

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level: Wide-ranging, 5+ cards
Competitive (9+ HCP) at the 2-Level (non-jump)
Cue of Opponents' suit INV+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17HCP Balanced in 2 nd /4 th Live; same as 1NT Opening
System ON, same as 1NT Opening
If overcalled, Lebensohl ON
Reopening: 12-14 balanced; System ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; 5-10 HCP, 6+ cards in bid suit;
(1m)-2m=5-5 MM; (1m)-2NT=5-5 Lower suits ANY NV; INV+V
(1x)-3x stop asking if (1x) shows 4+
Reopen: 10-15 HCP, 6+ card suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣)-2♣ or (1♦)-2♦ = 5-5 MM; any strength
(1♥)-2♥ or (1♠)-2♠ = 5 oM, + 5 m; any strength
Jump Cue Bids in COMP auction show 1 st or 2 nd round control
VS. NT (vs. Strong/Weak; Reopening;PH)
X = PEN
2♣ Any single suited, 2♦ Majors (at least 5-4)
2M = 5+ M, 4+ m. 2NT = mm (at least 5-5)
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Doubles show 12+ HCP with at least 2 places to play
(Weak 2)-2NT = 15-18 HCP, System ON
(Weak 2)-X-2NT is Lebensohl, forces 3C. So 3y after X is 9+ HCP
VS. ARTIFICIAL, STRONG OR SHORT 1♣ SYSTEMS
X is Majors (at least 5-4), 1♦ Any single suited hand
1M 5+ M; 4+ m, 1NT = mm at least 5-5
(1♣)-2Suit = 10-15HCP, 6+ cards
OVER OPPONENTS' TAKEOUT DOUBLE
Overcalls Natural 5+cd suits; F1. Stretch raises. XX = 10+ HCP
1M-(X)-3M weak; 1M-(X)-2NT is Jacoby, system ON

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Standard (4 th and 2 nd)	Standard (4 th and 2 nd)	
NT	Standard (4 th and 2 nd)	Standard (4 th and 2 nd)	
Subseq	Top of two remaining	Top of two remaining	
Other: Middle from xxx; May lead H from Hx; May lead A from Axx(x)			
Leads may be creative			
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	A/K/Q109x(x), J10x, 10x, 10	
9	2 nd highest/ top of shortage	2 nd highest/top of shortage	
Hi-X	xXx(x)(x)	xXx(x)(x)	
Lo-X	From Hxx(x)(x)	From Hxx(x)(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Reverse Attitude
Suit 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
1	Reverse Attitude	Standard Count	Reverse Attitude
NT 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
Suit preference applies in obvious situations			
Reverse Smith vs NT- Lo encouraging			
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+ HCP) with classic shape; off-shape OK			
Negative Doubles. Elwell doubles (X asks for H lead vs freely bid NT; else dummy's suit)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X of ART bid: values in suit/lead ask			
XX of X of ART bid interest in PEN			
1NT-(X)-XX = 5+ cd suit; Opener relays to 2♣			
1NT-(X)-P-(P)-XX = Looking for 4-4/4-3 fit but can be passed			
Support X and XX promises 7-card fit			
Second X by partnership is usually t/o, third X PEN			
X of natural NT bids are PEN			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: SCOTTISH BRIDGE UNION (SBU)
PLAYERS: Michael KENNEDY (19905)
Kevin REN (19907)
EVENT: ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT; 5cM; 3cm
Weak 2♦/♥/♠ openings
1M-2NT Jacoby GF, 4+ card support
Strong Jump Shift Responses
Weak Jump Overcalls
2/1 is 10+, not GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Gambling 3NT
SPECIAL FORCING PASS SEQUENCES
When we have freely bid to Game/ bid to make Game
When Pass is used as a step, or to deny stop, in COMP auction
After PEN X of our 1NT
IMPORTANT NOTES
4 th suit GF in an uncontested auction; may not be NAT
New NAT suit @ 3-level GF (except resp to Wk 2 is just F1)
PSYCHICS: very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
				1♣		3	3♥	With 3-3 or 4-4mm, open 1♣ With 5-5 or 6-6mm, open 1♦
1♦		1♥		1♠	5			1M-2NT GF raise, 4+ cd support 1M –2m could be 3 with hidden support Strong Jump Shifts; Splinters
1NT				15-17 Bal; Can have 5M or 6m	2♣ Stayman; 4-way transfers; Texas transfers; Natural invite through Stayman (can have no 4cM). Strong jump shifts. 4♣ Ace ask	Transfer breaks show side suit or values; 1NT-M xfer-4♣ ask Aces; Splinters	1NT-(X)-XX: 5+ cds any card suit 1NT-(X)-2x: 4-4 in 2 suits 1NT-(X)-P: To play 1NT-(NAT Overcall)-X = PEN 1NT-(2x)-2NT= Lebensohl, relays 3♣	
2♣	✓			22+HCP or game in own hand	2♦=waiting, other bids +ve but rare 2♣-2♦-2♥= Hearts or 24+ Bal, 2♣ relay forced	After 2NT rebids System ON After 3NT rebids 4♣ Baron; Major xfers		
2♦		5		weak	2NT ask New suits natural, F1 Wide-ranging raises	3♣ weak hand weak suit, 3♦ weak hand good suit, ..., 3NT with AKQxxx	2x-(overcall)-X = PEN	
2♥								
2♠								
2NT				20-21 (semi) balanced; Can have 6m or 5M	3♣ Muppet Stayman; Major suit transfers 3♠ minors; Texas transfers	Cue bids when suit agreed give equal priority to 1 st and 2 nd round controls		
3♣		6		Weak	3NT to play; New suits natural F1 Wide-ranging raises			
3♦								
3♥								
3♠								
3NT	✓	7		7cm, no outside AKs	4♣ pass/correct; 4♦ ask			
4♣		7		Weak	To play			
4♦								
4♥								
4♠								
4NT	✓			Ace ask	5♣ 0 Aces, 5NT any 2, 6♣ Ace of Clubs			
5♣		8		To play	Raise to 6M with trump A/K, 7M with both	HIGH LEVEL BIDDING		
5♦			* 4/5NT Quantitative Raise of Opener's 1/2NT Opening/Rebid invite to 6/7NT					
5♥			A direct raise of NT to 4/5NT when no suit agreed is invite to 6 or 7NT as above					
5♠			Cues give equal priority to 1 st and 2 nd round controls					
						Unnecessary jump agrees partner's suit and shows 1 st or 2 nd round control (cue)		
						4NT 1430 RKCB; Suit above 5♣/♦ asks Q trump; 5NT asks for specific K		
						ROPI and DOPI over RKCB interference		
						4NT can show 2 places to play		