

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural. Good 4 card suit possible at 1 level
After Major overcall, lower of cue/2N shows a mild game try (9-12 HCP 3+M) and higher is stronger game try (13+ HCP, 3+M)
Jump raise pre-emptive. Jump cue = Mixed Raise. Fit Jumps.
New suit is constructive but non-forcing.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 – system on
12-15 in 4 th seat – system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps
2NT shows lowest 2 suits 55+ (natural in balancing sea)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue – Michaels
Jump Cue – Looking for stop
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣=Both Ms; 2♦=Single M; 2M =5M 4+m; 2NT = Weak with ♣+♦ or GF 2 suiter,
3m is intermediate, 3M is pre-emptive.
Dbl of wk NT = PEN.
Dbl of strong NT (or by passed hand) =5m+4M,
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out double, others natural; Leaping and Non-Leaping Michaels over Weak 2 bids, Multi and Weak 3 bids.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Majors, NT = Minors
Jump overcalls weak
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♦, ♥ or ♠ opening or overcall is doubled, we play transfers from XX to 2 of the suit below the suit opened.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & low	3 rd & low	
NT	3 rd & low	3 rd & low	
Subseq	3 rd & low	3 rd and low	
Other: Top of 3 small when we have raised.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AK(+)	
King	KQ(+)	KQ(+)	
Queen	QJ(+)	QJ(+)	
Jack	Jx, J10, KJ10,	J10, KJ10, AJ10	
10	10x,109x, K109, Q109	10x, 109x,A/K/Q109	
9	9x	9x	
Hi-X	Sx, Sxx (when suit raised)	Sx, Sxx (when suit raised)	
Lo-X	HxS, HxSx, HxxxS HxSxxx, xxS, xxSx	xS, HxSx, HxxxS HxSxxx, xxS, xxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Attitude	Smith Peter	Rev Attitude
Suit 2	Suit preference	Suit preference	Normal Count
3	Reverse Count	Reverse Count	
1	Rev Attitude	Smith Peter	Rev Attitude
NT 2	Suit preference	Suit preference	Normal Count
3	Reverse Count	Reverse Count	
Signals (including Trumps): Smith Peter by both - Hi-Lo to encourage			
Lo-hi = Even; 1 st discard Low = Enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasise majors, minors unclear; may be light (9+) w/classic shape; offshape OK at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative, Support, Responsive.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Scotland
PLAYERS: Alex Adamson - Ronan Valentine – Glen Falconer
July 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT
5 Card Majors, 1♦=4+, 1♣=2+
2 Over 1 GF unless Responder rebids his minor suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Weak with both Majors or 21-23 balanced
2NT = Weak with both minors, 55+
3NT = good 4M opener.
Transfer responses to 1♣
2NT in competition usually artificial: good bad, Lebensohl or two places to play.
SPECIAL FORCING PASS SEQUENCES
When we are forced to a certain level PASS is forcing
IMPORTANT NOTES
We do not treat singleton A or K as a shortage
Many transfers in competition
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	10-22, Natural, or Balanced (11)12-14 or 18-20	1♦♥=4+♥♠; 1♠=To play in NT; GF with ♦; to play 2♣, 1NT=10-12 bal, no 4M; 2♣=5+♣, INV+; 2♦=8-10 6+♦; 2♥♠=6-9, 6+ suit; 2NT=5♣-5♦, 6-9; 3♣=6+♣, 6-9; 3♥♠=Pre-emptive; 3NT=13-15 bal 3+♣; 4 of a suit is pre-emptive.	Complete Transfer with Weak NT and 2 or 3 card support. 1NT shows 18-20 balanced. 2-way Checkback over completion or 1NT After 1♣-1R: raise to 2M = up to 14, 4 card support or 3 unbal; 2NT = 16+, 4+ support	Fit Jumps with 4+♣s System on over X but off after overcall
1♦		4	4♥	10-22, Unbalanced Unless 5-3-3-2 and 11-14 or 18-19	1NT = up to 10; 2♣ = Nat, GF; 2♦ = Inverted; 2M = Weak; 2NT = 11-12 BAL; 3♣=7-9 4+♦; 3NT = 12-15 BAL with 4♦	After 1♦-1M: 2♦ = 3 Card Support 11-15; 1NT = Normal 2♦ rebid or various 16+; 2NT = 18+, 4+ support; Transfer responses after 1♦-(x).	P-1♦-2♣: mixed raise
1♥		5	4♦	10-22	1NT = up to 11; 2♣ = GF 5+♣; GF bal; GF raise 15+ HCP, 3+♥; 2♦ = GF, 5+♦; 2♥ = 5-9, 3♥/flat 4; 2♠ = INV raise, 4+♥; 3♣♦ = INV, 6+ suit; 3♥ = 6-8 4+♥; 3♠ = splinter, 12-14; 3NT= 12-15, balanced game raise; 4m= splinter, 12-14	Over 2♣: 2♦ = below 15 HCP, 4M = 7 playing trick hand below 15 HCP, all others show 15+ Over 2♠/NT: Long suit game tries 2-way Checkback after 1♥-1♠-1NT	1NT = Nat New suit NF 2♣= 3M, 9-11 2♦= 4M, 9-11 2NT = Mixed raise with 4M Jump shift = Fit bid
1♠		5	4♥	10-22	1NT = up to 11; 2♣ = GF 5+♣; GF bal; GF raise 15+ HCP, 3+♠; 2♦♥ = GF, 5+♦♥; 2♠ = 5-9, 3♠/flat 4; 2N = INV raise, 4+♠; 3♣♦♥ = INV, 6+ suit; 3♠ = 6-8 4+♠; 3NT= 12-15, balanced game raise; 4m= splinter, 12-14	Gazzilli over 1♥-1♠ and 1M-1NT 1♥-1♠-2♣=6+♥, 11-15 or 16+ 1M-1NT-2♣=6+M, 11-15 or 16+ Transfer responses after 1M-(x).	
1NT			3♣	15-17 Balanced	Stayman = INV+ Unless passes the response; 4 suit Transfers, 3 suit = shortage in suit above; 4♣/♠ = RKC in ♣/♦; 4♦♥ = Transfers	After 2♣-2♦: 2M= INV, 3m = INV, 3M = 55 Ms, INV/GF; Transfer Lebensohl in competition.	
2♣	Yes	0		Game Force	2♦=waiting; 2♥♠ positive; 2NT/3♣ = transfer positive – 8+ points, 2 of the top three honours.	Over 2♣-2♦-2♥ = 2♣ relays with transfer rebids. 2NT=24+ balanced; 3♣=Natural; 3♦=Single Suited; 3M=4M, 5+♦s	
2♦	Yes	0		Weak with both Majors (4441 possible in 3 rd NV) or 21-23 balanced	2NT enquiry. New suit constructive but NF 2M/3M to play opposite the weak hand 4m strong raise to 4M	Over 2NT: 3♣ = lower range unequal or upper range equal, 3♦ = lower range, equal; 3M = upper range, unequal, shorter suit, 3NT = 20-21 balanced	
2♥♠		5		Weak.	2NT Enquiry, New suit constructive but NF	Over 2NT: (NV) a new suit is length and non-min. (Vul) a new suit is shortage and non-min	
2NT	Yes			55+ in the minors, weak in 1 st and 2 nd seat, wide ranging in 3 rd seat.	3m/3NT/4m/4M to play. 3♥ enquires about shortage. 3♠ good raise of a minor	After 3♥, 3♠/NT = heart/spade shortage, 4♣/♦ = 65/56, upper end, good controls. After 3♠, 3NT shows unsuitable for slam	
3♣/♦♥/♠		6		Pre-emptive	New suit forcing by an unpassed hand	After new suit from responder, new suit by opener shows shortage and support	
3NT	Yes			Good 4♥♠ opening: c7/8 playing tricks NV/Vul	4♣ = transfer to your suit, 4♦ = bid your suit		
4♣/♦♥/♠		7		Natural, Pre-emptive		HIGH LEVEL BIDDING	
5♣/♦♥/♠		8		Natural, Pre-emptive		RKCB 1430, XRKCB, DINO, RINO, Splinters, Non-Serious 3NT	