

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Wide ranging, can be quite weak. Change of suit is F1
New suit- single jumps=fit, double jumps=splinter, but 4H/4S are to play
Reopening jump bids are intermediate
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15/18, 4 <sup>th</sup> 11/14- responses same as 1N opening
Sandwich 16/19- new suit responses are natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, responses- 2N F1 enquiry, new suit F1
UNT shows 5/5 lowest 2 suits
Reopening: intermediate in suit, 2N 19/21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels 5/5, 2m=both M, 2M=other M+m, 2N F1 enquiry
Jump cue=strong one suiter, stopper ask
Reopening same as 2 <sup>nd</sup> seat
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
V weak penalty doubles, 2C=majors, 2D=6M,
2H/2S=5M 4+m, 2N GF 2 suiter
V strong same except double=5+m 4M, or very strong
PH same except double=5+m 4M
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=t.o, Michaels cuebids, and leaping Michaels, strong jump overcalls. 2N/3N natural, but 4N is t.o.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
V strong 1♣/2♣ double=majors, 1N/2N=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M (X) XX=7+ 2cd support, TRFs start at 1N, 2N good raise
1♥/1♠ (X) 3♦/3♥=7/9 4cd support, otherwise fit jumps, double jumps= splinters

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> from honour	same	
NT	4 <sup>th</sup> from honour	same	
Subseq	att	att	
Other: v suit we lead lowest from an odd number			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+, AKJ+	
King	KQ+	KQJ+, KQ109+, AKJ10+	
Queen	QJ+	QJ+, KQ+	
Jack	J+, J10+	J+, J10+	
10	KJ10+, 109+	AJ10+, KJ10+, 109+	
9	K109+, Q109+, 9x	A109+, K109+, Q109+, 98+	
Hi-X	Xx, XXxx, XXXxxx	Xx, XX(xxxx)	
Lo-X	xxX, xxxX, low from odd	4 <sup>th</sup> from honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	distributional	distributional	1 <sup>st</sup> discard=att
Suit 2	SP	SP	distributional
3	Att if A/Q/J	--	SP
1	distributional	distributional	1 <sup>st</sup> discard=att
NT 2	SP	SP	distributional
3	Att if A/Q/J	--	SP
Signals (including Trumps): Reverse att- low=encouraging			
Reverse distribution- high-low= odd Trump signals=SP			
Smith Peters v NT- high from receiver likes lead, high from leader for switch			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light with good distribution, equal level conversion ♣ to ♦			
2N is very often a scramble			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles through 4D. Most low level doubles are t.o.			
Non space game try doubles when we have agreed a suit			
Doubles of artificial bids show that suit			
Support doubles/redoubles below two of responder's suit			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Scotland</b>
<b>PLAYERS: John Matheson &amp; Iain Sime</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural, 5 card majors, 3+ card minors
2C strong, almost GF
2D/2H/2S natural weak, Acoll 2s in 4 <sup>th</sup> seat
1NT (14+) 15-17
2 over 1 usually GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT= 4H/4S opener wishing to transfer
Double of strong NT= 5+m 4M, or very strong
Raising 5 card majors
1♥-2♠=11/12 3cd support, 2N 4cd support GF
1♥-3♣=10/11 4cd support, 3♦/7/9 4cd support, 3♥/0/6 4cd supp.
1♥-3♠=9/11 any shortage, 3N asks
1♥-3N/4♣/4♦= shortage in ♠/♣/♦, 12-15, except 4♦=12-13
Similarly, in steps, for 1♠ opener eg 1♠- 2N=11/12 3cd support
1♠-3♣=4cd support GF etc
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have bid game showing constructive values.
When it is clear opponents are sacrificing
<b>IMPORTANT NOTES</b>
If partner shows a single suiter at 2 level, then 2N=F1 eg
1C 1S 2C 2N=F1 or (1H) 2D (P) 2N=F1
<b>PSYCHICS:Very unusual</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4D	10+ Natural, 3/3 mm open 1♣ 4/3 mm open 4 carder 4/4 mm optional, often 1♦	Often bid major before diamonds Inverted raises, strong jump shifts	1NT rebid=12/14, then 2♣ puppet to 2♦, 2♦ GFcheckback 2NT rebid=18/19, then 3♣ puppet to 3♦	Fit jumps
1♦		3	4D	10+, only 3cards if 4432	Same as 1C	Same as 1C	Fit jumps
1♥		5	4D	10+ Natural	1NT semi forcing, raises see front of card 2 over 1 GF, except some rebids of responder's minor		2D=Drury, 2S=any splinter 3S=any void
1♠		5	4D	10+ Natural	1NT semi forcing, raises see front of card		2N=any splinter, 3N any void
INT			4D	(14+) 15-17 5M,6m possible	Stayman, 4 suit TRFs, 3C 4+5+ms, 3D 5/5 Ms 3M=shortage, 4C Gerber, 4D/4H Texas	In competition TRFs start at 2NT	
2♣	Yes		4D	Strong, usually GF	Control showing responses	2♣ 2♦ 2♥=hearts, or 24+balanced 2♣ 2♦ 3M=4M5+♦	
2♦		(5)6		Weak two	2N shortage ask, range ask if no shortage held 3♣ range/feature ask		
2♥		(5)6		Weak two	As 2♦		
2♠		(5)6		Weak two	As 2♦		
2NT			4D	20/21 5M, 6m possible	Puppet Stayman, TRFs, 3S=4+5+ms, 4C Gerber 4D/4H Texas, 4S moderate raise to 4N	2N 3♣ 3♦ 3♥=4spades 2N 3♣ 3♦ 3♠=4hearts	
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT	Yes			4♥/4♠ opener wishing to TRF	4C=bid one below suit, 4D=singleton ask 4H/4S=P/C		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Kickback RKC 14/30/2without/2with/0/2+void/1/3+void	
5♥						After X, XX=14, P=30 DOPE	
5♠							

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