

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Always 5+ Cards; Competitive (9+ HCPs) when non-jump
Responder's Cue of Opponents' suit INV+ (UCB – see next page)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17HCPs Balanced in 2 nd /4 th Live; as per a 1NT Opening bid
System is ON as if it were a 1NT Opening
If overcalled, bids are natural and a Double shows values
Reopening: 12-14 Balanced. System is ON.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; 5-10 HCPs, 6+ cards in bid suit
(1M)-2NT = 5-5 mm; (1m)-2NT = 5+Om/5+ M ANY NV; INV + V
Reopen: 10-15 HCPs, 6+ card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ or (1♦)-2♦ = 5-5 MM; ANY NV; INV+ VUL
(1♥)-2♥ or (1♠)-2♠ = 5 oM, + 5 cd m; ANY NV; INV+ VUL
Jump Cue Bids in COMP auction show 1 st or 2 nd round control
VS. NT (vs. Strong/Weak; Reopening;PH)
X = Penalty (against strong NT this may be based on a long suit)
2♣ Majors (at least 5-4 distribution), 2♦ single (major) suited hand
2M = 5+ cds in bid suit, 4+ cd m. 2NT = mm at least 5-5 distribution
For all the above, strength is undefined NV, 10+ VUL
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Doubles show 12+ HCPs with at least 2 places to play
VS. ARTIFICIAL, STRONG OR SHORT 1♠ SYSTEMS
X Majors (at least 5-4 distribution), 1♦ Single suited hand (any major)
1M 5+cd in bid M; 4+ cd m 1NT = mm at least 5-5 distribution
(1♣)-2Suit = 10-15HCPs, 5+ cards in bid suit
OVER OPPONENTS' TAKEOUT DOUBLE
Overcalls Natural 5+cd suits; F1. Stretch raises. XX = 10+ HCPs
1M-1NT or 1H-1S WITH ARTIFICIAL 2♣
After 1M-1NT or 1♥-1♠ a bid of 2♣ asks for strength of hand.
Responses: 2♦ 8+ HPC, other bids NAT <8HCP, 2NT = absence nat bid

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th from H, 2nd from 3+ bad	4th from H, 2nd from 3+ bad	
NT	4th from H, 2nd from 3+ bad	4th from H, 2nd from 3+ bad	
Subseq	Top of two remaining	Top of two remaining	
Other: Middle from three small; May lead H from Hx;			
May lead A from Axx(x), particularly against a suit contract			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Reverse Attitude	Asks for Reverse Attitude	
King	Asks for Standard Count	Asks for Standard Count	
Queen	Asks for Reverse Attitude	Asks for Reverse Attitude	
Jack	KJ10x, J10xx, Jx, J	A/KJ10x, J10xx, Jx, J	
10	J10x, 10x, 10	A109x(x), J10x, 10x, 10	
9	109x(+), 9x, 9	109x(+), 9x, 9	
Hi-X	Sx xSx(+)	Sx xSx(+)	
Lo-X	HxS HxxS(+)	HxS HxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Revolving
Suit 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
1	Reverse Attitude	Standard Count	Revolving
NT 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
Suit preference applies in obvious situations			
Revolving Discards: A low card asks for the suit below and a high card asks for the suit above e.g. low ♣ asks for a ♠ lead, high ♣ asks for ♦ lead, etc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout Doubles of 1 of a Suit Opening shows 4 cd M or a strong hand			
May be light (10+ HCPs) with classic shape; off-shape OK at higher levels			
Negative Doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
XX of X of ART bid interest in PEN. (1x)-X-(1y)-X 4+cds in y.			
1NT-(X)-XX = 5+ cd m; Opener relays 2♣ for Responder to pass or correct			
1NT-(X)-P-(P)-XX = Looking for 4-4/4-3 fit but can be passed			
Third Double by the partnership is penalty; as are doubles of NT bids			
Support Doubles by opener promise at least a 7-card fit but can't promise 8			
Double of Artificial suit bids have values in the suit, or is lead informing			
1NT-(Bid)-X Values with no bid that describes hand (may be passed for pen)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: SCOTTISH BRIDGE UNION (SBU)
PLAYERS: RUFUS BEHR (20042)
TAMSIN MUNRO (20107)
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17NT
5-Card Majors; 3-card Minors
2♥/♥/♠ openings 5-10 HCPs, 6+ cards in bid suit
2♣ Strongest opening bid; usually 23=HCPs or GF hand
1M-2NT GF with 3+ card support for the opened Major
Inverted minors
Jump Overcalls 5-10HCPs, 6+ card suit
Jump Shift Responses 3-8HCPs, 6+ card suit
2/1 is GF; Serious 3NT; Drury
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak Jump Overcalls (See above, or Jump Overcalls section)
Weak Jump Shifts (See above)
SPECIAL FORCING PASS SEQUENCES
1NT-(X)-P is F1 for XX or 5 cd suit; 1NT-(X)-P-(P)-2H = 44MM
When we have freely bid to Game, or bid Game to make
When passing OPP X of an artificial bid
IMPORTANT NOTES
Ostensibly forcing bids (or passes) may be passed at partner's discretion.
PSYCHICS: Very rare

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3♥	11-19 HCPs With 3-3 or 4-4mm, open 1♣	1Suit: 6+HCPs NAT. 2/1: GF NAT 1m-1NT 6-11 HCPs Bal. 1M-1NT 6-11HCPs Bal. 1m- 3NT 12-15. 1m/M-2NT SUPP, GF 1m- 2m GF, no 4cM and 4+ support 2m over 1M may be 3 w/ hidden support. 1M in 3rd/4th-2♣:8-cd+fit,10-12 HCP, asks strength Major and ♣ raises show 8-cd+ fit.	1x-1y-1NT-2♣ INV Checkback (M enquiry) 1x-1y-1NT-2♦ GF Checkback (M enquiry) 1M-1NT-2♣ and 1♥-1♠-2♣, asks strength	Unassuming Cue Bids (UCB): Bidding the opposition suit when partner's natural suit is overcalled shows a good raise of partner's suit, to at least the next bid; e.g. 1♥-(1♠)-2♣ shows at least a good raise to 3♥; could be stronger
1♦		3		With 5-5 or 6-6mm, open 1♦	Simple: 6-9HCPs Jump raise: 10-12HCPs. Game: 10-card fit; weak Jump Shift: 3-8HCPs, 6+ card suit Double Jump: Agrees suit; 1 st or 2 nd round control	1suit-1/2suit-2NT-3♣ GF (M enquiry) 1M(in 3rd/4th)-2♣-2♦ 10-12 HCP, other bids are natural. Reverses are GF unless responder bids 2NT. 1m-2NT asks for stops, 1M-2NT asks for shortage. In a 2/1 sequence, if a M is agreed, 3NT response shows extra values and 4x is minimum and cue bids the suit	
1♥		5		11-19 HCPs Open 5cM if the hand also fits a NT bid			
1♠		5					
1NT		N/A	N/A	15-17 HCPs; Balanced. Could have 6cd m	2♣ M enquiry (non-promissory); 2♦/♥/♠/NT transfers to ♥/♠/♣/♦ respectively For 4/5NT see *	Break transfer: 3M with 4 cards and 15HCP; 2oM/3m with 4 cards, 17 HCP, and values in bid suit; 2NT with 3 card support and 17 HCP	1NT-(Overcall)-X = Values 1NT-(X)- system ON except 2♣ 1NT-(X)-2♣: Tolerates any suit as trumps, except clubs
2♣	✓	N/A		23+HCPs or hand too strong to open anything else	2♦ = a hand that expects to provide at least 1 trick 2♥ = Negative; ostensibly no A or K and < 5 HCPs	2♣-2♦-2♥♠-2NT = No more than the 1 trick 2♣-2♦-2NT: System applies as if 2NT opened	
2♦		6		5-10 HCPs Denies 4+ card Major	Raises below Game are competitive, NF Raises to Game are to play; strength undefined New suits are Natural and F1 2NT 15-17 Balanced, or other three suits		When the opponents overcall a Weak 2 Opening, at the 2-level, Double of that overcall = PEN
2♥				5-10HCPs, Denies 4+ ♠s			
2♠				5-10HCPs, Denies 4+ ♥s			
2NT				20-22 HCPs, Balanced Could have 6 cd m or 5 cd M	3♣ asks for 4 cd M; promises 4 cd M 3♦/♥ transfers to ♥/♠ respectively	Cue bids when suit agreed give equal priority to 1 st and 2 nd round controls	
3♣		6					
3♦		7		Pre-emptive; 5-10 HCPs			
3♥							
3♠							
3NT							
4♣		7		Pre-emptive; 5-10 HCPs The agreement is that these bids should show an 8+ cd suit but aggressive bids are possible			
4♦							
4♥							
4♠							
4NT						HIGH LEVEL BIDDING 4NT when suit agreed asks for Controls; Responses: 5♣ 1/4; 5♦ 0/3; 5♥ 2/5, 5♠ 2/5 with trump Q; Next suit up after 5♣/♦ asks Q trump; 5NT asks for K cue When 4NT is required to show 2 places to play in COMP auction, it does When no suit agreed, 4/5NT Quantitative if hand is limited, otherwise Blackwood Cue Bids when suits agreed give equal priority to 1 st and 2 nd round controls An unnecessary jump agrees partner's suit and shows 1 st or 2 nd round control (cue) After interference at 4nt, X/XX = 0/3, P = 1/4, 1 st /2 nd bid after = 2/5, w/ w/out Q	
5♣		8					
5♦							
5♥							
5♠							