

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 preemptive
INT 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
(1X) – 2NT shows 2 lowest ranking unbid suits
When partner has passed HCP count can vary more
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/wide ranging
(2♥/♠) (weak)- 4♣/♦: 5/5 in the minor and OM, (3♥/♠/♣) (weak)- 4♣/♦: 5/5 in the minor and OM
[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.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X is for takeout oriented over natural preempts
Over 2 and 3 lvl preempts;
Lebensohl - see competitive bidding over 1NT
4m - 5/5 in that minor and other M or both M if ♣/♦ preempt
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
Support redoubles
2NT is an inv+ raise with a fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit and NT	4 th and 2 nd	4 th and 2 nd ; rev. att. from 3	
Subsequent	attitude		
Other: high from even, low from odd when returning a suit just led			
Original leading style may be overridden when deemed appropriate, e.g.: 4th from 5 small vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace (attitude)	AK; Ax		
King (count)	AK; KQ; Kx		
Queen (attitude)	KQ; QJ; Qx		
Jack (count)	KJ10; J10; Jx	A/KJ10; J10; Jx	
10 (count)	A/K/Q109; 109; 10x		
9 (count)	9x, denies 10		
x (count)	xxxxx, xxxxx, xxx, x(x)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 attitude	count	attitude
	2 count	suit preference	count
	3 suit preference		
NT	1 attitude	count	
	2 Count	count	attitude
	3 Suit preference	Suit preference	
Signals (including Trumps):			
Reverse Attitude, standard count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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 honor			
Support doubles and redoubles,			
Double of 1NT as a passed hand shows 4M + 5m			
Game try doubles			
1NT-[dbl]-Rdbl-5+ unspecified suit is DBL is for penalties			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: SCOTLAND BRIDGE UNION (SBU)
PLAYERS: NIAL TENNANT JENNIFER MIDDLETON
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT
5-Card Majors
2♦/♥/♠ openings, 5-10 HCP, 6+ in the suit natural and preemptive
2/1 is GF unless repeated minor
Without 5M open 1♦ with 4♦-4♣ or whenever ♦ > ♣, otherwise 1♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
1NT – (X) – P: requires opener to XX
After any X for penalties, pass is forcing
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 ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	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	1♣ – 2♣ -: 2♦ = 12-14 Bal, 2NT = 18-19 Bal, 3♣ = 4+♣ NF, New suit = Nat GF, 3M = Splinter 1♦ – 2♦ -: 2♥ = 12-14 Bal, 2NT = 18-19 Bal, 3♦ = 4+♦ NF, New suit = Nat GF, 3M = Splinter 1m – 1M – 2M = 3+ cds	As a passed hand 1m – 2m is just invitational values not invitational + Over 1♣: weak jump shifts in other suits
1♦		3	2♥	1m – 1y – 1NT: 11-14 Balanced or semi-balanced 1m – 1y – 2NT: 18-19 Balanced or semi-balanced Double jump in a new suit agrees the opened suit and shows a singleton in that suit	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	Over 1♦: fit jumps if clubs. else weak jump shifts
1♥		5	2♥	1M – 2M: 3 cards, 6-9 1M – 3M: 4 cards, INV raise 1M – 4M: Distributional raise, 5 losers but not many high cards. 1M – 1NT: 6-11 1M – 2NT: GF hand with 4+ support A single jump in the other Major is 3 - card invitational. A jump in a minor is weak with that suit 1♥ – 1♠ – 1NT: 11-14 Balanced or semi-balanced 1♥ – 1♠ – 2NT: 18-19 Balanced or semi-balanced	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 3M+1+: serious slam try, 3NT: non serious slam try 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	2-way drury as a passed hand: 2♣: 3-card support invitational, 2♦: 4-card support invitational
1♠		5	2♥	1M – 1NT: 6-11 1M – 2NT: GF hand with 4+ support A single jump in the other Major is 3 - card invitational. A jump in a minor is weak with that suit 1♥ – 1♠ – 1NT: 11-14 Balanced or semi-balanced 1♥ – 1♠ – 2NT: 18-19 Balanced or semi-balanced	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 3M+1+: serious slam try, 3NT: non serious slam try 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	2-way drury as a passed hand: 2♣: 3-card support invitational, 2♦: 4-card support invitational
INT		N/A		2♣: M enquiry (non-promissory) 2♦/♥/♠/NT: transfers to ♥/♠/♣/♦, complete with fit 3♣: asks for a 5cd M; 4♣,♦: Transfer to ♥, ♠; 4♥, 4♠: Natural	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 = looking for M fit, 3NT - GF with a stop in X 2NT - forces 3♣ reply, after 3♣; 3X - looking for M fit, 3Y - competitive (INV if could have bid Y at the 2 level), 3NT - GF with no stop in X
2♣	✓			2♦: 0-7, 2NT: 8+ with no suitable suit New suit: good 5+ card suit with 2 of the top 3 honours	New suit by opener is suit setting	
2♦♥♠		6	2♥	2NT: asks to show feature over 2♦, shortage over 2♥/♠ Rebid of the suit: no feature outside the suit, 3level if min, 4-level if max, 3NT if max and semi bal		
2NT		N/A		3♣: asks for a 4 or 5 card M, 3♦/♥: transfers to ♥/♠ respectively, 3♠: looking for a minor fit		
3♣♦		6		Preemptive	HIGH LEVEL BIDDING	
3♥♠		7			4♣/♦ when the suit has been agreed is a key card ask, responses are the same as 4NT KC ask. Jump in a major after this is asking for help in that suit	
3NT		N/A			4NT when a suit has been agreed is a key card ask. 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. After 4NT KC ask, 5NT asks for kings. If 1 king is held then that should be bid, if 2 kings are held then you should bid the king you don't have.	
4♣♦♥♠		8		Preemptive	After a suit is agreed, a jump to a new suit above the game level is a key card ask but ignoring the A of the suit bid. Responses are 1/4, 0/3, 2 without the Q, 2 with the Q. 5NT asks for kings	
4NT	✓			5♣ - no aces, 5♦♥♠/6♣ - specific ace, 5NT - 2 aces	When no suit has been agreed then 4NT and 5NT are quantitative to 6NT/7NT. 5NT forces to 6NT or two places to play in competitive auctions	