DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1 / 2 Level; Reopening) Wide ranging, may be just a good suit at 1 level, usually 5+ suit New suit F1 by unpassed hand, otherwise natural with tolerance foro/c Unassuming Cue = good raise to 3(+) UNT, Minors over 1M - M & othe m over 1m Michaels M's over 1m other M &m over 1M 1NT OVERCALL (2nd/4th Live; Responses; Reopening) 2nd – 15/18 System On 4th - 10/14 System on Reopening 18/19 JUMP OVERCALLS (Style; Responses; Unusual NT) Weak 6 card suit – aggressive - upper range Vul: raises are Preemptive: New suit F1: Cue values and support UCB= good raise Reopen: strongish good suits DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Immediate Jump Cue asks for stop for 3NT VS. NT (vs. Strong/Weak; Reopening;PH) v. Weak NT X = penalty orientated: good hand + source of tricks 2C = both majors > 2D = equal length

2D = Single major; 2M = M/m 5/4(5) usually 5/5 Vul

v. weak NT 2D = single major >2H = pass or correct 2S =to play

v. Strong NT X = single suit (6 cards)

v. Strong NT 2D = D/M (longer D) 2H/S = 5/4 M/m

After we $X - 2^{nd} X$ by our side = take out $3^{rd} X$ = Penalty

VS.PREEMPTS (Doubles: Cue-bids: Jumps: NT Bids)

X = Take out: Bids Natural and aggressive: Jumps invit +

After P X's opps weak 2 2NT = Lebensohl, other bids show values

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1C 16+: X = Clubs 1D/H/S natural 1NT/2C/2D 2 suited Colour/Rank/Shape

1C >2: X = 12/15 Bal. 1 Level suits |& 2C are Nat: 2D Michaels - Ms

OVER OPPS' T/O X, New suit nat F1: XX = good hand 10+:

LEADS AND SIGNALS

OPENING LEADS STYLE					
	Lead	In Partner's Suit			
Suit	2 nd /4th	2 nd /4 th			
NT	2 nd /4th	2 nd /4 th			
Subseq					
Othern and insuling on Henry Highest of Disposit if not as montred					

Other:Low implies an Honour: Highest of P's suit if not supported LEADS

Lead	Vs. Suit	Vs. NT	
Ace	Asks for Attitude	Unblock or attitude	
King	Asks for Count KQ or AK	Standard Count	
Queen	Asks for Attitude KQ or QJ	Asks for Attitude KQ or QJ	
Jack	Denies the Q, may have higher	Denies the Q, may have higher	
	Card	Card	
10	T9x(x), Tx, HT9(x), T	T9x(x), Tx, HT9(x), T	
9	9x or 9	9x or 9	
Hi-X	Doubleton or Mud	Doubleton or Mud	
I ∩-X	Implies Honour or singleton	Implies Honour	

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding	
1 Reverse Attitude		Reverse Attitude	Reverse Attitude		
	Suit 2	Current count	Current Count	Current count	
		Suit Preference	Suit Preference	Suit Preference	
	1	Reverse Attitude	Reverse Attitude	Reverse Attitude	
	NT 2	Current Count	Current Count	Current Count	
	3	Suit Preference	Suit Preference	Suit Preference	

Signals (including Trumps): Suit Preference where appropriate

Hi Low = Odd in Trumps Low High = Even

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

X shows tolerance for other suits or a strong hand: usually has 4 of other major: Jump shift response to X = 8/10 NF : Cue = good hand F1: 2NT =

Natural

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative X thru 4D Responsive X thru 4D Competitive X = game try _ightener X = lead directing

X of Cue of own suit discourages lead – X cue of P's suit = Kx or better

WBFCONVENTION CARD

CATEGORY: Green:

NCBO: Scotland

JOHN DICK (3939) KEVIN STRATHERN (6930)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

12/14NT with 5 Card Spades: Others are 4 unless 4333

Multi 2D and Lucas 2M

Weak Jump Overcalls

2NT = 20/22

Major suit transfer is always broken 4 card supp.

3M = min 2NT = 4333: other suits = Hi Feature(s)

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Lebensohl is used when our 1NT is overcalled and when we X opponents weak 2 opener: In all cases "SLOW SHOWS" After an opener's rebid of 1NT/2NT 2C/3C is checkback 2C = all strong hand types unsuitable for in 2NT or 2D After opps weak 1NT is X'd 2nd X is Take out 3rd X is penalty

Minor suit stayman over 2NT openers

After opener reverses the lower of 4th Suit or 2NT is negative: all other bids are GF eg 1C - 1M - 2D - 3m = GF When 4NT would be quantitative 4C is Gerber

After P has passed 3rd hand bids can be quite weak Bids of Opponent's suit usually show a good raise in P suit Partner's suit will be raised aggressively when a fit is held

SPECIAL FORCING PASS SEQUENCES

After s freely bid game

IMPORTANT NOTES X of transfer bid shows the suit

PSYCHICS Very Rare

	Min No.	Neg X	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	3	4D	Only 3 if 4333	Inverted Limit Raises 2NT = Invite Balanced	1NT rebid = 15/17 FSF at 2 level GF	Change of suit NF	
					2NT 18/19		
1+	4	4D	Natural	As1C	As1C	As1C	
				1NT = 5 – 10 (occasionally 11)	1NT rebid = 15/17		
1♥	4	4D	Natural	Simple Raise may be 3 Card Support	2NT rebid = 15/19 after 2 level response	As1C	
				2NT= 4 card supp. GF			
1♠	4	4D	Natural	As 1H	As 1H	As1C	
INT	2		May contain 5cM or 6cm	4 card non promissory Stayman – Low level and Hi Level transfers in H/S	After hi level transfer all responses are RKCB or Voidwood		
				4 Suit Transfers (See Note 2) – 4C = Gerber 4D/H Trfs Natural Raise to 2NT thru Stayman	If 1NT is X'd XX 5 carder, suit 4 & 4 higherIf Overcalled – Lebebsohl (slow Shows)		
2♣	0		GF except 2C – 2D – 2NT	2H less than a K or 2 Qs 2D – relay may have some values 2H - less than K or 2 Qs 2NT shows Hearts Positive	2NT – 24/25 System On		
2♦	6		Weak 2M or 22/23 Bal or semi I	2NT enquiry > Hi Suit feature			
2♥	6		5/4(5) M/m	2NT enquiry 3C pass or correct			
2♠	6		Usually 5/5 vul	as 2H			
2NT	2		20/22 may have 5cM or 6cm	Transfers and 5 Card Stayman	After 2NT 3C 3D = no 5 Card M but at least 1 4cM.		
3♣	7(6)		Aggressive Preempt		2NT – 3NT = 5/4 S/H		
3♦	7(6)		As 3C				
3♥	7(6)		As 3C				
3♠	7(6)		As 3C				
3NT	7cM		0/1 Loser major 8.5+ Tricks Not more than a K outside	4C = bid suit below your suit 4D = bid your suit 4H = Pass or correct	Only the major suit or NT are possible contracts; 4NT = RKCB new suits excl RKCB		
4♣	7		Aggressive Preempt	Change of suit = Cue	Cue Control		
4♦	7		Aggressive Preempt	As 4C	As 4C		
4♥	7		Preempt broken suit	4NT = RKCB (1430)			
4♠	7		Preempt broken suit	4NT = RKCB (1430)			
4NT	0		Asks specific Aces	5C = 0 5NT = 2 5D/H/S = Ace 6C = Ace			
5♣			Aggressive Preempt			HIGH LEVEL BIDDING	
5♦			Aggressive Preempt		RKCB – (1430): DOPI:ROPI		
5 ♥ /5	7		Asks P - bid 6 with one top H	and 7 with 2 top Hons	If Cue Bid is X'd XX = 1st Round control		
5♠	7		As 5H		Gerber over 1NT and 2NT		
5NT			Invite to 7NT	Responder bids 6nt with poor values			
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