

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide ranging at one level, tend to overcall a 5 card major in preference to doubling. Occasional 4 card overcalls.
Change of suit is not forcing in response to a 1 level overcall.
Change of suit is forcing in response to a 2 level overcall.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 in 2 <sup>nd</sup> seat.
11-14 in protective position.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Unusual NT shows the 2 lowest unbid suits.
Reopen: Intermediate in 4 <sup>th</sup> position.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels cue bids –at least 5-5 either weak or strong
Jump cue bid asks for a stop for NT – should be a solid suit and at least one card outside.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Vs a 1NT than can be less than 15pts by an unpassed hand</b>
2♣ = ♥ + another, 2♦ = spades + another , anchor to the shorter major with both
<b>Vs a 15+ NT or by a passed hand</b>
2♣ = ♣ + a major, 2♦ = ♦ and a major , X = majors or minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout , Lebensohl responses where available
Cue = strong 2 suiter
Jump = strong
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs 1♣ - X = ♥, 1♦ = ♠,
1♥ = 2 suits the same colour, 1♠ = 2 suits the same rank
1 NT = 2 odd suits
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Over 1 minor fit jumps, 2NT good raise, others natural.
Over 1 major XX = 7+pts 2 card support.
INT to suit below trumps = transfers. Fit jumps.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Own and Partner's Suit	
Suit	4 <sup>th</sup> , 2 <sup>nd</sup> from poor suits	3 <sup>rd</sup> and 5 <sup>th</sup> from honours MUD from weakness	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> from poor suits	3 <sup>rd</sup> and 5 <sup>th</sup>	
Subseq	4 <sup>th</sup> , 2 <sup>nd</sup> from poor suits	4 <sup>th</sup> , 2 <sup>nd</sup> from poor suits	
Other: Ace for attitude, King for count. Natural Jacks, Strong 10s			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+), AK(+)	A(+), AK(+)	
King	AK(+), KQ(+) Kx	AK(+), KQ(+), Kx	
Queen	KQ+, QJ(+), Qx	KQ+, QJ(+), Qx	
Jack	J10(+), A/KJ10(+), Jx	J10(+), A/KJ10(+), Jx	
10	10x, A/K/Q/109(+)	10x, A/K/Q/109(+)	
9	9x, 109x(+)	9x, 109x(+)	
Hi-X	Sx, xSx, xSxx, xSxxx,	Sx, xSx, xSxx, xSxxx,	
Lo-X	HxxS, HxxSx, HxxSxx	HxxS, HxxSx, HxxSxx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = enc/ Lo = odd	Lo = odd	Lo = enc
Suit 2		Suit Preference	Lo = odd
3	Suit preference	Lo = enc	Suit Preference
1	Lo = enc/ Lo = odd	Lo = odd	Lo = enc
NT 2		Suit Preference	Lo = odd
3	Suit preference	Lo = enc	Suit Preference
Signals (including Trumps):			
Suit Preference			
Hi lo = odd rarely			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Over natural openers at least tolerance for other 3 suits with opening or near opening values, or a strong hand. Unless strong will have 3+ cards in any unbid major.			
Over prepared ♣ or ♦ openers double often made on a weak NT hand			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most low levels doubles are take out.			
Competitive and responsive doubles apply to 3♠, higher doubles tend to show high card values, rather than trump tricks			
Game try doubles apply where we have no room for an alternative game try.			
Support doubles at the 2 level – use is not mandatory			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: Scotland</b>
<b>PLAYERS</b>
<b>Malcolm Cuthbertson</b>
<b>David Walker</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural
5 card majors
1♣ can be a 2 card suit
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ Multi
2♥ & 2♠ show 5 major, 4+ minor 5-9 pts.
Gambling 3NT
Over 1♥ - 2♠ = game forcing 4 card raise
2NT = 6-8 pts 4 card support
3♣ = 9-11 pts card support, or poor balanced GF raise
3♦ = mini splinter
3♥ = very pre-emptive
3♠ = 4 card support, unknown void
Over 1♠ - 2NT = game forcing 4 card raise
3♣ = 6-8 pts 4 card support
3♦ = 9-11 pts card support, or poor balanced GF raise
3♥ = mini splinter
3♠ = very pre-emptive
3NT = 4 card support, unknown void
<b>SPECIAL FORCING PASS SEQUENCES</b>
Usually only apply when we have shown game going values based on high cards
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN NO. OF CARDS	NEGDBL THR				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Natural or balanced hand outside INT opening range without 5♥, 5♠, or 4♦	2♣ = Inverted raise, 2♦,♥,♠ = weak 3♣ pre-emptive 1♥/♠ may contain longer diamonds.	Bid of a new suit by opener confirms an unbalanced hand with 4+ clubs	Jumps by responder are fit jumps
1♦		4	3♠	Natural	2♣ = game forcing 3♣ = game forcing with diamonds.	Bid of a new suit by opener confirms an unbalanced hand with 4+ diamonds	Jumps by responder are fit jumps
1♥		5/4		Occasional 4 card opener in third seat	1NT wide range but non forcing. New suit at 2 level game forcing – see important notes for others		Jumps to a new suit at the 3 level are fit jumps
1♠		5/4		Occasional 4 card opener in third seat	1NT wide range but non forcing. New suit at 2 level game forcing – see important notes for others		Jumps to a new suit at the 3 level are fit jumps
INT			3♠	15-17, often with a 5 card major Possible (5422) or (6322)	Stayman, 4 suit transfers, 3♣ inv with♥, 3♦ = inv with♠		
2♣	√	0	3♠	Game forcing	2♦ = 4+pts, 2♥ = 0-4 pts, 2NT = ♥ positive	Natural except over 2NT response	
2♦	√	0	2♠	Weak 2 either major (usually 6+cards) or 23-24 pts bal	2♥,2♠,3♥ = pass or correct, 2NT enquiry 3♣,3♦ non forcing but constructive		
2♥	√	5		5♥ + 4+ minor, 5-9pts Usually 55 + vulnerable	2NT asks for range, 3♣ = pass or correct 2♠ non forcing but constructive		
2♠	√			5♠ + 4+ minor, 5-9pts Usually 55 + vulnerable	2NT asks for range, 3♣ = pass or correct		
2NT				20-22 balanced	3♣ Baron, 3♦,♥,♠ transfers . 3NT = 5♠, 4♥		
3♣		6		Natural Pre-empt	New suit forcing		
3♦		6		Natural Pre-empt	New suit forcing		
3♥		6		Natural Pre-empt	New suit forcing		
3♠		6		Natural Pre-empt	New suit forcing		
3NT	√			Solid minor, at most a queen Outside	4♣ pass or correct, 4♦ - singleton ask		
4♣		6		Natural Pre-empt			
4♦		6		Natural Pre-empt			
4♥		6		Natural Pre-empt			
4♠		6		Natural Pre-empt			
4NT	√			Ace asking			
						HIGH LEVEL BIDDING	
						4NT = Roman Keycard – 41 30 responses	
						Exclusion Keycard - 41 30 responses	
						Frequent Splinters	
						Tend to cue first round controls before second	
						Last train where obvious	