

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide ranging, sound at 2-level. 1M may be 4 cards with longer m
Cue response = 3+card raise, 9+HCP
New suit F1, FIT by PH; jump new suit = FIT
2N = STR 4card raise of M, 9+HCP; NAT over m, 9+HCP
Jump cue = Mixed raise (4cd support, 6-9)
Jumps to Game = to play
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18, Responses as opening NT
In 4 th = 10-14 over 1m, 11-16 over 1M. Responses as opening NT
4 th live = 55+ unbid suits (16-18 in short club auctions)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak. Responses- 2N F1 enquiry, new suit F1
UNT shows 5/5 lowest 2 unbid suits (ms in short club auctions)
Reopening: intermediate in suit, 2N 19/21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = 55+Ms unlimited (1♣) 2♦ = Ms when 1♣ = short
(1M) 2M = 5OM + 5m, unlimited
Response: jumps promise 3+card support, cue = STR, Dbl = PEN
Jump cue overcall ASK for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Majors. 2♦ response = same length, 2N = INV
2♦♥♠ are natural-less than doubling values
2N = 55+ms or STR 2-suiter, any suits
Dbl = PEN, 2 nd Dbl of NAT rescue = t/o
Dbl by Passed Hand = 6 card minor. 2C = P/C
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
T/ox + LEB FAST. Cue = 2-suiter. 4NT = ms
(2M) 4m = 55+bid m+OM FG
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
V strong 1♣/2♣ double=majors, 1N/2N=minors
Over short 1♣ then 2♣/3♣ = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
XX = Strong misfit, F 2NT. Raises PRE, 0-9 HCP. 2N = STR raise
New suit F1. Jump new suit = FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, Hi from bad suit	Lowest from Odd No	
NT	4th, Hi from bad suit	Hi = even No	
Subseq	ATT		
Other: SP leads when length known (eg after weak 2 opener)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+, AKJ+ (asks ATT)	
King	KQ+	KQJ/10x+, AKJ+ (CT/UB)	
Queen	QJ+	QJ+, KQ+ (asks ATT)	
Jack	J+, J10+	AJ10+, KJ10+ JT9+	
10	K/Q109+,	A/K/Q109+	
9	109+, 9x	109+	
Hi-X	Xx, XXxx, XXxxxx	Xx, XX(xxxx)	
Lo-X	4 th (3 rd) from Hxxx Hhxx	4 th (3 rd) from honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	1 st discard=REV att
Suit 2	Att if A/Q	SP	Count/remainder Ct
3	SP	--	SP
1	Count	Count	1 st discard=REV att
NT 2	Att if A/Q/J	SP	Count/remainder Ct
3		--	SP
Signals (including Trumps): Reverse att- lo=encouraging			
Standard Ct- high-low= even Trump signals=SP			
Smith Peters??			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape-suitable or STR. Cue response F to suit agreement			
Equal level conversion ♣ to ♦. DBI of short ♣/♦ = opening strength			
NEGX thru 4♦. Likely 4 unbid M at 1-/2-level, values at 3-level/higher			
Responsive X thru 4♦. Most low-level DBLs = t/o			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try X of suit immediately below			
XX of NegX/ cue shows Hx(x) in partner's suit			
Lightner of freely bid games /slams asks unusual lead, eg dummy's suit			
After 1N (PENX) XX = any single suit			
Dbl of Splinter asks for lead of suit below			
XX of sputnik X shows Hx (x)			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Scotland
PLAYERS: Liz McGOWAN/Tim McKAY
EVENT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL style
4cdMs
Weak2s in ♥♥♠ 5-10HCP
INT 11-14
2 over 1 F to 2 of suit opened
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
When we have bid game showing constructive values.
When it is clear opponents are sacrificing
IMPORTANT NOTES
If partner shows a single suiter at 2 level, then 2N=F1
Eg 1C 1S 2C 2N=F1 or (1H) 2D (P) 2N=F1
PSYCHICS:Very unusual

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♦	NAT,15+HCP if BAL Open 1♣ w 44ms	Limit raises. SPL 2N= 16+ BAL raise. 3N= 13-15 BAL no 4M	1N rebid = 15-17. 2♣ = ask about Ms, INV+ Jump 2N rebid = (17)18-19 FG	Fit jumps by PH
1♦		4	4♣			STR Jump shift	
1♥		4	4D	10+ NAT Open 1♥ w 44Ms	Limit raises. SPL, 2NT = FG 4+cd Raise 2over1 F to 2 of opener's suit: 2M rebid NF	2N rebid after 2 over 1 = 15-19 FG 3C = asks range, slam interest if max	2S/2N by PH = 4+cd raise w any singleton. Relay asks
1♠		4	4D	Open 1m w 4♠4m		3D shows Max 3H/S/3N are nat 15-17	1♥-2NT = FIT jump in ♠s
INT			4D	11-14, 5M, 6m OK	STAY, 4-suit TRF (2♠=♣; 2N=♦) 4♣ = Gerber; 4♦ = 55+Majors 3m =5+4+ms, singleton M GF; 3M = NAT slam try	2♣-2x-3 minor is 6min/4 other Maj invit'l	1N (2any) 2N thru 3S= TRF
2♣	√		4D	Strong, GF or 22+BAL	2♦ relay 2♥ = 0-4 2N = 5+♥		
2♦		6		Weak, 5-10	2N = enquiry for singleton, 3♣ asks for HC feature if non min.	After 2N Rebid suit = minimum	In Comp new suit = L/D. NF
2♥		(5)6		Weak 5-10	New suit F1. Jump new suit=splinter if below game	3new = high card; 4new = SPL	DBL = PEN
2♠		(5)6		Weak 5-10	Game bids to play		
2NT				20-21 5M, 6m OK	3♣ = 5card Puppet Stayman; 3♦♥ = Transfer 3♠ = minor suit STAY, 3N to play 4any = single-suited slam try	2N-3♣-3♦ = 1/2 4cdMs; 3M=5cds, 3N= no M 2N-3♣-3♦-3M = 4OM; 4m=both Ms STR/Wk	
3♣		6		NAT PRE 0-9	New suit F1, Game bids to play		
3♦		6					
3♥		6					
3♠		6					
3NT	Yes			4♥/4♠ SOL/semi.SOLID Major Preempt	4C=bid suit below real suit, 4D=singleton ask 4♥ = to play unless this is not your suit		
4♣/♦		7		NAT PRE			
4♥/♠		7		NAT PRE, unsuitable for 3N			
4NT	√			ASK for specific Aces	5♣ = 0 Aces, 6♣=♣A, 5N = 2 Aces		
5m		7		NAT		HIGH LEVEL BIDDING	
5M				"Bid 6 w TR A/K"		RKCB 1430 ; 5N shows useful void and even no of Keycards 6♣ is void and odd no. of Keycards Relay ASKs TRQ; DOPI, ROPI. 4N-5x-5N = Grand Slam try, new suit = cue of K Cues = 1 st /2 nd round equally	