

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level=4+ cards; 2-level=5+ cards; Aggressive style
Wide range (can be light)
NEW SUIT=F1; CUE=SUPPORT
JUMP RAISE=PRE; FIT JUMPS
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live: 15-18- HCP; SYSTEM ON
Reopening: 11-14 HCP; SYSTEM ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: WEAK
2-suiter: Unusual NT shows 5+/5+ in lowest two unbid suits (any strength NV, INT+ VUL)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE BIDS (5+/5+, ANY NV, INT+ VUL)
JUMP CUE ASKS FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
DOUBLE=PENALTY
2♠=4+♥, 4+♠, then 2♦ asks for better major
2♦/2♥/2♠=NAT
2NT=TWO-SUITER, FG
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = TAKEOUT (then LEBENSOHL - FASS)
(WK2)-2NT=15-18 (SYSTEM ON)
WK2X: 4m= LEAPING MICHAELS
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS, 1NT=MINORS
OVER OPPONENTS' TAKEOUT DOUBLE
RAISES PRE; JUMP FITS; 2NT=GOOD RAISE OR BETTER
RDBL=10+ (forcing to 2 of opener's suit or penalty)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd/4th	Same except	
NT	2nd/4th	Same	
Subseq	Attitude	Same	
Other: 2nd from three or more small			
In partner's suit, we lead low from xxx if we have not supported, else top.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace asks for rev att	Ace asks for rev att	
King	King asks for count	King asks for count	
Queen	QJx(+)	QJx(+)	
Jack	J10x(+) KJ10	J10x(+) KJ10	
10	10x (K/Q)109(+)	10x (K/Q)109(+)	
9	9x 109x(+)	9x 109x(+)	
Hi-X	Sx xSx xSxx(+)	Sx xSx xSxx(+)	
Lo-X	HxS HxxS HxxxS	HxS HxxS HxxSx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
Suit 2	Hi/Lo=EVEN	S/P	S/P
3			
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps): Upside down attitude, standard count			
Suit preference in trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize majors, minors unclear			
CUE-BID=F to Suit Agreement			
May be light (9+) with classic shape; offshape OK at higher levels			
Doubles generally take out, passed more often at higher levels			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
SUPPORT DBL/RDBL THRU 2M - does not apply to 1♣-(P)-1♦-(X/1M)			
1NT (X=PEN) XX=PENALTY			
XX BY 1NT OPENER SHOWS 5+ SUIT AND SUGGESTS RESCUE			

W B F CONVENTION CARD	
CATEGORY:	GREEN
NCBO:	SCOTLAND
PLAYERS:	ALL OTHER PARTNERHSIPS
SYSTEM SUMMARY	
5CM, 15-17NT, Better Minor	
NAT weak 2♦/2♥/2♠	
2/1 F1	
WJS; 1X - 3Y (single jump) = 6+Y, 9-11 HCP	
1NT OPENING: 15-17	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
WE DO NOT PASS WHEN UNCLEAR	
PSYCHICS: THIRD HAND OPENERS CAN BE LIGHT	

OPEN ING	AR T	Min No	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	3	4♣	10+ HCP	1 SUIT NAT, 5+ HCP, 1NT=5-10 HCP; 2♣=5+♣, F1; 2♦/2♥/2♠ weak; 2NT=11-12 BAL; 3♣=5+♣, 0-9; 3♦/3♥/3♠=SPL	1♣-1X-1NT: 2♣ PUP to 2♦, T/P or INV 2♦ FG CB, 3♣ to play 3♣ CB AFTER 2NT REBID	FIT JUMPS
1♦		3	4♣	10+ HCP	1M NAT,, 5+ HCP, 2♣=4+♣, F1; 2♦=5+♦, F1 2M=WK; 2NT=11-12 NF; 3♣=6♣, 9-11; 3♦=PRE	1♦-1M-1NT: 2♣ PUP to 2♦, T/P or INV 2♦ FG CB, 3♣ CB AFTER 2NT REBID	
1♥		5	4♣	10+ HCP	1NT=5-10, NF, 2♣=4+♣, F1, 2♦=4+♦, F1 2♥=SIMPLE RAISE; 2♠=WK; 2NT=4+♥, GF, 3m=6m, 9-11; 3♥=LIMIT RAISE	3M=NON-MINIMUM, 3X=SHORTAGE 4M=MINIMUM, 4X - NAT	
1♠		5	4♥	10+ HCP	1NT=5-10, NF, 2♣=4+♣, F1, 2♦=4+♦, F1 2♥=5+♥, F1; 2♠=SIMPLE RAISE, 2NT=4+♠, GF, 3X=6X, 9-11; 3♠=LIMIT RAISE	3M=NON-MINIMUM, 3X=SHORTAGE 4M=MINIMUM, 4X - NAT	
INT				15-17 HCP can include 5M/6m/SPL	2♣=STAYMAN, 2♦/2♥=TRF, 2♠=♣ 2NT= ♦; 3♠= PUPPET 3♦=55mm, FG; 3♥=1444, FG; 3♠=4144, FG 4♣=GERBER, 4♦=♥, 4♥=♠	1NT-2♣-2♦-2M=T/P, 3m=5m, FG 1NT-2♣-2♦-3M=4M, 5OM, FG	LEBENSÖHL (FASS) 1NT-(PEN X)-2X=NAT, XX=T/P 1NT-(2X/3X)-DBL=T/O
2♣	Yes			23+ BAL OR ANY FG HAND	2♦=RELAY; 2♥/2♠/3♣/3♦ 5+, 2/3 top honours 2NT=7-11 BAL (SYSTEM ON)		2♣-(Bid)-double weaker than pass
2♦		5		4-9 HCP; Weak	2M CONSTRUCTIVE, NF; 3♣/3M NAT, FG 2NT RELAY	3♦=MIN, OTHERS FEATURE	
2♥		5		4-9 HCP; Weak	2♣ CONSTRUCTIVE, NF; 3m NAT, FG 2NT RELAY	3♥=MIN, OTHERS FEATURE	
2♠		5		4-9 HCP; Weak	3X NAT, FG 2NT RELAY	(3♠=MIN, OTHERS FEATURE)	
2NT				20-22 HCP, 5M/6m possible OFFSHAPE OK	3♣=PUPPET, 3♦/3♥=TRF, 3♠=MSS 4♣=GERBER, 4♦=♥, 4♥=♠		2NT-(3X)-DBL=T/O
3♣		6		Pre-emptive	3X F1; 3NT=T/P, 4NT=KEYCARD		DBL=PEN
3♦		6		Pre-emptive	3M F1; 3NT=T/P; 4NT=KEYCARD		
3♥		6		Pre-emptive	3♠ F1; 3NT=T/P; 4NT=KEYCARD		
3♠		6		Pre-emptive	3NT=T/P; 4NT=KEYCARD		
3NT	Yes			Solid minor, no outside A/K	4♣=P/C; 4♦=SHORTAGE ASK	3NT-4♦-4M=SPL, 4NT=22(27),5m=om SPL	
4♣		7 (6)		Pre-emptive			
4♦		7 (6)		Pre-emptive			
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			
4NT	Yes			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♠=ACE, 5NT=2 ACES		
5♣		7		Pre-emptive		HIGH LEVEL BIDDING	
5♦		7		Pre-emptive		ROMAN KEYCARD BLACKWOOD (3014)	
5♥		7		Pre-emptive		SPECIFIC KINGS IN RESPONSE TO KING ASK	
5♠		7		Pre-emptive		CUE BID FIRST AND SECOND ROUND CONTROLS EQUALLY	