

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level wide ranging 12-16 usually 5(+) card suit
2 level good hand usually 6(+) cards especially in minor
UNT = two lowest suits
Cue bid = both majors or other Major/minor
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd – 15/18 System On
4 th - 16/19 System on
Reopening 10-13
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6 card suit – aggressive - upper range Vul: raises are
Preemptive: New suit F1: Cue values and support
Reopen: strongish good suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Immediate Jump Cue asks for stop for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
X = penalty orientated: good hand + source of tricks
2C = both majors > 2D = equal length
2D = single major > 2H = pass or correct 2S = to play
2H/S = 5/4 M/m
After we X – 2 nd X by our side = take out 3 rd X = Penalty
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Take out: Bids Natural and aggressive: Jumps invit +
X After P X's opps weak 2 2NT = Lebensohl, other bids show values
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1C 16+: X = Clubs 1D/H/S natural 1NT/2C/2D 2 suited
Colour/Rank/Shape
1C > 2: X = 12/15 Balanced. 1 Level suits and 2C are Natural: 2D
Michaels - majors
OVER OPPONENTS' TAKEOUT DOUBLE
New suit nat F1: XX = good hand 10+:
Inverted Minors Off

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq			
Other: Low implies an Honour			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Attitude	Unblock or attitude	
King	Asks for Count KQ or AK	Standard Count	
Queen	Asks for Attitude KQ or QJ	Asks for Attitude KQ or QJ	
Jack	Denies the Q, may have higher Card	Denies the Q, may have higher Card	
10	109x, Shortage, Higher Hon	109x, Shortage, Higher Hon	
9	9x or 9	9x or 9	
Hi-X	Doubleton or Mud	Doubleton or Mud	
Lo-X	Implies Honour or singleton	Implies Honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Reverse Attitude	Reverse Attitude
Suit 2	Current count	Current Count	Current count
	Suit Preference	Suit Preference	Suit Preference
1	Reverse Attitude	Reverse Attitude	Reverse Attitude
NT 2	Current Count	Current Count	Current Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps): Suit Preference where appropriate			
Hi Low = Odd in Trumps Low High = Even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X shows tolerance for other suits or a strong hand: usually has 4 of other			
major: Jump shift response to X = 8/10 NF : Cue = good hand F1: 2NT =			
Natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X thru 4D Responsive X thru 4D			
Competitive X = game try Lightener X = lead directing			
X of Cue of own suit discourages lead – X cue of P's suit = Kx or better			
Support X and XX over interference thru 2S			

W B F CONVENTION CARD
CATEGORY: Green:
NCBO: Scotland
PLAYERS: JOHN DICK (3939)
STUART McCREADIE (1436)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14/16NT with 4 Card Majors
All 2 level openers are artificial
Inverted Minor Raises in uncontested auctions
Weak Jump Overcalls
2NT = 19/20
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D = 2 Way Multi
2H = 5/4 Hearts and a minor
2S = 5/4 Spades and a minor
2C = all strong hand types not in 2NT or 2D
2NT Response is Baron Style
After 1NT is X'd 2nd X is Take out 3 rd X is penalty
Minor suit stayman over 2NT openers
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
See Supplementary Notes
PSYCHICS: Very Rare

