

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)
2 nd – 15/18 System On
4 th - 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 – 2nd X by our side = take out 3rd 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 /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq			
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 Card	Denies the Q, may have higher 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	
Lo-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			
Lightener X = lead directing			
X of Cue of own suit discourages lead – X cue of P's suit = Kx or better			

W B F CONVENTION 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 3 rd 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

