

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural. Good 4 card suit possible at 1 level
If Major overcalled then cue bid = good 3 card raise and 2NT = good 4 card raise.
If minor overcalled then cue bid = good raise and 2NT = nat, inv.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 – system on
11-15 in 4 th seat – system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak. 2NT unusual
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels
Jump Cue = running suit
VS. NT (vs. Strong/Weak; Reopening; PH)
(vs. Strong/Reopening; PH) Dbl = 5+ minor, 4+ Major, 2C = ♥+♠, 2D = ♥ or ♠, 2H/S = Major + minor
(vs. Weak) Dbl = penalties. Others as above.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out double, leaping and non-leaping Michaels, others natural;
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X of the opening or a negative/waiting response = Majors
2NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
Redbl of a D/H/S = 10+ points, at most 3 card support; of C = 4+ support, 8+ points.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2 nd	4 th & 2 nd	
NT	4 th & 2 nd	4 th & 2 nd	
Subseq	4 th & 2 nd	4 th & 2 nd	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Rev Attitude	Asks for Rev Attitude	
King	Asks for normal count	Asks for normal count	
Queen	Asks for Rev Attitude	Asks for Rev Attitude	
Jack	Jx, J10, KJ10,	J10, KJ10, AJ10, Jxx	
10	10x, K109, Q109	10x, A109, K109, Q109	
9	9x, 109x	9x, 109x	
Hi-X	Top of doubleton	Top of doubleton	
Lo-X	4 th & 2 nd	4 th & 2 nd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att (AQ or partner trying to set up length tricks)	Normal Count	Rev Att
Suit 2	Suit Preference	Suit Preference	Suit Preference
3	Normal Count		Normal Count
1	Rev Att	Normal Count	Rev Att
NT 2	Suit Preference	Suit Preference	Suit Preference
3	Normal Count		Normal count
Signals: In NT, Smith Peter by both to discourage where attitude has not already been established			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative, Support (up to 2 of our Major), Responsive			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Scotland
PLAYERS: Alex Adamson & Mike McGinley
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT
5 Card Majors
Club can be a doubleton – transfer responses
2 Over 1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = Weak 2 in ♥ or ♠
2♥ = Weak with ♥ and ♠ (at least 5-4 either way round)
2♠ = Weak with both 5+ ♠ and 4+ minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Over short club opening 2♠ = natural, 2♦ = Michaels, 3♠ = weak
PSYCHICS:

OPENING	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NEG DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	2	4H	Natural, 12-14 balanced or 18-19 balanced	1D to 2C = transfers; 2D/H/S = transfer, 6-9 pts or 16+; 2NT = 5-5 C+D, weak; 3C = 9-11, 6+; 3D/H/S = Pre-empt	Complete transfer with weak NT	
1♦		4	4H	10-20	2D = Inverted raise, 2H = 4+ H, 5+ S, 8-10, 2S = fit (5-9); Double jump = splinter	1D-1M-1NT = 18-19 bal; 1D-1M-2NT = 15+, 6+ D, 3M; 1D-2D-3D = minimum	New suit NF
1♥		5 (4)	4D	10-20 Can be a good 4 card suit opposite a passed hand.	2 over 1 GF; 2M = 5-9, 3 crd support; Jump OM = 10-12, 3 crd support; 2NT = Jacoby; 3C/D = 4+ crd support, 7-9/10-12; 3M = pre-emptive; 3M+1 = 10-12, 4 card support and shortage	Gazzili	2C = Drury New suit NF
1♠		5 (4)	4H				
INT			3S	15-17 balanced	Stayman with extra answers; 4 suit Transfers; 3C/D = C+D INV/GF; 3H/S = 5-5 H+S INV/GF; 4D/H = transfer; 4C/S = ♣/♦ slam try.	Smolen	
2♣	Yes	0		GF unbalanced or 22+ balanced	2D = negative or waiting. 2H/S/3C/D positive.	2C-2D-2NT = 22-23 bal 2C-2D-3H/S = 5+ D, 4 H/S Kokish 2C-2D-2H-2S-2NT = 24+ bal	
2♦	Yes	0		Weak 2 in H or S	2H/S/3H = pass or correct; 2NT = enquiry; new suit natural and forcing; 3S = natural and invitational.	Over 2NT: 3C = max, 3D/H = min H/S	
2♥		4		Weak, 5-5 or 5-4 in the Majors, either way round.	2NT enquiry; new suit natural and forcing.	Over 2NT: 3C = min, unequal, 3D = min, equal, 3H/S = max, unequal, 3NT = max, equal.	New suit NF
2♠		5		Weak. 5 Spades, 4+ minor	2NT enquiry; 3C/4C = pass or correct; 3D/H = nat, fl; 4NT = bid your minor.	Over 2NT: 3CD = C/D and min, 3H/S = C/D and max	New suit NF
2NT			3S	20-21 balanced	3C = 4 card Stayman; 3D/H = transfer; 3S = minor suit Stayman; 3NT = to play; 4D/H = transfer; , 4C/S = ♣/♦ slam try.	Smolen	
3♣♦♥♠		6		Pre-empt	New suit forcing by an unpassed hand; 4C is E-RKC (4D after 3C).		New suit NF
3NT	Yes			Strong pre-empt in H or S, 8-10 playing tricks	4C = bid suit below own suit; 4D = bid own suit; 4H/S = Pass or correct; 4NT = RKC in Spades		
4♣♦♥♠		7		Pre-empt			
4NT				Specific Ace ask.	4NT-5N = Ace of Clubs, 4NT-6C = 2 aces.	HIGH LEVEL BIDDING	
						RKCB 1430, XRKCB, Splinters, frequent use of kickback KCB, Economy RKC (E-RKC) after we have pre-empted.	
5♣♦♥♠				Pre-empt			