

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7-17 HCP's and good suit, UCB responses and pre-emptive raises
New suit denies interest in suit bid. Jump bids shows new suit plus "fit"
1NT immediate is 15-17 HCP's – responses Stayman and Transfers
1NT protective is 11-15 - responses Stayman and Transfers
OVERCALLS AFTER A WEAK TWO OPENER
Double for T/O: 2NT = 15+: Suit bid natural:
2D – 4D = H and S: 2H – 4C = C and S: 2H - 4D = D and S
2S – 4C = C and H: 2S – 4D = D and H 4NT = minors
JUMP OVERCALLS (Style; Responses; Unusual NT)
5-10 pts: UCB responses and pre-emptive raises
2NT shows 2 lower ranking suits: 3C shows extremes – unlimited values
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue shows 5/5 in hearts/spades – unlimited values
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = majors: 2D = single suited major (relay 2H pass or correct)
2H/2S = named suit and a minor, 2NT asks for minor.
Responses to Partner's 1NT or 2NT rebid
After 1NT, 2C asks: 2D min, neither M: 2H/2S, min bid M
: 2NT min both Ms: 3C max both Ms:3D max, neither Ms
3H/3S max with bid M
After 1any, 2any, 2NT =15-19, 3C asks strength and shape: 3D = 18 - 19 (any shape): 3H/3S show feature, (cheaper if both) and 3NT denies any feature
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double for takeout: 3NT to play. Suit bid natural (NF)
After partner's 1NT has been overcalled, a cue bid is Stayman, promising a stop and a delayed cue bid via 2NT is Stayman but denying a stop. (fast promises: slow denials)
OVER OPPONENTS' TAKEOUT DOUBLE
Mostly ignore the double. Bids may be 4 cards apart from 1S, 2H (which shows 5+). Redouble = 10+ with no fit, looking for penalties.
1NT = 6-9 pts with a stopper. With major fit, bid 1 level higher. 2NT = good raise to 3H/3S.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th and 2 nd	4 th and 2 nd	
NT	4 th and 2 nd	4 th and 2 nd	
Subseq	4 th and 2 nd	4 th and 2 nd	
Other:	MUD	MUD	
Lead	Vs. Suit	Vs. NT	
Ace	Asks for reverse attitude	Asks for reverse attitude	
King	Asks for normal count	Asks for normal count	
Queen	Asks for reverse attitude	Asks for reverse attitude	
Jack	Jx: J10: KJ10	J10: KJ10: AJ10	
10	10x: K109: Q109	10X: A109: K109: Q109	
9	9: 9x	9: 9x	
Hi-X	Xx: xXx: xXxx	Xx: xXx: xXxx	
Lo-X	HxS:	HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Normal Count	Odd-enc: even – S/P
Suit 2	Normal count		
3	Suit preference		
1	Reverse attitude	Normal Count	Odd- enc: even – S/P
NT 2	Normal count		
3	Suit preference	IMPORTANT NOTES	
Signals (including Trumps):			
Suit preference when obvious or seeking a ruff			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Assumes support for all unbid suits, unless 18+ balanced or strong and unbalanced.			
Neg doubles – promises other major if one major has been bid and both majors if neither has been bid.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles 1D – P – 1H – 1S – DBL = 3 hearts: 1H – Dbl – redouble = 10+ pts and penalty orientated. Double of conventional bid is lead directing			
1H – Dbl – Redouble promises 10+ pts and is penalty orientated.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland
PLAYERS: Beryl <u>Campbell (6152)</u> Joan <u>Forsyth (9192)</u>
GENERAL APPROACH AND STYLE
12-14 NT: 4-card majors
2H and 2S are weak
2D is Ekren, showing 5/4 or 4/5 in H/S and 4-9 points NV: 6-9 pts Vul.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D shows 5/4 or 4/5 in S/H or H/S – point range 4-9 NV:6-9 V.
3NT = shows a long solid minor with no outside A or K.
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		4	4D	11-20, Natural, rule of 20	1D/1H/1S Natural and forcing. 2H/2S = 16+ and good 6+ card suit. 2C/3C, Nat raises, denying ability to bid a major. 1NT = 6-9 with no major suit.	Raise partner's major with 4-card support. 1NT = 15-17: 2NT = 18-19	System on after a double: after an overcall, system off. Support double. Fit jumps.
1D		4	4D	11-20, Natural, rule of 20	1H/1S/2C Natural and forcing. 2H/2S = 16+ and good 6+ card suit. 2D/3D, Nat raises, denying ability to bid a major. 1NT = 6-9 with no major suit.	Raise partner's major with 4-card support. 1NT = 15-17: 2NT = 18-19	As above
1H		4	4D	11-20, Natural, rule of 20	1H – 2S = SJS: 1S/2C/2D, Natural and forcing Jacoby 2NT is 12+ without shape for 3NT, which shows 3/4/3/3 12-15 pts After 1H, 3S/4C/4D show singleton/void – no ace	After Jacoby 2NT, a new suit shows shortage, jump in a new suit natural. 3H/3NT/4H show max/average/min opening.	As above
1S		4	4D	11-20, Natural, rule of 20	2C/2D/2H, Natural and forcing Jacoby 2NT is 12+ without the shape for 3NT which shows 4/3/3/3 12-15 pts After 1S, 4C/4D/4H show singleton/void – no ace	After Jacoby 2NT, a new suit shows shortage, jump in a new suit natural. 3S/3NT/4S show max/average/min opening.	As above
INT		2		12-14 points. Any 5/3/3/2 (but not 5S/4H/2/2, rarely 6m)	2D/2H/2S are Transfer bids. 2C is 4-card stayman, 2D/2H/2S/2NT = transfers. 3C is 5-card stayman, 3D/3H/3S are slam invites 4C = Gerber	Can break transfer with Major fit	Exit Transfers over a double Redbl = clubs: 2C = diamonds: 2D = hearts: 2H = spades
2□	Yes	0		G/F or 23+ Balanced	2D = relay	2NT = 23-24: 3NT = 25+ 2H/2S/3C/3D, F	2NT = 2 nd neg. Other bids natural
2C	Yes	0		Ekren = weak with hearts and spades. Vul 6-9: NV 4-9.	2H/2S to play: 2NT = enquiry: 3C = nat, 6 clubs: 3D invites game: 3H/3S weak pre-emptive: 3NT/4H/4S to play	Rebids following 2NT enquiry. 3C lower range 5/4: 3D asks. 3D lower range 5/5: 3H/3S upper range 5/4, 4/5. 3NT upper range 5/5: 4C/4D upper range 6/4, 4/6. 4H = 6/5: 4S = 5/6	
2H/2S		6		5-9 pts	2NT asks strength: new suit Natural/forcing	Over 2NT: 3C poor suit/poor points: 3D poor suit/better points: 3H good suit/good points: 3S good suit/good points.	
2NT		1		20-22	3C = 5 card Stayman: 3D/3H = Transfers	After 3C, 3H/3S promises 5 cards, 3D shows at least 1 4-card major, 3NT denies a 4 or 5 card major. Complete the transfer after 3D/3H	Raise 3H/3S. After 3D, bids, the major he doesn't have, or bids 4D with 2 4-card majors.
3Cs, Ds, Hs, Ss		6		Pre-emptive, good suit with little in defence	New suit is forcing for 1 round	Opener supports with 3 cards or rebids his own suit	
3NT	Yes			Gambling. Solid minor with no outside A or K	Pass – stoppers in other suits. 4C = pass or correct: 4D = shortage ask: 4NT = bid suit at 5 level.	HIGH LEVEL BIDDING	
All 4s		7		Natural, pre-emptive		Cues = 1 st round control: RKCB = 1430: Gerber over 1NT or 2NT or 2NT (via 2C) If interference DOPI/ROPI	
4NT	yes			Asks Partner to name an Ace	5C = 0 aces: 5D = DA: 5H = HA: 5S = SA: 6C = CA		
All 5 s		8		Natural, pre-emptive			

