

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 LEVEL Wide Range	
2 level sound	
3 level weak	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
15 17 system on	
Protective 10 16 with 2C enquiry & transfers	
Response to 2C enquiry	
2D 10/12 2H /2S /2NT nat 13/14 3Level 15 16	
Sandwich (1x) P (1y) 1N = 18-20	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
2 LEVEL INTERMED, 3Lev WK	
Reopen:2 lev Inter Reopen 2NT= 20-21	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Jump Cue Asks for Stopper	
Cue =2 farthest apart suits / 2nt = 2lower suits / 3C = 2 other	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2C Majors 2D 1 suited M 2H H + m 2S S +m	
X Penalty	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X T/O Leaping & Non Leaping Michaels	
Good/Bad 2NT in competition	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
Xx 9+ points new suit non F Jump raise Pre empt	
2NT inv raise Jump in new suit nat pre empt	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2nd	3rd	
NT	K unblock	3rd	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	For count	unblock	
Queen	QJ	QJ	
Jack	JT	JT	
10	Interior or xx	Interior or xx	
9	T9x /xx /xxx or 9x	T9 x /xx /xxx	
Hi-X	Dblton or length no H	Length no H	
Lo-X	Hon	Hon	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att	Rev Count	Rev Att
Suit 2	Trv Count	sps	sps
3	sps	Rev Att	Rev Count
1	Rev Att	Rev Count	sps
NT 2	Rev Count	Sps	Rev Count
3	sps	Rev Att	Rev Att
Signals (including Trumps):			
UDCA			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Low level 95% T/O	GameTry x in comp	Neg x	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DOPI ROPI	XX of Cue= 1 st round control		
X TO DIRECT PARTNERS LEAD			

W B F CONVENTION CARD	
CATEGORY: i.e. Green	
NCBO: Scotland	
PLAYERS: derek diamond, martin diamond 32C	
EVENT (
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 5 card M 1C = 2+	
12 14 NT but 15 17 1n 3 rd position	
2D multi 2H both M weak 2S Lucas 2C strong	
3NT Solid Major	
Inverted minors	
UDCA	
c/back-2C forces 2D=invite or weak D	
2D=G.F.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Multi 2D; either 6M less than opener, or Bal 23-24, or solid suit 17+	
2H opener: 5/4 in Majors, less than opener.	
Lucas 2S opener: 5S & m, less than opener.	
3N Opener: SOLID Major, denies outside K	
SPECIAL FORCING PASS SEQUENCES	
Any GF Seq or freely bid game [non pre empt]	
IMPORTANT NOTES	
Gen strength of bids vary with VUL	
PSYCHICS:Green at Fav or 3 rd otherwise vv seldom	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		2	4S
1♦		4	4S	NAT 10/21 pts	2D GF 2H- INV or better 3D wk AS CLUBS	Nat-as Clubs	Fit jumps
							Fit Jumps & drury 2C=3 2D=4
1♥		5	4S	NAT 10/21 pts	2NT Jacoby 3NT [ltd strength Jacoby] Mini splinters	When suit agreed 3NT =Mild Slam Try	1H-2S=ANY SHORT AND 4H 1S-2NT=ANY SHORT AND 4S
1♠		5	4H	NAT 10/21 pts	As H	As H	
INT	x			12 14 1st / 2nd /4th 15 17 3rd	2C 4Card STY 3C 5Card STY 2S Enq 2D/2H/2NT Trans 3D 5/5M 3H/3S nat & inv	Mostly shows shape & strength [nat style]	
2♣	x			GF unless 2H is Force to 2NT or 4minor 25-26, 29-30 NT [system on]	2D gf relay 2H DBL Neg 2nt Hsuit Others NAT As per 2nt opener	NT hands system on [as per 2nt opener] 2NT=25-26,3NT=27-28	Neg x or nat
2♦	x			6 Card M less than opener OR 23-24, or solid suit 17+ In 4th seat NO weak major	2nt Enq 2H pass /corr 2S H rais 3 level bids nat nf As per 2NT opener	2D-2?-3NT=solid suit 17+	
2♥		5		5/4 [min] below an opener Both majors	2NT enq 3C/3D nat NF 3H/3S Nat pre empt		Strength 11-15 in 4th seat opening
2♠		5		SP + m below an opener	2nt Enq 3C pass/correct 3D/3H nat NF		Acot 2S==NF in 4th seat opening
					3C Puppet 3D 3H 3S Trans 3nt minors Mild Slam Try	3C 3D response/ no 5Card M but 1 or 2 4Card	
2NT				20 / 22 points	4c/4d/4h/4s = H/S/C/D 6 cards Mild Slam Try	3H Denies 4 or 5card M 3S Nat 3nt =5H Break t/fer to 3NT=2cards—to 4 lev=4 cards	
3♣		6		Nat pre empt	3H/3S Nat F		Better suit and pts in 4th seat
3♦		6		Nat pre empt	3H/3S Nat F		AS Clubs
3♥		6		Nat pre empt	3S Nat F 4C/4D Cue		
3♠		6		Nat pre empt	4c/4d/ cue 4H Nat NF		
3NT	X	7		SOLID Major, denies outside K	4c trans to suit 4D/4H/4S asks for shortage in suit bid	Step 1 denies others show void/1 & suit lnth	
4♣		7		Pre			
4♦		7		Pre			
4♥		6		Pre			
4♠		6		Pre			
4NT	x			Asks for specific Aces	5C=no Ace 5DHS/6C=Ace 5N=2 aces		
5♣		7		Pre		HIGH LEVEL BIDDING	
5♦		7		Pre		RKC 14/30 [4NT]	
5♥		7				When minor suit agreed 4H = RKC	
5♠		7				DOPI ROPI Splinter bids 5NT pick a slam	
							Nb after 2NT openers RKC may be varied suits

NOTES A

2H=5H+ and 4S+---8-11 or 5/5 6-11(3rd in hand can vary)-----2S,3any,4H,4S=to play
 4C/4D=nat &Forcing(mst)
 4NT=RKC(6Ace) H+S-----STEPS---1or4,0 or 3,2 or 5 with no Q,2+lowerQ,2+high Q,2+both Q

2NT asks-----3C=5/4A
 3D=5/5 min-----3any,4H,4S=to play
 3H=5/5max(short C)-----4C=mst in H
 3S=5/5max(shortD)-----4D=mst in S!!
 3NT=5/5+void C (after 3H/S---3NT=to play)
 4C=5/5+void D (4C=mst in H)
 4D=6H/5S (4D=mst in S)
 4H=6S/5H after 3H-----3S= to play

NOTES---2NT

2NT= 20-22-----3C= 5card S/MAN-----3D=1 or 2 4card MAJ(NO 5)-----bid suit don,t have
 3H=no 4/5 card MAJ-----3S=t/fer to 3NT, 3NT shows 5S
 3NT=5H
 3S=5S
 3D/H=transfer -----break to 3NT with only 2,or to source tricks with 4
 Break to 4MAJ with 4card supp AND control in all suits

3S= transfer to 3NT----- after 3NT 4ANY=filter bid WITH 2 of top 3 Honours
 3NT=minor suit s/man with mst Fto 4NT----4C/D is keycard in suit bid

4C,D,H,S=FITER BIDS(not 2 of top Honours)-----4C—4D=interest 4D---4H=interest
 4H=to play 4S=to play
 4NT=K/card H 4NT=K/card S

4H---4S K/card in C 4S---4NT=p/correct D
 4NT= p/c in C 5C=K/card in D
 5C=better than 4NT 5D=better than 4S