4C is mild slam try in C; 3H/S shortage with clubs FG; 3D= 5/5 in minors-GF.

1NT---2S- 3C is max but can be passed with 6+ Clubs or, after 1NT-2S-3C-3H/S is shortage with clubs; 3D=5/5 minors FG; 4C is mild slam try in Clubs; 3/6 NT to play (as 3C is max).

### 1NT- 2NT (always 6+ D)-

3C (at least Qx) then 3D/NT to play. 3H/3S shortage,

### 1NT- 3C= 5 card Puppet Stayman.

Usual Puppet responses, i.e. 3D= no 5, but a four card M, 3H/S= 5 Hearts/Spades, 3NT= no 4/5 card major. (i.e. not Muppet).

**1NT-3D= 5/5 Majors Game Invtl.** + (4C/D = super accept with H/S). Transfer to S then 3H= slam try 5/5.

**1NT- 3M=** splinter with 4 other M. Forcing to Game+.

**1NT- 4 suit=** 2 away slam try, usually no shortage if a minor. Continue as after 2NT-4X, i.e. intermediate bid =last train if Major, RKC if minor.

## Note 2 -After we open Multi 2D

2D 2H Pass or correct, opener does obvious.  
2S Game try in Hearts, to play if spades.  
2NT enquiry (see below)  
3C/3D Natural and F1 by UPH  
3H/3S Pre empt in opener's suit  
4C Demands a transfer to opener's suit.  
4H/S to play (own suit)

2D 2S  
Pass 5+ spades weak  
3H minimum with Hearts  
2NT 22/23 NT System on  
3C/3D feature, further game try with Hearts.

2D-2NT (Enquiry) then 3 H/S = minimum

3C/D- non min with H/S, then next bid asks suit length, 3M with six, 3NT with five.

e.g. 2D-2NT-3D (non min with S)- 3H-3NT= only five spades.

### Interference- all

Double is penalty except 2D-(2M)- Dble is P/C. If Multi opener doubles it is 22/23 balanced.

3C/D is natural and F1 by UPH. Usually a leadable suit, often a fit.

2/3 H/S and 4H is Pass/Correct,

Multi (*Dble*)

- Pass shows diamonds (normally six but a good five is allowed).
- Redouble suggests 3/3+ in majors and invites compete up to the 3 level.

Multi (*overcall*) cue bid asks major and is game force.