


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Simple Overcalls, 6+ HCP with reasonable suit quality at 1 level, Sound at 2 level (9+ HCP, more points probable if poor suit quality) Responses NF at 1 level, F1 at 2 level. Cue shows 3card support and good raise (game invitational+), 2NT shows 4 card support and good raise (game invitational+)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-17HCP with defence of bid suit, responses as opening 4 <sup>th</sup> : 11-15 HCP, responses as opening Sandwich: 5-5+ in unbid suits. Up to 12HCP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6 card suit, 5-9HCP Unusual NT: lowest 2 unbid suits, 5-5+ Reopen: Intermediate (11-14) with 6-card suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct: <b>Michaels</b> , 5-5+ in Majors over minor opening, 5-5+ in other Major and undisclosed minor. 2NT as minor ask. Jump: Cue for NT, 16+HCP
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Weak (up to 13-15NT): Multi Landy 8-15HCP, X: Pen Strong (14-16+NT): Multi-Landy:11+HCP, X: Pen
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Up to 3♠, X is Takeout. 4 level apart from ♠ is Transferable. 4♠ and above is Penalty orientated. Bids are all natural after X. 4NT is two suited (Primarily minors) hand. Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS 1♣: 2♣ - Natural, 2♦ - Michaels VS 2♣: Bids natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX – 10+HCP Jump Bids – Weak jump shift 3-7HCP, 6 card suit

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> and 2 <sup>nd</sup>	Small from Hxx+, as normal	
NT	As above	As above	
Subseq	Low from H	As above	
Other: AQ for reverse attitude, K for count or unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, Ax	AK+	
King	AK+, KQ+	KQJ+, KQT	
Queen	QJ+, Qx	QJT+, KQJ+, KQT	
Jack	JT+, Jx	JT9+, AJT+, KJT+	
10	1098+, 10x	H109, 10x	
9	109x, 9x	9x, 109x	
Hi-X	xXxx, xXxxx	xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	A/Q Rev Attitude K Standard Count	Standard Count	Rev Attitude
Suit 2	Standard Count	Suit Preference	Standard Count
3	Suit Preference		Suit Preference
1	A/Q Rev Attitude K Standard Count	Standard Count	Rev Attitude
NT 2	Standard Count	Suit Preference	Standard Count
3	Suit Preference		Suit Preference
Signals (including Trumps): Suit Preference in many situations			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Flexible, used mainly to emphasize majors. Frequent re-opening X's			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles and redoubles by opener below 2M 1m-(1♥)-X = exactly 4 spades 2 <sup>nd</sup> step or even over RKCB interference 1N (X)[pen] XX = puppet to 2♣ (usually with any 5-card suit) 1N (X)[not] XX = values			

W B F CONVENTION CARD
<b>CATEGORY: Green</b> <b>NCBO: Scotland</b>  <b>EVENT: Ostend Open (EBL Championships)</b> <b>PLAYERS: Jim Hay</b> <b>Abigail (Abi) Wilson</b>
<b>SYSTEM SUMMARY</b>
15-17 NT (Can contain 5cM or 6cm) 5cM's with short 1♣ 2/1 3 Weak 2's
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<ul style="list-style-type: none"> <li>1X-1Y-1N-?      2♣ = puppet to 2♦, 2♦ = GF checkback</li> <li>Lebensohl (Fast Arrival Showing Stop) in defence to interference over 1NT and continuations over (2 suit) - X</li> <li>2NT always artificial in competition sequences</li> <li>Defence to lead directional X (in NT situations): <ul style="list-style-type: none"> <li>New suit bid shows singleton(in doubled suit)</li> <li>XX shows xx or similar small card holdings</li> <li>Pass shows half stop or stop</li> <li>Bidding NT shows stop and a half or better</li> </ul> </li> </ul>
<b>SPECIAL FORCING PASS SEQUENCES</b>
GF situations plus defence to lead directing X (See above)
<b>IMPORTANT NOTES</b>
After Penalty X of 1NT, XX shows 5-card suit, forcing 2♣ bid. 2bid shows that suit plus another higher suit. 4-4. Pass is NF
<b>PSYCHICS: Possible, light openings more frequent 3<sup>rd</sup> seat</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		10+HCP, 2+♣'s	1 suit: Nat, 1NT – 5-11 HCP <b>Inverted Raises</b> (2♣ - 4 card raise 10+HCP, denies 4cM, F1), <b>Weak Jump Shifts</b> (3-7HCP)	1♣ - 1X - 1NT - 2m: <b>2 way Checkback</b> 1♣ - 2♣ - 2/3NT: 12-14/18-19 w/out 4 clubs 1♣ - 2♣ - 2♦: Forces 2♥, bidding NT now confirms 4 clubs	Overcalls - Suit bid shows 5 card suit, X is Negative. Inverted Minors are off X – Bids as uninterfered
1♦		4		10+HCP, 4+♦'s	1NT – 5-11HCP, 2/1 - GF <b>Inverted Raises</b> (2♦ - 4 card raise 10+HCP, denies 4cM, F1), <b>Weak Jump Shifts</b> (3-7HCP)	1♦ - 1M - 1NT - 2m: <b>2 way Checkback</b>	As with 1♣. Raises are pre-emptive over an overcall, UCB showing point-based raise
1♥/1♠		5		10+HCP, 5+M	1NT – 5-11HCP, 2/1 - GF <b>Jacoby 2NT</b> , 3NT – 13-15 bal with 4 card support <b>Weak Jump Shifts</b> (3-7HCP) <b>Splinters</b> (9-13HCP)	Over <b>Jacoby</b> , 3 of other suit shows Singleton/Void, 4 suit is Source of Tricks. 3 Trump suit shows 17-18HCP, 3NT shows 15-16HCP, 4 Trump suit shows 12-14HCP.	1-way Drury raises by PH
1NT		2		15-17HCP, 14-17HCP in 4 <sup>th</sup>	<b>2♣ - Non-Promissory Stayman</b> 2♦/♥/♠/NT – Transfers with Breaks available. <b>3♣ - Muppet Stayman</b> , 3♦ - Minor Suit Slam Try 3♥/♠ - Splinter, 4♦/♥ - 6-card <b>Texas Transfer</b> .	<b>Transfer Breaks</b> for Majors: 3M - Minimum + 4 card support. New suit: 4 card support, Max and control in suit. <b>Breaks</b> for Minors: Intermediate bid shows Hx for H=A,K or Hxx for H=A,K,Q	<b>Lebensohl (FASS)</b> with doubles for Takeout
2♣	✓	0		22+, GF hand	2♦ - Relay, 2M – Positive with 5c suit (at least 1 top honour)	Kokish 2♥ 2♣ - 2♦ - (2♥* - 2♠*) – 2NT: 22-23 (24-25)	
2♦/♥/♠		6 (5)		5-10 HCP (11-14HCP in 4 <sup>th</sup> )	New Suit F1, bids to game to play <b>2NT – Feature Ask</b>	2♦ – 2NT - 3new: Stop (QJx or better) 2♦ – 2NT - 3♦: Min (5-7) 2♦ – 2NT – 3NT: Max (8-10), no stops 2M – 2NT - 3new: Singleton, Max 2M – 2NT – 3M: Min (5-7) 2M – 2NT – 3M: Max (8-10), no shortage	Raise to level of fit, bids semi forcing
2NT		1		20-21 Semi-Balanced (Can be 5-4-2-2, 6-3-2-2 or 4-4-4-1)	3♣ - <b>Muppet Stayman</b> 3♦/♥ - 5-card Transfers. 3♠ - Minor slam try (5-5 or 6+) 4♣ - Gerber 4♦/♥ - 6-card Transfer.	2NT - 3♣ - 3♥: No 5cM 2NT - 3♣ - 3♥ - 3♠: 5c♠ + 4c♥ 2NT - 3♣ - 3NT: 5c♥ 2NT - 3♦ - 3♠: 5c♠ + 2c♥ 2NT - 3♥ - 3NT: 2c♠ + 5c♥	
3♣/3♦		6		Pre-emptive (2-9HCP 1 <sup>st</sup> and 2 <sup>nd</sup> , 0-11 3 <sup>rd</sup> )	Bids <b>Forcing</b>		
3♥/3♠		7 (6)		Pre-emptive (2-9HCP 1 <sup>st</sup> and 2 <sup>nd</sup> , 0-11 3 <sup>rd</sup> )	Bids <b>Forcing</b>		
3NT	✓	0		Gambling	4♣ - Pass or Correct, 4♦ - Slam Try in minor 4M - Natural	4♥ - Acceptance of Slam Try in ♣, 4♠ - Acceptance of Slam Try in ♦. 5m – To Play	
4♣/4♦		7		Pre-emptive (2-9HCP 1 <sup>st</sup> and 2 <sup>nd</sup> , 0-11 3 <sup>rd</sup> )		<b>HIGH LEVEL BIDDING</b>	
4♥		8		To Play		RKCB 1430, with R1P0, DIP0. <b>Minorwood</b> only when 1m - 2m – (3m) – 4m. <b>Italian Cue Bids</b> after agreed suit. <b>Serious 3NT</b> , Modified <b>Blackout</b> over <b>Reverses</b> : 3♣ shows 16-17HCP or minimum Reverse Hand. 3♦ shows 18+HCP or equivalent top range Reverse, GF.	
4♠		8		To Play			
4NT	✓			Ace Ask	5♣=0, 5♦=1, 5♥=2, 5♠=3		