


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
Style: Aggressive NV; aggressive 1 level, sound 2 level VUL; good 4 card suit at 1 level;
Responses: natural;
Reopening: aggressive;
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
2 <sup>nd</sup> position: 15-17;
Responses: as over 1NT opening;
4 <sup>th</sup> position: (live): 11-14 No Stop guarantee; (reopen): 10-12;
Responses: natural;
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
Style: intermediate NV/VUL;
Responses: new suit F1;
Unusual notrump: 2 <sup>nd</sup> position: Unusual – near GF;
4 <sup>th</sup> position: 18-20; as over 2NT opening
Reopening: Unusual
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
Style: Over 1M: strong Michaels; over 1m: Michaels near GF; jump cue asks for stopper;
Responses: Michaels: natural; jump cue: 3NT with stopper;
Reopening: two suiter 5+/5+
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
Strong NT: X = 5+m + 4M (10-14); Weak NT: X = penalty; otherwise 9+ cards in 2 suits: 2♣ = ♥ + ♠; 2♦ = ♥ or ♠; 2♥ = ♥ + m; 2♠ = ♠ + m; 2NT response = suit and/or range enquiry;
2NT = ♣ + ♦ (10+ cards); above applies in 2 <sup>nd</sup> and 4 <sup>th</sup> position;
Reopening: : as above except X always 5+m + 4 M;
Passed Hand: as above except X always 5+m + 4 M;
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
X = takeout up to 4♣; Cue-bid: as above; Leaping Michaels over weak 2s; over 2♦ (multi): 2♥/2♠ = takeout of other major and may be 4 cards; NT bids are natural;
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs strong 1♣: X = M; 1NT = m; 2♣ = natural overcall; also over 1♣ P 1♦: 2♦ = natural overcall;
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
New suit = forcing; Jumps = pre-emptive; 1NT = 7-9 balanced; XX = 9+; 2NT = sound raise to 3+M; Raises = pre-emptive;

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partner's suit	
Suit	4 <sup>th</sup> ; 2 <sup>nd</sup> if weak suit;	Lowest if odd number;	
NT	As above	4 <sup>th</sup> ; 2 <sup>nd</sup> if weak suit;	
Subseq	As above	4 <sup>th</sup> ;	
Other:			
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AKx(x); Ax; AKJT(x);	AKx; Ax; AKJT(x);	
King	AK; KQ(x); KQJ9(x);	KQ; KQJ(x); KQT9(x);	
Queen	AKQ(x); QJ; QJT(x);	QJ; AQJ(x); QJT(x);	
Jack	JT; JTx; KJT(x);	JT; JTx; A/KJT(x);	
10	T9x; KT9(x); QT9(x);	T9x; HT9(x);	
9	9x;	9x;	
Hi-X	Sx;xSx; Hx(x)S(x);xSxx;	Sx;xSx; Hx(x)S(x);xSxx;	
Lo-X as for Hi-X;			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>st</sup>	Hi-Lo = Odd	Hi-Lo = Odd	Hi-Lo = Odd
2 <sup>nd</sup>	Hi = Encourage	Hi = Encourage	Hi = Encourage
3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference
NT: 1 <sup>st</sup>	Hi-Lo = Odd	Hi-Lo = Odd	Hi-Lo = Odd
2 <sup>nd</sup>	Hi = Encourage	Hi = Encourage	Hi = Encourage
3 <sup>rd</sup>	Suit preference	Suit preference	Suit preference
In Trumps; Hi-Lo = Odd;			
Lavinthal:			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: may be light with classic shape;			
Responses: natural responses;			
Reopening: as above;			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double to 4♥; 1♣/1♦ - (1♠) - X suggests 4♥ and 8+;			
Responsive double to 3♠; competitive double; Lightner double;			

WBF Convention Card	
Category: <span style="background-color: #008000; color: white; padding: 2px;">GREEN</span>	
NBO (Country): <b>SCOTLAND</b>	
Event:	
Players: <b>Roy BENNETT SCO1454</b> <b>David LIGGAT SCO1760</b>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
ACOL based system: 4 card majors;	
Open light if unbalanced (5431);	
Pre-empts: loose NV; sound Vul;	
Specialised 2♣/2♦ openings; natural weak 2♥/2♠ openings;	
Frequent non-penalty doubles;	
1NT opening: 12-14;	
2 over 1 Response: forcing 1 round (not passed hand);	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
Gambling 3NT	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Psychics: Very infrequent;	

Opening	Arti- ficial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		4	4♥	10-20;	Up the line; 1NT = 8-10; 2NT = GF - no 4+M;	1NT = 15-17; 2NT = 18-19; Checkback;	New suit = NF; Jump shift = fit;
1♦		4	4♥	10-20;	Up the line; 1NT = 5-8; 2NT = GF - no 4+M;	As above; after 2 level response: 2NT = 15-19;	New suit = NF; Jump shift = fit;
1♥		4	4♦	10-20; may be 4♥ + 4♠;	Up the line; 1NT = 5-8; 2NT = 4 card value raise with no singleton or void; 3NT = 4 card support and 3A or 2A + TK or 2A + void; 3♠, 4♣, 4♦ = splinter;	As above; after 2 level response: 2NT = 15-19; after 3NT: 4♣ = ask; 4♥ = 2A = TK; 4NT = 3A; suit = void;	New suit = NF; Jump shift = fit;
1♠		4	4♥	10-20;	As 1♥; except 4♣, 4♦, 4♥ = splinter;	As above; after 2 level response: 2NT = 15-19;	New suit = NF; Jump shift = fit;
1NT				12-14 balanced; 5M or 6m OK;	NF Stayman (non-promissory); 4 suit transfers: 2♠ → 3♣; 2NT → 3♦; 3♣ = 5+♣/4+♦ FG; 3♦ = 5+♦/4+♣ FG; 3♥/3♠ = limit 6 cards to AK,AQ,KQ; 4♣ = Gerber; 4NT = NF; 5NT = Baron;	Transfer break: M = Hxxx; m = HHx or Hxxx;	Same as for UPH except 3m = 6 cards to AK,AQ, KQ;
2♣	Yes	0	4♥	Strong single suiter or 23-24 balanced;	2♦ = neutral; 2♥ thro' 3♦ = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = 10+ < 3 controls; 3NT = solid suit;	Suit = 8/9 playing tricks; 2NT = 23-24: responses as 2NT opener;	As for UPH
2♦	Yes	0	4♥	GF 1/2/3 suiter or 25+ balanced;	2♥ = 7+ HCP, 2+ controls; 2♠ = 0-6; 3♣ through 3♠ = 5+ cards to A or K, 7+HCP; 2NT 7+ < 3 controls; 3NT = solid suit;	Suit = natural GF; 2NT = 25+: responses as 2NT;	As for UPH
2♥		5	3♠	Weak: 5-9; 6 cards (1 <sup>st</sup> /2 <sup>nd</sup> )	2NT = range enquiry; 3♥, 4♥ = pre-empt or to make;	3♣ = min; 3♦ = non-min/poor suit; 3♥ = non-min/good suit; 3♠ = max/good suit; 3NT = AKQxxx;	As for UPH
2♠		5	3♥	As 2♥;	As 2♥;	As 2♥;	As for UPH
2NT				20-22 balanced; 5M or 6m OK;	Stayman; transfers; 3NT = 5♠/4♥ NF; 4♦ = 5♠/5♥; 4♣/4NT/5NT as 1NT;	Stayman responses: 3NT = 4♥/4♠; 3♠ = 5♠; 3♥ = 4/5♥; 3♦ = other; transfer break: HHx/Hxxx;	As for UPH
3♣		6		Pre-empt: loose NV; sound VUL;	Raise = pre-empt or to make; new suit = F1;	Raise or splinter = Hxx; otherwise rebid suit;	As for UPH
3♦		6		As 3♣;	As above;	As above;	As for UPH
3♥		6		As 3♣;	As above;	As above;	As for UPH
3♠		6		As 3♣;	As above;	As above;	As for UPH
3NT	Yes	7		Solid minor: 1 <sup>st</sup> /2 <sup>nd</sup> no outside A or K; 3 <sup>rd</sup> may, 4 <sup>th</sup> will have outside values;	4♣/5♣/6♣ = P/C; 4♦ = singleton ask with 5NT repeat ask for void; 4♥/4♠ = to play;	4♦: 4♥/4♠ = singleton or void; 4NT = singleton or void in other minor; 5♣/5♦ = no singleton or void;	As for UPH
4♣		8		Pre-empt: sound NV/ VUL;	Raise = pre-empt or to make;		
4♦		8		As 4♣;	As above;		
4♥		7		As 4♣;	New suit = F1;		
4♠		7		As 4♣;	As above;		
4NT	Yes			Ace asking;	See HLB;	<b>HIGH LEVEL BIDDING</b>	
5♣		8		Pre-empt: sound NV/ VUL;	As above;	4NT opening: 5♣ = no Ace; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2 A; 6♣ = ♣A; Cue 1 <sup>st</sup> round before 2 <sup>nd</sup> round; RKCB - Kickback: 1 <sup>st</sup> step = 0 or 3; 2 <sup>nd</sup> step = 1 or 4; 3 <sup>rd</sup> step = 2 no TQ; 4 <sup>th</sup> = 2 with TQ; DOPI; GSF; Lightner Double;	
5♦		8	As 5♣;	As above;			
5♥			Solid suit lacking AK with no losers outside;	Raise per trump holding			
5♠			As for 5♥;	As above;			
5NT							

