

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Standard. 5 card, Occasionally may be 4 card at 1 level
New suit F1 by un-passed hand, NF by passed hand.
Standard protective re-opening, may be light in suitable hands.
AFTER STRONG CLUB SEE SUPP ***
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17
4 card Stayman after 1NT overcall
4 suit transfers. Transfer into 'impossible' suit =GF 3 suited
4 th position Reopen 11 to 14 NV 14/ 16 VUL
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV = Weak. VUL = Intermediate
(1m): 2m = Michaels (5+♥ & 4+♠). 2NT = UNT (5♥ & 5+ other m). All either weak or strong.
(1M): 2M = Michaels (5oM & 5+♣/♦). 2NT = UNT (5+♣ & 5+♦). All either weak or strong.
Reopen: Intermediate-strong.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
As above : 1m-2m 2 suited, 1M – 2M 2 suited
UCB shows quality raise
VS. NT (vs. Strong/Weak; Re-opening ;PH)
Wk/Strg Dble promises any 6 card minor 2 relay to clubs
Breaking the relay at two level is to play.
2♣ = majors. 2♦/2♥/2♠ shows 5 plus another 4/5 card suit
2NT=both minors.
Over (1NT) Pass (transfer): X of suit is lead directing
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=takeout
Over 4M : 4NT=2 places to play
Cue bid = 2 suited
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors; NT =minors; Jump Overcalls: Weak NV, INT VUL.
(1♣) 2♣ = black suits (1♠) 2♦ = red suits
After 1C – 1D: X = D, 1NT=16/18 2H/2S = WJO 2NT = 20/22
1H/1S/2C = Natural Overcalls – 2D – Michaels Other Bids are Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th , may be Hxx	2 nd and 4 th , may be Hxx	
NT	2 nd and 4 th	2 nd and 4 th , may be Hxx	
Subseq	Natural		
Other: Xx unusual			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A or AK if Reverse Attitude signal is required.	Same	
King	KQx or AK if Standard Count signal is required.	Same	
Queen	QJx or KQ if Reverse Attitude signal is required.	Same	
Jack	JTx, Jx or J (denies a higher Honour)	Same	
10	AJT, KJT, T9x, Tx or T (0 or 2 higher Honours)	Same	
9	AT9, KT9, QT9, 9x or 9 (0 or 2 higher Honours)	Same	
Hi-X	Xx or xXxx or JXx	Same	
Lo-X	Usually from Hxx or more Middle up down	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A or Q: rev attitude	Count if relevant	Reverse attitude
Suit 2	K : standard count		
3	Count if table wins		
1	A or Q: rev attitude	Count if relevant	Reverse attitude
NT 2	K : standard count		
3	Count if table wins		
Signals (including Trumps):			
SPS on singleton, ruff etc.			
Hi disc low encourage			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1M-X normally has 4 other M. 1m-X normally both M,			
Standard responses			
Protective reopening may be light.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive X to 3♣			
Competitive X to 3♣			

W B F CONVENTION CARD
CATEGORY:
NCBO: SBU
PLAYERS: Ken Rae 9556 John P Hamilton 6999
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, better minor
INT : 15 17
Non Promissory Stayman over 1NT & Transfers 4 diams /6 hrs 4 hrs 6 spades puppet over 2nt and transfers
Leads: 2 nd and 4 th .
Signals: Reverse Attitude on lead of A or Q, Count on K.
Discards: First reverse attitude
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Bergen Raises over 1M
1M raise to 2M = 6-9, 3 card support.
1M raise to 3M/4M = weak 4/5 card support.
1NT = 6-9 HCP, no 3 card support.
2NT = 4 card support, 12 + HCP, FR to game
3♣/3♦ = 4 card support, 7/9 / 10/12HCP.
3Nt 13/15
LEBENS OHL
a) When opponents overcall our 1NT Opener
b) In reponse to P's X of a Weak 2
SLOW SHOWS – FAST DENIES
SPECIAL FORCING PASS SEQUENCES
When game force has been established

OVER OPPONENTS' TAKEOUT DOUBLE
Pre-emptive raises. 2NT = stronger raise. 1NT = 9-10.
Bid of implied suit is natural, but longer

3NT X = lead directing if 1NT – 3NT X asks for Spade lead
4♣ and above = value showing, except over 4 level pre-empt
Slam X = Lightner Partner may have a void in a long suit in your hand
Support X by opener promises 3 in responder's suit after overcall

IMPORTANT NOTES
None
PSYCHICS: Not systemic

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	3♠	Natural or BAL	1NT = 9-10. 2NT = 5 card support, 16+ HCP. 2♦/2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♣ 2♣ = 5 card suit, 6-8 HCP. Checkback after 1NT and 2NT rebids.	Natural
1♦		3	3♠	Natural	1NT = 8-10. 2NT = 5 card support, 16+HCP 2♥/2♠ = WJS, 6 card suit, 2-5 HCP	1♦-2♦ = 5-7 HCP. Checkback after 1NT and 2NT rebids.	Natural
1♥		5	3♠	Natural	1NT = 7-11, flr 2♣/2♦ = NAT, 11+ HCP, 2♠ 3 CARD SUPPORT 11+ 2NT = 12+ with 3/4 card support. Jacoby see (SN 2) Bergen raises. (See SN 4) Splinters. Jacoby see (SN 2)	NAT, SPL, 4M = min. 3NT = 15-17 BAL. Long Suit Trial Bids below 3M. Cue bids below 4M. Slam try in a suit with	Natural, Still Bergen
1♠		5	3♠	Natural	3♥ 3 CARD SUPPORT 11+ Bergen Raises (See SN 4) 3NT = 13-15 BAL with 3 /4 card support.	features above 4M: cue bid accepts. Checkback after 1NT and 2NT rebids Pass, correct or cue bid.	
1NT			Penalty	15-17	2♣ = 4 card Stayman (non-promissory) 3 Clubs Puppet GF (see SN 3) 4 suit transfers	Major Suit Transfer is broken on all hands with 4 Card support (see SN 1) Ret ransfers. New suit by responder = GF. Minor suit t/f breaks: in-between bid is HXX or xxxx or better	
2♣	✓	0	Penalty	Strong 2 in any suit (8.5 PTs) or GF 2NT rebid 24/25	2♦ = Relay, 4+ HCP, GF. 2♥ = NEG (0-3 HCP). 2NT = 5+ ♥ suit. With 2 top honours	New suit = strong with 2 of top 3 Honours. Single raise suggests Q. As for opening 2NT	
2♦	✓	0	3♠	WEAK	2nt Enq		
2♥		5	3♠	Weak 6 card suit	2nt enquiry		
2♠		5	3♠	Weak 6 card suit	2nt enquiry		
2NT			Penalty	20/21 Bal or semi bal	3♣ = 5 card Puppet Stayman. 3♦/3♥ = Transfers. 3♠ = Slam Try either minor. 3NT = 5♠ & 4♥. 4♠/4♦ = NAT, Slam Try: Q to agree, 4NT to play.		
3♣/3♦		6/7	3♠	Pre-empt			
3♥/3♠		7	3♠	Pre-empt			
3NT	✓	7	Values	Solid Minor not more than a K outside	See (SP Note 9)		
4♣/4♦		8/9	Weak	Pre-empt		HIGH LEVEL BIDDING	
4♥/4♠		8	Values	Pre-empt		RKCB: 0/3; 1/4; 2 without Q; 2 with Q	
4NT	✓	0		Specific Ace Asking	5♣ none etc 5NT = 2 Aces. 6♣ = ♣A.	Next suit up for Q below trump: cue king.	DOP1/R0P1 (X/XX = 0/3, Pass =
5♣/5♦		8/9	Values	Pre-empt		5NT after 4NT for specific kings (bid lowest)	1/4, 1st/2nd step = 2-Q/2+Q)
5♥/5		8/9	Values	Pre-empt	Bid 6 with 1 trump honour (A or K); or 7 with both.	Jump to 5NT Grand Slam try. 6♣ = 1 top Hon.	Jump to 5M. slam try suit quality?

Supplementary Notes

- 1) **Over 1 NT** doubled: XX = 5 Card suit – Opener now bids 2 clubs - responder passes or corrects , Suit = 4 cards – Opener bids ‘up the line’ until a 4/3 or 4/4 fit is found
- 2) Also if partner passes redouble by opener is minimum with a 5 card suit partner bids 2 clubs or passes with sufficient points
- 2) **Jacoby: 2NT** raise shows 12+ with 4 card support. Opener rebids of 3 new suit to show singleton and 4 level shows Void. Opener rebids 4M with a minimum hand, 3M shows 18+ Opener rebids 3NT with a balanced 15-18
- 3) **Puppet Stayman** after an opening or 2 NT or re-bid of 2NT(if after 2C opening) 3 \spadesuit asks for 4 or 5 card majors with responses as follows: 3 \spadesuit denies 5 card major but promises 4 \spadesuit and/or 4 \heartsuit ; 3 \spadesuit /3 \heartsuit promises 5 cards; 3NT denies 4 or 5 card major. After a 3diamond response 3 hearts shows 4spades, 3spades shows shows 4hearts, 3NT shows no 4-card major, **4clubs shows both majors and slam interest**, 4diamonds shows both majors and no slam interest. If 1 level bid and 2nt rebid it is only 4 card staymen or check back if Major has been bid.
- 4) **Bergen Raises:** 1M – 3M = 4 card raise <7 pts 1M – 3C = 4 card raise 7 to 9 1M – 3D = 4 card raise 10 to 12 1S – 3H = 3 card raise 10/11 1H – 2S = 3 card raise 10/11
- 5) **Drury** After 1 \spadesuit /1 \heartsuit in third or fourth chair a response of 2 \spadesuit is a 3-card raise with 9 – 11 points. 2 \heartsuit is a 4-card raise with 9 – 11 points.
- 6) **Gambling 3NT : 4 \clubsuit = pass or correct 4 D At least raise to 5 Minor Asks for Shortage 1) 4H or 4 spades shortage 2) 4nt shortage in other Minor 3) 5 minor to play, 4 H or 4 Spades to Play 4Nt Quantative**

DEFENCES

- 1) **DEFENCE TO SHORT CLUB** : x = 13/ 15 balanced, 1d1h 1s natural overcalls, 1nt 16-18, 2c is natural 2d michaels both majors or 16+ with diamonds, 2h or 2 spades = weak jump overcalls 2nt 20-22 system on .
- 2) **DEFENCE TO STRONG CLUB** : 1h 1s natural overcalls jump overcall weak in principle but vul / position important. X = Majors, 1Nt minors, 2C black suits 2D Redsuits.
- 3) **DEFENCE TO PRECISION 1D** : x = take out, 1 H or 1 Spade Natural overcalls, 1NT 16-18, 2C Natural over call , 2d Michaels 2Hearts or 2 Spades Weak jump over calls 2NT Minors.
- 4) **DEFENCE to MULTI,**
 - A) in **SECOND POSITION** X is take out of Spades, 2H is Takeout of Hearts, 2S decent Spade suit NF, 2NT 16/18, 3C,3D 3H 3 S are all natural NF decent suit 6+ 4C and \$ diamonds leaping Michaels that suit and a major.
 - B) in **4th position** after 2D – pass- 2H/2S 1) X is take out 2, 2S is Natural NF decent 5 + suit, 3 2NT 15/18 system on not puppet, all other 3 level bids are NF decent 6 card suits, 4c and 4 diamonds if leaping michaels.
 - c) in **6th position** after 2D – pass – 2H -X – 2s X is Penalty, 3h Natural 6 + suit 3 Spades asks for a stop with no stop bid longest suit.
 - d) in **8th Position** after 2D-2H-Pass- Pass X is take out of spades