

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Wide ranging. Sound at 2 level
Responses: TRF responses from level of cue. Raises natural, shaded. New suit under cue F1. Jump fits.
Reopening: Nat, but limited as intermediate jump available
Responses as 2nd INT is F after o/call of short suit.
INT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15 - 18
Responses: n As over opening INT
Bids showing opponent's M show singleton in that suit.
4th position: 11-16
Responses: 2C asks for range and majors, else as over 2nd.
Bids showing opponent's major have special meanings
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: WEAK, with sound 6 card suit.
Bids at 3 level promise a sound suit, possibly 7 cards
Responses: Natural. Cue = F.
Unusual notrump: Only in 2nd position, = lower 2 suits
Responses nat. with cue = F.
Reopening: Intermediate jump in suit. 2NT = 19 - 22
Respond as for 2NT opener.
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels, 5/5. 2m = both M. 2M = other M + m.
Jump cue= strong one suiter. Specific responses.
Responses: Natural, except 2NT over 2M as for Lucas.
Reopening: As 2nd.
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: X = penalty. 2C = Majors. 2D= 6-card Maj.
2M = 5M/4m+, 2NT= m/m or strong x/x.
Reopening: As 2nd
Passed Hand: As above, except X = 4441 with singleton m.
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = takeout, 2NT/3NT natural. 2/3 level suits natural.
3 level cue (e.g. 2H-3H) = "Michaels" style.
2M or 3M- 4m = 6 card minor + 4 of other major
3C- 4D = good D/M two suiter. Multi style responses
3D- 4C = good C/M two suiter
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: Weak jumps; Simple bid = suit + suit above
X= C + H; INT= D + S. 1C-P-1D- similar (x= D + S). 2C sim.
OVER OPPONENTS' TAKE OUT DOUBLE
XX= 3-card support, 7+. 2NT= sound 4+ raise; Jump raise shaded. Jump fits. Otherwise as if no double.

LEADS AND SIGNALS		
OPENING LEADS AND SIGNALS		
Lead In Partners' suit		
Suit 4th highest 2nd from xxx(x..)	As elsewhere, but may lead small from xxx	
NT As for suit	As for suit	
Subseq 4th. High suggests switch	As above	
Other:		
LEADS		
Lead vs. Suit vs. NT		
Ace Asks for attitude signal	Asks for attitude signal	
King Asks for count	Asks for unblock or count	
Queen For attitude (KQ+ poss)	Asks for attitude	
Jack J10xx, KJ10x, or Jx	J10xx, KJ10x or AJ10x	
10 Usually H109x, or 10x	Usually H109x	
9 109x(x..) or 9x	109x(x..) or 9x	
8 4th or 2nd	4th or 2nd	
small x usually 4th, or Hxx	usually 4th, or Hxx	
SIGNALS IN ORDER OF PRIORITY		
Partner's Lead Declarer's Lead Discarding		
Suit: 1 ST Distributional*	Distributional*	1st disc = attitude
2 ND Att. if A or Q led	-	Distributional*
3 RD Suit pref if sw.	-	2nd card suit pref
NT: 1 ST Distributional*	Distributional*	1st disc = attitude
2 ND Count on king	-	Distributional*
3 RD Attitude A/Q/J	-	2nd card suit pref
NOTE- * Distributional signals REVERSED (hi-lo= ODD no.),		
- * Attitude signals REVERSED (lo = encouraging):		
DOUBLES		
TAKEOUT DOUBLES (Style, Responses, Reopening)		
Style: Can be light with good distribution. Emphasis on other M		
Can be 2 suited with lowest suit missing.		
Responses: Cue F to suit agreement. 2NT sometimes scramble		
Reopening: Same as 2nd		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
Negative double through 3S. Often has unbid suit "most cut out"		
Responsive X after takeout double and raise (or NT)		
Most low level doubles in competition are takeout		
Support doubles and redoubles		
Redouble of tox shows exactly THREE of partner's suit.		

WBF Convention Card
Category: Green
NBO (Country): Scotland
Event: International events 2008
Players: JACK PATERSON & BRIAN SHORT
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE:
NATURAL - All suit openings 4+ cards
2C = strong, nearly GF, 20+ if flat
2D = multi
2H = Lucas style, 5-10, 5H + 5 any other suit.
2S = Weak 2, 2 of top three honours, 5
All defensive signals REVERSED
1NT opening: 14-16 (will be "sound")
2 over 1 Response: Forcing to 2NT - except 1S-2D (=H), F1.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
"Multi" 2D opening. Weak 2H or 2S only.
"Lucas" 2H and weak 2S openings.
2D response to 1S shows HEARTS, F1, may be weak.
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE
2D response to 1S shows HEARTS, F1, may be weak.
Psychics: Very unusual



Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	-	4	3S	11+ hcp, NATURAL	Over 1 of a suit OPENINGS (but see 1S below) -	After ALL 1 of a suit OPENINGS -	ALL 1 suit OPENINGS -
1♦	-	4	3S	11+ hcp, NATURAL	1NT= 6-12; Limit raises; 2 bids F to 2NT; splinters	NT rebids 12-13;17-18. 2C/2D/3C =c.	new nf; jump fits;
1♥	-	4	3S	10+ hcp, NATURAL	2NT= 16+, flat; 3NT= value raise (F if M)	Reverse = F1; long suit game try.	mini-splinters over Maj.
1♠	-	4	3S	10+ hcp, NATURAL	but- 1S - 2D response = H (F1), 2H resp = D (F-2NT)	Special rebids over 1S-2D.	p-p-1H-p-2NT= S jmp/fit
1NT	-	-	-	Sound 14 - 16, flat. 5M/ 6m possible	2C= 5-card Stayman; 2 other= transfer; 3any= shows shortage, suit above. 4C= aces; 4D= 5H+5S, game.	1NT-2C-2M rebid = 5 cards, else 2D, then Puppet. Break m TRF to suit.	As unpassed
2♣	Yes	-	-	Strong, usually GF	Control responses. 2D= 0-1, 2H= 2 etc.	2C- 2D- 2H = Kokish. 2NT = 21-22.	"
2♦	Yes	-	3S	MULTI= 5-10, 6 M No strong options	2H= to play if weak 2H. 2S to play 2S or 3+H. 2NT= F, enquiry. 3m= invitational.	Opener shows feaure over 2NT.	"
2♥	Yes	5	-	5-10, 5H = 5+ any.	2S= p/c. 2NT asks strength & suit.		
2♠	Yes	6	-	5-10, 6S (2 top 3 hons)	2NT= asking.		
2NT	-	-	-	19-20 flat (5M/6m ?)	3C= 5 card Stayman; 3S tran. to 3NT. 3NT=5S+4H	After 2NT-3C-3D, puppet.	As unpassed
3♣	-	7(6)	-	Pre-emptive in C	Raises pre-emptive, new suit F1. 3D for singleton		"
3♦	-	7(6)	-	Pre-emptive in D	Raises pre-emptive, new suit F1. 4C for singleton		"
3♥	-	7	-	Pre-emptive in H	Raises pre-emptive, new suit F1. 4C for singleton		"
3♠	-	7	-	Pre-emptive in S	Raises pre-emptive, new suit F1. 4C for singleton		"
3NT	Yes	-	-	Solid minor. 4th Nat.	4C to play. 4D to play 4D or 5C. 4M to play.	Over 4D, opener shows sing with C.	"
4♣	-	8(7)	-	Pre-emptive in C	4D = kickback; 4M to play; 4NT= slam try		"
4♦	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = Kickback	Show control over 4NT	"
4♥	-	6+	-	To play	4S= to play. 4NT= Kickback		"
4♠	-	6+	-	To play	4NT= Kickback.		"
4NT	yes	-	-	Asking for specific aces	5C=none; 5other = ace. higher=2.	HIGH LEVEL BIDDING	
5♣	-	7	-	To play		<p>"KICKBACK" Roman Key Card Blackwood. 4 suit above trump 1 step = 0/3 aces, 2 steps= 1/4 aces (trump K= 5th ace). 3 steps = 2/5 aces. 4 steps = 2/5 aces + trump Queen Follow-ups ask for trump Q or Kings. Doubles beyond 3S mainly "action", showing values.</p>	
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			
5NT	-	-	-	-			