

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
NAT – 7+ HCP, 5+ card; new suit CONSTR, NF
CUE response = 3 –card limit raise or better
2NT= 4 –card limit raise over 1M/2M overcall
2NT= NAT. over 1♦/2m overcall
Fit Jumps; double jump = SPL
Jump Cue = Mixed Raise 6-9, 4-card support
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 HCP, System on
Re-opening = 11-14
By PH = 2-suiter
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK JUMP OVERCALLS
UNUSUAL 2NT; 5/5 IN THE LOWEST UNBID SUITS
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m)-2m = Ms, 55+; 2N response = INV+shape ask
1M)-2M = OM+m, 55+; 3/4/5♣ = P/C; 2N INV+ask
JUMP CUE asks for Stopper, normally running suit.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL=4♠+ Longer lower suit, Single suited ♠ or MM weaker spades
2♣=4♥+ Longer lower suit, Single suited ♥ or MM weaker hearts
2♦=♥+♠ – Exactly 4/4
2♥=♥+m; 2♣=♠+m – Minimum 5/4
2NT=♣+♦– 5/5.
3m=Single suited Minor.
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Over weak 2: DBL = T/o + LEB 2NT = 16-18, 3NT = STR
(2M) 4m = bid m +OM, 55+ STR; 4N = ms
Over 3x, 3NT = 16+
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = Ms, 44+
1NT = ms, 44+
Weak Jump Overcalls
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
System On
Redouble is 10+, implying no fit and interest in penalty
Transfers when our 1M opening is doubled.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and low	Same	
NT	4 <sup>th</sup> and 2 <sup>nd</sup>	Same	
Subseq	3 <sup>rd</sup> and low	Same	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A asks for ATT	A asks for ATT	
King	K asks for CT	K asks for CT/UB	
Queen	QJx(+) Asks for ATT	QJ10(+) KQ109 ATT/UB	
Jack	J10x(+) KJ10	J109x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+),	
9	9x, 109x(+)	9x, 109x(+)	
Hi-X	Sx xxS xxSx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxSx HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=EVEN	Hi=EVEN	Low = ENCRG
Suit 2	Low = ENCRG	SP	Hi=EVEN
3			
1	Hi=EVEN	Hi=Even	Low = ENCRG
NT 2	Low = ENCRG	SP	Hi=EVEN
3			
Signals (including Trumps):			
Occasional Suit Preference			
Suit preference in the trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shortage in suit(s) bid; opening values; or STR			
Bidding at lowest level is 0-8 HCP			
Single jump is 9-12 HCP			
Double Jump 13+ HCP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
LIGHTNER DOUBLE			
SCRAMBLING 2NT IN COMPETITIVE SITUATIONS.			
LEBENSOHL IN SOME COMPETITIVE SEQUENCES			
ROSENKRANZ REDOUBLE			
MANY P/C T/oX over INT. or 2-level openings.			
BAD 2NT IN COMPETITIVE AUCTIONS			

W B F CONVENTION CARD
<b>CATEGORY:</b> GREEN
<b>NCBO:</b> SCOTLAND
<b>PLAYERS:</b> Ronan VALENTINE and Liam O'BRIEN (SBU16174 & SBU16173)
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5-card majors, 1♣=2+
2/1 GF
Transfer responses over 1♣
14+ - 17 1NT (small singletons possible)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
MULTI 2D (WEAK 2M)
WEAK 2M+MINOR (5-10HCP, 5M, 4+m)
1M (1NT) 2♣=5OM, 2+M, 2♦=SOUND RAISE
TRANSFER RESPONSES TO 1♣ OPENING
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT – (X) – PASS FORCES REDOUBLE (T/P OR RESCUE)
<b>IMPORTANT NOTES</b>
When our opponents double over our 1M overcall, we play transfers
Defence to MINI NT is cappaletti
<b>PSYCHICS:</b> Frequent in 3 <sup>rd</sup> seat, rare otherwise

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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	2	3♣	a) 11-14 balanced b) NAT with ♣s c) 18-19 balanced Bal. hands can include 5♦	1♦=4+♥s, 1♥=4+♠s, 1♠=transfer to 1NT, could be GF Diamonds, 1NT=Invite to 3NT 2♣=Inverted 11+ F1, 3♣=8-10, 5+♣ 3♦= NAT INV, 2♦/♥/♠=WJS, 3-8 HCP, 2NT=4-7, 5+♣	Completing TRF = 11-14 BAL, max 3 card support. 2-way Checkback. (2♣=INV; 2♦=GF) 1N rebid = 17+-19 w 2-way Checkback 1♣ – 1♦ – 1♥– 2NT=6+♠s, 3♥s 15+ HCP 1♣-1♦-1♥-1♠/NT=NF.	System on over 1♦ overcall, X-♥s,system on from 1♥. Over 1♥ overcall, X is ♠, system on from 1♠
1♦		4 (5)	3♣	10+ HCP , unbalanced 5 ♦s unless 4441 or 1444.	1M=4+, 1NT=5-9 NF, 2♣=4+, GF 2♦=Inverted raise+, F 2NT. 2M=WJS, 3-8 HCPs, 3♣= NAT INV 2NT=4-7, weakest raise, 3NT=NAT, 13-15.	1♦-1M-1NT= (14)44 singleton in bid major 1♦-1M-2NT=6+♦, 3 card support 15+ HCP. Stopper Showing after an Inverted raise	
1♥		5	3♣	10+ HCP	2NT = GF, 3+card support, Over 1♥/1S, 3♣=10/12, 3/4 support, 3♦= 6-9, 4 support, 3/4M= Pre-emptive Over 1♥, 3♣= miniSPL any suit 3NT = ♠SPL Over 1♠ 3NT = miniSPL, any suit	Over 2N 3M = non-minimum, 3X shortage, 4M = minimum, 4New = 2-suiter, 55+	Fit Jumps, Mini Splinters Reverse Drury
1♠		5	3♣	10+ HCP			Fit Jumps, Mini Splinters Reverse Drury
INT				14+ - 17 HCP  5M, 6m, (4441) possible Small singletons possible	4 card STAY, 3♠=5 card PUP STAY. Red suit TRF, 2♠=minor suit sign-off or GF ♣ Texas Transfers, 3♦- Single suit, slam try 3♥- 31(54), 3♠- 13(54); Smolen	2♦=No 4/5M, 2♥=4♥, may have 4♠, 2♠=4♠ 1NT-2♣-2♦-2♥=4/4 majors, NF 1NT-2♣-2♦-2♠=5/4 majors NF 1NT-2♣-2M-3OM=Slam try, 4+ card support	Lebensohl (FASS)  Texas Transfers on in comp.
2♣	Yes	0		22+ HCP or STR UNBAL	2♦=RELAY; 2M /3m/2N = <i>Natural, positive</i>	2♣ – 2♦ – 2♥ = 24+BAL or NAT	
2♦	Yes	0		Weak Two in a Major	2♥/♠ P/C, 3m NAT, NF; 4♣ Asks for TRF to M, 4♦ = bid your major. 2NT relay, INV+	Over 2NT: 3♣=Any Maximum, 3♦=min, hearts, 3♥=min with spade	Transfers over double of our Multi
2♥	Yes	5		5-10 HCP; 5♥, 4+ m	2NT relay asks for minor INV+. Raises PRE 3♦ Invites game in Major, 3♠ P/C Over 2♥ 2♠ NF; over 2♠ 3♥ = NF	2M – 2NT - 3NT 4/4 m, 4m= NAT 6+cards 3♣ Min w ♣s, 3♦ Min w ♦s, 3♥ = Max w ♣s; 3♠ Max w ♦s	
2♠	Yes	5		5-10 HCP; 5♠, 4+ m Always 5/5 at Unfavourable			
2NT				20-21 HCP, balanced	3♣=5 card PUP STAY 3♦/♥=TRF 3♠= <i>Transfer to 4m, no slam interest</i> 4♣= <i>Gerber</i> 4♦= 6+♥ 4♥=6+♠	3♦=At least one 4CM, 3♥/♠=5 card suit 3NT=No 4 or 5M	
3♣		6 (7)		PRE	3♦= Slam try, 3M =F1, game bids nat, 4NT RKC		
3♦		6 (7)		PRE	4♠ = Slam try, 3M =F1, game bids nat, 4NT RKC		
3♥		(6) 7		PRE	4♣= Slam try, 3♠ =F1, game bids nat, 4NT RKC	With 3+ card support, raise to game in major.	
3♠		(6) 7		PRE	4♠ = Slam try, game bids natural, 4NT RKC	With 3+ card support, raise to game in spades	
3NT				Gambling			
4m		8		PRE			
4M		7		PRE			
4NT				Specific A ask		<b>HIGH LEVEL BIDDING</b>	
5m		8		PRE		KICKBACK AND BLACKWOOD (0314) – SPECIFIC KINGS TO KING ASK; EXCLUSION 3014	
5M				Bid 6M with TR A/K		NON-SERIOUS 3NT	
						CUE BID 1 <sup>st</sup> AND 2 <sup>nd</sup> ROUND CONTROLS EQUALLY	
						SPLINTERS	