

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Style - sound	
Jump = Weak	
Michaels 5/5, 5/12hcp, or 19+hcp	
2NT = 2 lowest suits , could be very weak if non vul/shapely	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd = 15/17, Responses as over 1NT opener	
4 th = 10/13, Responses as over 1NT opener	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak – Responses – new suit at 3 level = F1	
Raise = non-constructive	
2NT = strong relay – shortage over major	
Feature over 2D	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct = Michaels – 2NT shows values, other bids = Pass/Correct	
Jump Cue asks for stop	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Against 1NT – Double shows single suiter	5+ hcp
2D shows 5+ D's , + other suit	5+ hcp
2H shows 5+H + minor	5+ hcp
2S shows 5+S and minor	5+ hcp
2C shows majors	5+ hcp
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)	
X=Takeout, cue bid asks for stop. Over weak 2 bids-Leaping Michaels, suit natural non forcing,, 2NT-15/18 Bal., Dbl- takeout Unusual over unusual (lower cue=good raise, higher cue=forcing other M, 3 of other M natural non-forcing). Over Multi 2D – X=12/14 or19+, 2H/S =natural, 2NT=15/18 Bal	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1□ or 2□	
Over strong Club – X = majors, 1NT = minors	
OVER OPPONENTS' TAKEOUT DOUBLE	

OPENING LEADS STYLE AND SIGNALS			
	Lead	In Partner's Suit	
Suit	4 th /2nd	4 th /2nd	
NT	4 th /2nd	4 th /2nd	
Subseq	4 th /2nd	4 th /2nd	
Other:	10 ₉ x(x)	10 ₉ x(x)	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Shows K or length, asks rev att	As v suit	
King	Asks count, shows A or Q		
Queen	Shows J or K, asks rev att		
Jack	Shows 10, may have A or K		
10	Denies J, may have A,K or Q		
9	10 ₉ x(x) or short	10 ₉ x(x) or short	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	A/Q rev att	Smith, count	Rev att
2	Suit pref		
3	Count		
NT 1	A/Q rev att	Hi/Lo=Smith by both	Rev Att
2	K count	Smith, count	
3	Suit pref		
Signals (including Trumps): Suit pref			
After trick 1 – rev att on A or K			
Suit pref where appropriate			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style – sensible (classic shape or extra strength)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg doubles thru 4H, competitive thru 4D, action Dbl up to 4H			

W B F CONVENTION CARD
CATEGORY: Green / Blue / Red / HUM / Brown Sticker: NCBO: Scottish Bridge Union PLAYERS: Sandy Duncan (1837) Bob McPaul (6210)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Spade opener
Weak 2D, 2H, 2S
12/14
Lebensohl (FASS) after our 1NT is overcalled, and after we double opp's weak 2
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak 2's in S/H/D
Wriggle after 1NT - X : XX = single suit
Suit shows that suit + a higher suit
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES

Responses may be lighter
 Re-double = 9+, no primary fit, 2NT=sound raise to 3M,
 raises=preemptive, jump in new suit=fit jump

PSYCHICS : Infrequent

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4D		2NT = 11/12; Splinters 13/15		
1♦		4	4D		2NT = 11/12. Splinters 13/15		
1♥		4	4D		2NT=16+ 4 trumps	After 2NT – 3 level = shortage	
□					3NT=12/15, 4 trumps, no shortage; Splinters 13/15	4 level = source of tricks, 4M = min	
1♠		5	4D		2NT =16+ 4 trumps	After 2NT-3 level=shortage	
□					3NT=12/15, 4 trumps, no shortage; Splinters 13/15	4 level=source of tricks, 4M = Min	
INT				12/14	2C=NP Stayman, 2D/H/S/NT = transfers, 3C/D/H/S =6 Cards invitational with 2 top honours	Transfer breaks: major shows 4, minor shows dislike	
2♣		0		23+ Balanced or GF	2D = relay, 2H = 4 or less; 2S/3C/D/H = 8+ and		
					Good suit HHxxxx or better		
2♦		6		5/9	2NT= feature enquiry if non-min; New Suit = F1		
2♥		6		6/10 Vul	2NT=enquiry, new suit F1	After 2NT – 3M=Minimum, 3 other= shortage, 3NT=max no shortage	
				May be less non-vul			
2♠		6		6/10 Vul	2NT=enquiry, new suit F1	After 2NT – 3M=Minimum, 3 other = shortage, 3NT = max, no shortage	
				May be less Non-vul			
2NT				20/22	3C= Muppet, 3D/H = transfers, 3S = 5/5 minors		
3♣		7		Pre-emptive	COS = F1		
3♦		7		Pre-emptive	COS = F1		
3♥		7		Pre-emptive	COS = F1		
3♠		7		Pre-emptive	COS = F1		

3NT				Solid m; No outside A or K	4C = pass/correct, 4D = asks shortage (4H/S =		
					Short M, 4NT= no shortage, 5m = shortage other m)		
4♣		7					
4♦		7					
4♥		7					
4♠				Specific Ace ask	5C=none, 5D/H/S/6C shows Ace, 5NT shows 2		
4NT							
						HIGH LEVEL BIDDING	
						4NT opener – 5C=none,5D/H/S/6C shows Ace- 5NT shows 2 Aces	
5♥/♠		7			Raise to 6 with A or K trumps; bid 7 with both	RKCB 14/30	
					As above		
						DOPI/REDOPI	