

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Always 5+ cards. Competitive wide ranging (7+ HCP) when non jump
Response to a minor suit overcall: of cue bid of opponent’s suit is a limit+ raise and a response of 2NT is natural invitational
Response to a major suit overcall: of cue bid of opponent’s suit is a 3– card limit+ raise and a response of 2NT is a 4– card limit+ raise
Jump in a new suit is natural and with a fit, jump raises are pre–emptive
Over 2NT: X values (next T/O)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15– 18 HCPs, system is ON as if 1NT had been opened
Protective 11– 14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak: 5– 10 HCPs, 6+ cards vul, 5+ cards favourable
(1X) – 2NT shows 2 lowest ranking unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)– 2♣ or (1♦)– 2♦ : 5– 5 Majors, (1♥)– 2♥ or (1♠)– 2♠: 5 cards in OM + 5cd minor Constructive+
(2♥/♠) (weak)) – 4♣/♦ : 5/5 in the minor and OM, (3♥/♠/♦/♣) (weak)) – 4♣/♦ : 5/5 in the minor and OM (leaping and non– leaping Michaels)
[2X NAT] – 3X – asking for a stop
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl – 13(16)+HCP vs weak (strong) NT; (PH – 5+m 4M)
2♣: Both Majors 5/4 or better, 2♦ : Single suited Major 6+ cards
2M: 5+ cards in bid suit and 4+ in a minor
2NT: 5+/5+ in minors
VS. PREEMTS (Doubles; Cue– bids; Jumps; NT Bids)
X is for takeout oriented over natural pre–empts; Lebensohl – see competitive bidding over 1NT, leaping & non– leaping
Over multi-2♦ : x is 13-16 HCP,
2NT / 3NT bids are natural with a stop
VS. ARTIFICIAL STRONG OPENINGS– i.e. 1♣ or 2♣
Over 2♣ – (2♥/♠/♦) (weak)), double is majors, 2NT is minors
Over 1♣ – double is majors, 1NT is minors, 2X – same as vs 1NT
OVER OPPONENTS’ TAKEOUT DOUBLE
2NT is inv+ raise with fit
Support redoubles

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th and 2 nd (from bad suits)	3 rd if unsupported, rev att. if supported	
NT	4 th and 2 nd (from bad suits)	<u>xx</u> , <u>xxx</u> , <u>xxxx</u>	
Subseq	Suit preference		
Other: Standard present/remaining count when returning a suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace (rev. att)	<u>AK</u> ; <u>Ax</u>		
King (rev. count)	<u>AK</u> ; <u>KQ</u> ; <u>Kx</u>		
Queen (rev. att)	<u>QJ</u> ; <u>Qx</u>	<u>KQ</u> ; <u>QJ10</u> ; <u>Qx</u>	
Jack (rev. count)	<u>KJ10</u> ; <u>J10</u> ; <u>Jx</u>	A/ <u>KJ10</u> ; <u>J10</u> ; <u>Jx</u>	
10 (rev. count)	A/K/ <u>Q109</u> ; <u>109</u> ; <u>10x</u>		
9 (rev. count)	<u>9x</u> , denies 10		
Hi– X (rev. count)	<u>xxxxx</u> , <u>xxxx</u> , <u>xxx</u> , <u>x(x)</u>	<u>xxxxx</u> , <u>xxxx</u> , <u>xxx</u> , <u>x(x)</u>	
Lo– X (rev. count)	<u>Hxxx</u> , <u>Hxxx</u> , <u>xxx</u> , <u>x</u>	<u>Hxxx</u> , <u>Hxxx</u> , <u>xxx</u> , <u>x</u>	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev attitude/count	Rev count	Rev attitude, (SP if own suit w/length)
Suit 2	Suit preference	Suit preference	Standard remaining count
3			
1	Rev attitude/count	Rev Count	Rev attitude, (SP if own suit w/length)
NT 2	Suit preference	Suit preference	Standard remaining count
3			
Signals (including Trumps):			
Reverse attitude, reverse count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard – may be light in reopen seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative doubles – X after opponents compete = 4 cards in other M			
Rosenkranz doubles – (1X) – 1Y – (2Z) – X = 3 cds in Y with an honour			
Support doubles and redoubles,			
Double of 1NT as a passed hand shows 4M + 5m			
Game tries doubles			
1NT– [dbl]– Rdbl– 5+ unspecified suit if DBL is for penalties			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: Scotland Bridge Union
PLAYERS: Sam Punch, Jen Middleton
EVENT: Women’s teams 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15 – 17 NT
5 – card Majors
2♦/♥/♠ openings – natural and weak
4 card 1♦ opening, 1♣ always 2+
2/1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
1NT – (X) – P: requires opener to XX
1NT – [pass] – 2♦♥ – [dbl] – pass – 2♥♠ (no fit)
1NT – [pass] – 2♣♠ – [dbl] – pass – no ♣♠ stop
IMPORTANT NOTES
3 rd seat openings may be light in values and contain less length
PSYCHICS: Rare

OPENING	TICK IF	MIN. NO. OF	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	11– 21 HCP 2+♣	1m – 2m: Single raise is invitational + HCPs, with 4+ card support. Denies a 4– card M. F1. 1m – 3m: Weak raise w 5+card support. NF 1m – 1NT: 7– 10 HCPs 1m – 2NT: Natural, invitational, denies 4cd M 1m – 3NT: To play, denies 4cd M Double jump in a new suit agrees the opened suit and shows a splinter	1♣ – 2♣ –; 2♦ = 12– 14 Bal, 2NT = 18– 19 Bal, 3♣ = 4+♣ NF, New suit = Nat GF, 3M = Splinter 1m – 1M – 2M = 3+ cards, 2NT enquiry 1x – 1y – 1NT –; 2♣: Either a weak hand with ♦'s or any invitational hand; 2♦: GF and is looking for a M fit; 2NT: weak with ♣s	As a passed hand 1m – 2m is just invitational values not invitational + Over 1♣: weak jump shifts in other suits
1♦		4	4♦	11– 21 HCP 4+♦	1♦ – 2♣ is GF As above	1♦ – 2♦ –; 2♥ = 12– 14 Bal, 2NT = 18– 19 Bal, 3♦ = 4+♦ NF, New suit = Nat GF, 3M = Splinter And as above	As Above Over 1♦: fit jumps if clubs. else weak jump shifts
1♥		5	4♦	11– 21 HCP 5+♥	1♥ – 1♠ – 1NT: 11– 14; 2NT: 18– 19 Balanced or semi– balanced 1♥ – 2♣/2♦ is GF 1♥ – 3♠/3NT /4m: unspecified singleton/void spades/void m	After a ♥ fit is established in a GF sequence then 3♠ is a cue 3NT: SST - if 3♠ was available, 3NT denies ♠ cue 1♥ – 3♠-3NT: enquiry & interest	2– way drury as a passed hand: 2♣: 3– card support invitational, 2♦: 4– card support invitational
1♠				11– 21 HCP 5+♠	1M – 2M: 3 cards, 5– 9 HCPs 1M – 3M: 4 cards, <6 HCPs raise 1M – 4M: Distributional raise, 5 losers 1M – 3♣: 4 cards invitational raise 1M – 3♦: 4 cards mixed raise 1M – 1NT: 5– 11 1M – 2NT: GF hand with 4+ support A single jump in the other Major is 3 – card invitational 1♠ – 3NT: unspecified singleton; 4♣–enquiry and interest 1♠–4X: void X	After 1M– 2M a new suit is a game try After 1M– 2NT: 3♣ = Min, 3♦ now asks for shortage; 3♦ = Non– min with no shortage; 3♥/3♠/3NT = Shortage, bid up the line 4m = Decent 5+ card second suit; 4M = Min with 5+M, no shortage After a M fit is established in a GF sequence then 4X is a non-serious slam try, 3NT: SST 1♥ – 1♠ – 1NT – 2♣: Either a weak hand with ♦'s or any invitational hand 1♥ – 1♠ – 1NT – 2♦ – GF and is looking for a M fit	
INT		N / A	4♦	15– 17 HCP (semi)BAL Includes 5M332 and 5m422 May have 6m322	2♣: M enquiry (non– promissory) 2♦/♥/♠/NT: transfers to ♥/♠/♣/♦, complete with fit for m 3♣/♦/♥/♠/ natural slam tries 4♣: 55 majors 4♦/♥: Transfer to ♥,♠; 4♠: to play	1NT – 2♣ –; 2♦: denies a 4cd M after 2♦ – 3♥: 4♥s and 5♠s; 3♠: 4♠s and 5♥s Transfer breaks in ♥/♠ with 4cds, 3M = min, 2NT = max Will only accept minor transfers with Qxx or better	Lebensohl: 1NT – (2X) –; 2Y – competitive, 3Y = GF, 3X = 4– card OM stop in X, 3NT – GF with a stop in X, 2NT – forces 3♣ reply; After 3♣: 3X – 4– card OM no stop, 3Y – competitive (INV if could have bid Y at the 2 level), 3NT – GF with no stop in X
2♣	✓	N / A	4♦	22+HCP or FG	2♦: 0– 7, 2NT: 8+ with no suitable suit 2M: good 5+ card suit with 2 of the top 3 honours 3m: good 6+ card suit with 2 of the top 3 honours	2♣– 2♦ – 2♥: 5+♥ or 24+HCP (semi)BAL 2♣– 2♦ – 2♥– 2♠– 2NT: 24+HCP (semi)BAL 2♣– 2♦ – 2NT: 22– 23 HCP (semi)BAL 2♣– 2♦ – 2♠: 5+♠; 2♣– 2♦ – 3♣/♦: suit setting	Pass by responder NF over direct seat intervention
2♦		5	4♦	At most 10 HCP 5+♦	2X – NF, 3m– NF constructive, 3M- F1	2♦ – 2NT: 3♦ (min), 3X (non-min feature)	
2♥				At most 10 HCP 5+♥	2NT: asks for feature over 2♦, asks for shortage over 2M	2♥♠– 2NT: 3X (non-min shortage), 3M (min), 3NT (non-min no shortage)	
2♠				At most 10 HCP 5+♠			
2NT			4♦	20– 21 HCP (semi) BAL Includes 5M332 and 5m422 May have 6m322	3♣ – Stayman, 3♦♥ – transfers 3♠ – minor suit Stayman, 4X – 2 below slam tries	2NT– 3♣– 3♦ (no 4M)– 3M=4M+5OM	
3♣/♦/♥/♠		6	4♦	Pre–emptive		HIGH LEVEL BIDDING	
3NT	✓	7	4♦	Gambling 3NT		4NT RKC: 5♣ 1/4, 5♦ 0/3, 5♥ 2/5 no Q trump, 5♠ 2/5 and Q trump. Next suit after 5♣/♦ asks for Q trump. Subseq. 5NT specific king ask. ROPI DOPI	
4♣/♦/♥/♠		7	4♦	Pre–emptive		Exclusion: 0/3, 1/4, 2, 2+Q	
4NT	✓			Ace ask	5♣ - no aces, 5♦♥♠/6♣	4NT over call = 2 places to play	

