

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Overcalls will have minimum 7, 9, 11 HCP at favourable, = and unfavourable VUL respectively. Overcall of 1♠ over a minor may be a 4-card suit with opening values. Rosenkrantz, raise of partner's overcall usually denies 1 of top 2 honours. see note 16
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 11-14 in 4th
Responses SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, 4th seat 2NT response. See Note 16A for subsequent bidding
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DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels see Note 10
Capelletti see Note 11
VS. NT (vs. Strong/Weak; Reopening; PH)
Double of Weak No Trump is for penalty Double of Strong NT is 14 + HC points with a 5 + Minor and a 4-card Major 2 C 5-4 or 4-5 in both Major suits 2 D single suit in a Major see note 17 2 H/S 5 plus H/S suit with unspecified Minor suit (usually 5-5) 2NT both Minor suits, either 5-4 or 4-5 or 5-5 3 C/D 6-card plus 10-15 high card points 3 H/S Preemptive
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2 level bids see note 14
Optional Double over high level Preempts
Leaping Michaels See Note 13
Multi 2♦ see note 14A
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣: X = ♠+♥, 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+Minor 1NT = ♠+♦. Over 1♦, X = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+Minor, 1NT = ♠+♦, 2♣ = ♠+♥, Over 2C: Bids natural
OVER OPPONENTS' TAKEOUT DOUBLE
Re-double 9 + Points
New Suit Forcing
Jump in New Suit Intermediate
Jump Raise Pre-emptive
2 NT 10-12 HCPs
Over 1 M Splinter, Drury, Bergen still apply See Notes 1,2

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th	Low from 3 small/MUD	
NT	2 nd & 4 th	Low from 3 small/MUD	
Subseq	Att	Att	
Other	: A/Q ask for attitude; K asks for count; , coded 9 & 10's		
SmithPeters			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK AKx KQx	AKxx KQx	
Queen	KQ10 QJ10 QJx	KQ10 QJ10	
Jack	J10x	J10x	
10	KJ10x 109x 10x	AJ10x KJ10x 109x	
9	K109x Q109x 9x	A109x K109x Q109x 98x	
Hi-X	2 ND Best	2 nd Best	
Lo-X	4 th Best	4 th BEST	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low Enc	Nat	Suit Pref
Suit 2	Count	Count	Count
3	Suit Pref		
1			
NT 2	Low Enc	Nat	Suit Pref
3	Count	Count	Count
Signals (including Trumps): High Low / Suit Pref			
Versus Suit: Italian Discards Odd = Enc Even = Mckenny			
Versus NT: McKenny			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
ROSENKRANTZ, X AFTER PARTNER HAS OVERCALLED AND RHO BIDS, SHOWS 1 OF TOP 2 HONOURS. IF RHO DOUBLES, THEN REDOUBLE SHOWS 1 OF TOP 2 HONOURS			
Double of 2 level overcall after 1M opening is artificial cue of the bid suit, forcing			

W B F CONVENTION CARD
NCBO Scotland
PLAYERS: Eddie McGeough James Mason
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Strong NT 15/17
2H 2S Weak 2D weak in Both Majors
4 Card Diamond with at least 1 Top Honour
1C Opening is 1+ (without above hand-types)
Weak jump 2 level responses
WALSH- style over our 1C (may bypass D to show a Major)
2 over 1 Forcing to 2NT. (1M-2D-2M doesn't need 6).
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Sandwich 1NT showing 55 in un bid suits
Capelletti; direct cue bid, see Note 11
3C/D/H/N is PRE-EMPTY in suit above
3S is a solid m
4C/D is Namyats transfer to 4H/S
SPECIAL FORCING PASS SEQUENCES
Pass by Unbid Hand after overcall of Partners Suit opening Forcing
IMPORTANT NOTES
4SF 2level for 1 round 3 level GF
DAB (Directional Asking Bid) looking for stop /half stop
LEBENSOHL (THRU 2NT SHOWS STOP).. UCB,
SPLINTER SHOWING SINGLETON OR VOID
DOPI/ROPI
2WAY Check back Note 4
Long Suit Trial Bids See Note 12
Support Doubles
RKC Minorwood
Exclusion RKC Blackwood
PSYCHICS No Agreement

"WayOPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	1	2S	11-19HCP 12+ if Bal	Inverted Minors; 2C=4+card support 9+Points ; 3C=5 cards 6-9, No Major	See Note 3 /4	Inverted Minor off after Pass/Intervention C Note 18
1♦		4		11-19HCP 12+ if Bal. If 4 has 1 of the top 3 Honours	Inverted Minors; 2D=4+card support 9+Points; 3D=4 cards 6-9. No Major	See Note 3/4	Inverted Minor off after Pass/Intervention C Note 18
1♥		5	2S	10-19HCP	Splinter, Bergen, 2NT Enquiry See Notes 1&2	2NT see Note 16A for responses	2 Way Drury see Note 2A 1level Response NF. Double =Take Out
1♠		5				1S 1N; 3C is 'Majic' relay: See Note 5	
INT			2S	15-17HCP May have 5 Card Major	2C = NP Stayman /Smolen see note 6B 2D2H2S2NT Transfer to H/S/C/D see note 6A for further responses Texas Transfers	Transfer Breaks , See Note 6 5/5 Majors...see note 6C	After X, pass=request to XX. Then 4-card suits up if weak
2♣	√			23 + GF or 23/24 Bal	2D < 7, 2H < 3 See Note 8		
2♦	√			3-10 Both Majors at least 44	See Note 19	See Note 20	
2♥		6		5-9 Weak	2NT enquiry, New suit to play	See Note 16A for responses.	Suit Support Pre-Emptive
2♠							
2NT	√			20-22 BAL	Muppet/Texas Stayman C Note 7 Gerber		
3♣	√	6		4-9 Transfer to D			
3♦	√	7		4-9 Transfer to H			
3♥	√	7		4-9 Transfer to S			
3♠	√	7		9-10 points =AKQ(J)xxx(x) Minor	3 NT To Play	See Note 15	4 C After Double
3NT	√	7		4-9 Transfer to C			
4♣	√	7+		7 + Transfer to H 8-8½ Playing Tricks	NAMYATS See Note 9		
4♦	√	7+		7 + Transfer to S 8-8½ Playing Tricks	NAMYATS See Note 9		
4♥		8		0-9 Weak Pre-Emptive			
4♠		8		0-9 Weak Pre-Emptive			
4NT	√			Specific Ace Asking	5♣=0 5♦/5♥/5♠/6♣ 1 of bid suit 5nt 2 Aces	HIGH LEVEL BIDDING	
						RKCB/GERBER. ROPI/DOPI over interference. SEE NOTE 18	

NOTE 1: Splinter unnecessary SINGLE jump shows SINGLETON
Unnecessary DOUBLE jump shows VOID

NOTE 2: Bergen style responses with 4-card support for Major. 2N=11+ (Note 16A),
3♣=9/10,3♦=7/8,3M=0-6

NOTE 2A; 2 Way Drury after 3rd and 4th seat bid : 2♣ 10/11points and 3-card support
2♦10/11 4card support and 10/11 points

NOTE 3 2H,2S 3 / 4 Cards GF, 2NT Min Bal NF, Responder 3 level bids in other suits GF.

NOTE 4: 2 Way Check Back 2♣ Forces 2♦ inviting; 2♦ GF
After 1m-1M-2NT, 3♣ asks opener about his Majors:
3♦=3card support with the other Major X. 3M=3-card support without 4-cards in other
Major.3X=4-card Major X; 3NT=No interest in either Major.

NOTE 5: Magic Relay after :1♠-1N-3♣- 3♦=No Maj; 3♥=5♥, 3♠=2♠<3♥, 3N=4♥. 1♠-1N-3♣-3♦-
3♥=5-5 G.F. 1♠-1N-3♥=5-5 Invit.

NOTE 6: Major Transfer 1NT-2d/h (Transfer to H/S)
Break to 3 of Major with 4 cards and minimum; responder in control.
Break to 2NT with 4 cards and maximum; repeat the transfer request, responder in control..
Minor Transfers 1NT - 2S (transfer to C) 1NT - 2NT (transfer to D or weak 5-5 minors)
(3C/3D with max points, min 3-card support with 1 of top 3 Honours. 2NT/3C response not interested.

NOTE 6A: 1NT - 3C 5-5 minors Invitational, 1NT -3D is 5-5 Game Force
1NT - 3H is values for game, 5-4 in minors, singleton Heart
1NT - 3S is values for game, 5-4 in minors, singleton Spade

NOTE 6B: 1NT - 2C non-promissory Stayman
2D - 3H/S 4 card H/S with 5 card other Major allowing opener to choose game,
2D 2NT - 3C MAX 17 points asking; if 2C was 5-4 Major type hand bid , else 3NT.

NOTE 6C Responding with 5-5 Major
1NT -2D -2H-2S Weak, 1NT - 2D-2H-3H Inviting
2H - 2S - 4H Choice of Game: H/S/NT 4NT would be V unusual with Opener 2-2 in Majors.
2H - 2S - 3H Slam interest.

NOTE 7: 2N-3♣: 5-card Stayman 3♦=4-card Maj; 3H denies 4/5 card Maj; 3S=5S; 3N=5H (and then 4♦
agrees H).
2N-3♣-3♦: 4♣=Both M slam interest. 4♦=No interest. H/S sets suit, slam int.
2N-3♣-3♦: 4♦=Both M no slam interest. 4H/S sign off.
2N-3♣-3H-3S=5S; 4x=Cue + Spade support.
When responder has 5H+4S, transfer then bid S, thus: 2N-3♦-3H-3S.
TEXAS TRANSFERS

NOTE 8: 2D < 7, 2H < 3 2♠ = Ace Major. 2N= 7+, no Aces; 3♣=A♣; 3♦=A♦; 3♥,3♠,3N=2Aces Colour,
Rank, Other.

NOTE 9: NAYMATS: 4♣/♦=Texas to 4♥/♠. 4♥/♠ resp. to play; 4♣-4♠=cue; 4♣-4N=no♠control,4♦-4N=init
cue.
4♣-4♦ asking: 4♥: 7 tricks in ♥ + a king; 4♠: 8 solid ♥ + K♠; 4NT: 7 tricks in ♥ + an ace.
5♣: 8 solid ♥ + K♣; 5♦: 8 solid ♥ + K♦; 5♥: KQJxxxx + one side-suit trick
4♦-4♥ asking: 4♠: 7 tricks in ♠ + a king; 4NT: 7 tricks in ♠ + an ace; 5♣: 8 solid ♠ + K♣.
5♦: 8 solid ♠ + K♦; 5♥: 8 solid ♠ + K♥; 5♠: KQJxxxx + one side-suit trick.

NOTE 10 Either weak (7 – 11 points) or strong (15/16+ points) over 1♣ or 1♦, the 2♦ bid shows both Majors
(Michaels).- over 1♥ or 1♠, the cue-bid shows the other major and one of the minors
(Michaels). 3 Club pass or correct for minor. 2NT shows the two lower ranked other
suits (UNT). over 1♣ or 1♦, 3♣ or 3♦, Shows ♠ and other minor

NOTE 11: Capelletti 1a – 1b 2cheaper = 6, 4 with length in lower; 2 expensive = 6,4 with length in higher

NOTE 12: Long suit trial bids. e.g. 1M-2M-3new shows game interest with length in new suit.
1m-2m-2new is a try for 3NT with values in the new suit

NOTE 13: (2♦)-4♦=♥+♠; (2♥)-4♦=♦+♠;(2♥)-4♣=♠+♠; (2♠)-4♣=♠+♥;(2♠)-4♦=♦+♥;
(3♣)-4♣=♥+♠;(3c)-4♦=♦+Major; (3♦)-4♦=♥+♠.

NOTE 14: Defence Weal 2 X = Take out ,2NT = 15-17 . Suits are natural and forcing.
Lebensohl-style responses apply after X with 2NT as transfer and cue bid as Stayman.
Delayed major suit bids (via the transfer) are 5-cd suit and invitational. Immediate jumps are G/F.

NOTE 14A: Defence to Multi 2♦: In 2nd/4th: X = 13-16 balanced, 2NT = 17-19, Suits are natural and strong
In 6th Position: X = penalties, 2NT = minors, Suits = natural and balancing.
Lebensohl-style responses apply after X with 2NT as transfer and a 3♦ cue bid as Stayman.
Delayed major suit bids (via the transfer) are 5-cd suit and invitational. Immediate jumps are G/F

NOTE 15 After 3♠ (Solid Minor) 4/5/6/7♠=Pass/Correct. 4♥/♠Natural to play.4/5NT=Bid 6/7 with 8 cards.
4♦=Asks Shortage: 4♥/♠=Singleton or void. 4N=No Shortage; 5♠/♦=Suit; short in ♠/♦.

NOTE 16 After Major suit overcall, cue shows good raise with 3-card support
2NT shows good raise with 4-card support , reponses as per weak 2 (16a)

After Minor suit overcall, cue shows good raise with 3-card support
2NT natural

NOTE 16a 3C = any minimum 3D = non minimum no shortage,
3H = non minimum C singleton , 3S = non minimum D singleton
3NT = non minimum OTHER M singleton (H contract can be Spade Void)
4C = non minimum C Void, 4D = non minimum D Void
4H = non minimum H Void (Spade Contract Only)
After 3C , 3D enquiry responses as 3H to 4H above. 4 of Bid suit to play

NOTE 17 (1NT) - 2D (Single Suit Major), responder with a poorish hand:
(1NT) - 2D - (P) - 2H = Pass / Correct
(1NT) - 2D - (P) - 2S = Pass if S, but can support H at 3 level.

Responder with a better hand, enquires with 2NT
(1NT) - 2D - (P) - 2NT enquiry, and then
3C/D = Good hand with Hearts/Spades
3H/S = Poor hand with Hearts/Spades

NOTE 18 RKCB 0, 3/ 1, 4 / 2,5 Without Q / 2,5 With Q (minors);;14/30 Majors.
5NT= 0 or 2 key cards with a useful void
6X= 1 or 3 keycards with a void in suit X if X if lower ranking than the trump suit.
void suit is higher ranking bid 6 of the trump suit.

Gerber 0, 4 / 1 / 2 / 3 (NT); 30/41/CRO (Suit).

NOTE 19 : 2H / S to Play, 2NT forcing Relay, 3C to play
3D invitational with 33 Major, 3H/ S Preemptive.
3NT 4H/S to play

NOTE 20: ReBid after 2D 2NT: 3C minimum , 3D = 55 Majors, 3H Max with 5H & 4S
3S Max with 5S & 4H, 3NT Max with 44M
Responses after 2D 2NT 3C: 3D= Repeated Relay, 3H/3S= inviting.
ReBid after 2D 2N 3C 3D: 3H = 5H & 4S , 3S= 5S & 4H , 3NT = 44M

NOTE: 2D 2NT 3D 3H/S Slam inviting