

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
WIDE RANGING followed by
NEW SUIT =F1,Bid of Opps suit =good raise
Jump Raise is preemptive
Michaels but 1c 2c is natural,1c2d is majors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd pos System on
10-12 in 4 th -System on
Sandwich 1nt is weak take out ,sandwich 2nt very distributional 5/5+
e.g 1d p 1s 1nt shows other 2 suits but weaker than x
Reopen: 2nt is strong-system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
6+ card suit -non vul v vul is weak,equal vul10-13 vul v not 15+
Reopening jump overcall as per vul v non
Leaping and non leaping Michaels
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue asks for stopper to bid nt
Direct cue bid -i.e. 1h 1s p 2h shows good raise of partners suit at least to that level
Michaels min 5/5/ -is weak or strong but usually not intermediate
VS. NT (vs. Strong/Weak)
X= penalties
2c=H and a minor
2d=S and another
Reopening x after pass shows majors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X of Minor is penalties-suit above is take out -3nt to play
X of Major is take out ----
non leaping Michaels over 3 opener, leaping over 2 opener
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1c or 1c p-1d bids at 1 level are suit and suit above
X=suit doubled +non touching, 1nt other non touching
OVER OPPONENTS' TAKEOUT DOUBLE
Raise is preemptive ; Xx is 9+,no fit-penalty oriented
2NT is raise to 3 ,
Jump bid in new suit is weak to play
Simple bid in new suit is natural and forcing exc 1s x 2h=raise to2s

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th ,2 nd from poor suit	Lowest of 3 or more	
NT	same	Same	
Subseq	Lowest of 3 remaining ,top of 2	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) AKQ+ ,Ax	Same	
King	AKxxx,KQxxx	Same or 4th	
Queen	QJ(10)x orKQxx	same	
Jack	J10(+),J(x), HJ10	Same	
10	10x,H109		
9	9x,109x(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage	Count(if felt appropriate)	Low-Encourage
Suit 2	H/L Even	Suit preference	Suit preference
3	Suit preference		Count
1	Same as above		As above
NT 2			
3			
Signals Reverse attitude ---standard count			
Lead of A or Q asks for attitude Lead of K asks for count			
Generally unless clear we will discourage before encouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasise Major			
May be light with good shape			
Cue bid is forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Doubles are takeout unless the following :			
Double of 1nt bid or overcall and all subsequent doubles- penalties			
After natural redouble by you or partner - penalties			
After partner has opened a weak two or pre-empted(bid or overcall)- penalty			
After partner opens NT or 2NT- where it shows values			
In competitive situations UCB=3+support while x denies 3 card support			

W B F CONVENTION CARD
CATEGORY: . Green /:
PLAYERS: D SHENKIN 2726 Cameron Mclatchie 2626
SCOTLAND
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Generally Acol
4 card suits but 1 spade is normally 5
2d multi 2h,2s non constructive weak 2's
Open lower of two 4 card suits unless Hearts and Diamonds
after 1 any 1any 1nt shows 15/16 2c is -check back and requires 2d,2d is Game forcing check back
Drury 2c -after M opener in 3 rd or 4 th position-shows 8-11 and 3 card support while 2d shows 4 card support and 8-11
Lebensohl style after opponents bid following our 1NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1--Over 2nt-3d-3s,4c,4d show source of tricks and 4 card support-4h shows no 2 loser suit -same over 2n-3h etc
Over 2nt -3s shows interest in minor suit slam with both minors
2nt 4c=h,4d=s 4h=c4s=d slam interest -next suit is RKC
2-1H-3S(agree and shows unspecified void,3ntshows singleton
4c shows controls (starting at 4) 4d shows good trumps
Over 1 spade same but first step is 3nt
Next step by opener asks for clarification
After 2d p 2nt-3c and 3d are good suit in major (weak) 3h.3s poor suit in major (weak) while 3nt is 23+bal and 4 any is GF in that suit
Generally cue bids are first round ,
4C unless clearly natural or ace asking a bid of 4c shows slam interest
Defense to weak 2's
X=take out 2nt=16-19 bal -,3 any strong but nonforcing
Leaping Michaels (also applies over multi) where 2 nd suit is unknown
If go through lebensohl and then bid 3nt -denies stopper
SPECIAL FORCING PASS SEQUENCES
"our"hand x at 5/ 6 level suggests no stopper-pass 1 st round control
IMPORTANT NOTES
4 th suit game forcing except 1 level where it is forcing to suit agreement
System always "on" over 2nt when it's a strong bid
PSYCHIC BIDS -very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		3/4	3s
1♦		4	3s	10-22	AS 1C but 1D(p)2h is good raise to 3d ,2s is weak		
1♥		4	3s	10-22	2nt=16+etc 2 of a minor is natural but not game forcing 2s is weak 6 card suit	1H-2C-2NT-3C is check back 1H-2m-2H is forward going	Fit jump after passed hand
1♠		4/5	3s	10-22 Will only be 4 if 4333 17-18	As 1H	1S 2m 2S is forward going	1s x 2h is good raise to 2s
INT				11/14 non vulnerable v vul 12/14 non vul;13/14 vul	2c 4 card Stayman,2D/H/NT =Transfers 2S Range enquiry,3 any see note	Over 1nt x--- 2c by opener or responder is rescue-may or may not be natural Subsequent xx shows 2 suits above	After 1nt 2any 2nt says bid 3c (lebensohl)
2♣	V	0		21/22 bal or 8+ tricks in a suit	2D Relay 2h negative	2c p (2d or 2h) p 2nt =21/22 system on	
2♦	V	0		23+ bal or G/F unspecified or constructive weak 2 in M	2H Neg ,2Spass or correct -may go on ,2NT is 10+asks for clarification-see note on front cover	Over 2d p2h p-2s is to play 2nt 23/24 system on, - any other bid game forcing	
2♥		6		6+cards 5/9 points	2nt forward going asks for range and quality Any suit bid is natural non forcing	Step responses showing points and quality	
2♠		6		As 2 Hearts	As above		
2NT				19/20	Stayman ,transfers , 3s shows minors	2nt p 3s p 4c or 4d agrees that suit and is keycard 2nt p 3s p 3nt p 4c or4d Next suit is RKC and 4nt to play .	
3♣		6		Pre-empt	3x forcing 3nt to play		
3♦		6		“Pre-empt	3x forcing 3nt to play		
3♥		7		Pre-empt	3S forcing 3nt to play		
3♠		7		Pre-empt			
3NT	v			Gambling in unspecified minor –no more than k outside	4c pass or correct 4dpass or slam interest if suit is C 4h and 4s are cue bids		
4♣				Stronger Pre-empt			
4♦				Stronger Pre-empt		HIGH LEVEL BIDDING	
4♥						DOP1,R0P1	
4♠						RKC 1430 but if suit is clubs then 30/41	
4NT	v			Specific Ace asking	5c=O:5D H.S. That ACE :5nt =2		