


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Wide ranging. Can be quite weak at 1-level.
Responses: Raises natural, shaded. New= enc. but F at 3-level. Otherwise cue starts forcing sequence. Jump fits.
Reopening: Nat, but limited as intermediate jump available Responses as over 2nd
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15-18
Responses: n As over opening 1NT
4th position: 11-16. Sandwich = 18-20
Responses: 2C asks range/Ms, else as over 1NT opening.
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: WEAK, usually with 6 card suit. Bids at 3 level promise a sound suit, possibly 7 cards
Responses: Natural. Cue = F.
Unusual notrump: Only on 2nd position, = lower 2 suits Responses nat. with cue = F.
Reopening: Intermediate in suit. 2NT = 19-21 Respond as for 2NT opener.
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels, 5/5(4). 2m = both M. 2M = other M + m. Jump cue= strong one suiter. Specific responses.
Responses: over 2M, 3C = p/c, 2NT asking.
Reopening: As 2nd.
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: "Multi-Landy". 2D= a Major, 2M= 5M+4m 2C= M/M, 2NT = m/m or strong. X= pen.
Reopening: As 2nd
Passed Hand: As unpassed but x= m/m or M/M & 2m= 5m/4M
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = takeout, 2NT/3NT natural. 2/3 level suits natural. 3 level cue (e.g. 2H-3H) = "Michaels" style. 3M-4m = 6 card minor + 4 of other major
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣: dble. = H, 1D= S ; 1H/1S/1NT = 2 suits, CRO Weak jumps. After 1C- 1D, as above, all bids one higher.
OVER OPPONENTS' TAKE OUT DOUBLE
XX= 9+, fewer than 3 of opener's M.. TRFs after 1M - x- ? Otherwise as no double.

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	4th or 2nd from poor suits	Same	
NT	4th, 2nd from poor suits	Same	
Subseq	Same or attitude later.	Same, or attitude later	
Other:			
L E A D S			
	Lead	vs. Suit	vs. NT
Ace	Asks for attitude signal	Asks for attitude signal	
King	Asks for count	Asks for unblock or count	
Queen	For attitude	For attitude (KQ+ poss)	
Jack	J10x(x..), or HJ10x.	as suit	
10	H109x(x..) or 10x.	as suit	
9	109x(x..) or 9x	as suit	
8	2nd or shortage	as suit	
small x	usually 4th	usually 4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	Distributional	Distributional	1st disc = attitude
2 ND	Suit pref if req.	Suit Pref.	Distributional
3 RD	(Att. if A/Q/J)	-	2nd card suit pref
NT: 1 ST	Distributional	Distributional	1st disc = attitude
2 ND	Suit pref if req.	Suit Pref.	Distributional
3 RD	(Att. if A/Q/J)	-	2nd card suit pref
NOTE- * Distributional signals REVERSED (hi-lo= ODD no.), * Attitude signals REVERSED (lo = ENCOURAGING):			
SMITH PETERS- peter from either ptr. shows good lead.			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: Can be light with good distribution. Emphasis on other M Can be 2 suited with equal level correction of C to D			
Responses: Cue F to suit agreement. 2NT sometimes scramble			
Reopening: Same as 2nd			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double through 3S.			
Responsive X after takeout double and raise (or NT)			
Most low level doubles in competition are takeout			
Double penalty if pass = F.			
Support doubles and redoubles.			

WBF Convention Card	
	
Category: Green	
NBO (Country): SCOTLAND	
Event: ALL	
Players: BRIAN SHORT & DAVID WALKER	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
NATURAL - 5-card Majors, 3+ card minors. Open 1C if 3/3.	
2C = strong, GF except 1C- 2H- 2NT.	
2D /2H /2S = WEAK	
Signals -REVERSE distribution and attitude	
1NT opening: (14) 15-17	
2 over 1 Response: GF - except 1M - 2C (multiple meanings)	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings: WEAK Twos in D, H & S.	
Bergen style Major raises Transfers after 1M is doubled.	
1H- 2C = 2-way. Normal 2-over-1 GF, OR strong raise to 2H	
1S- 2C = 3-way. Normal 2-over 1 GF, OR strong raise to 2S OR 6+ H, less than GF strength	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Many "Lebensohl" type or scramble 2NT sequences	
Psychics: Very unusual	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	-	3	3S	10+ hcp, NATURAL	Inverted raises. 1NT=7-10, 2NT= 11-12. Weak 2new. 2-way checkback over 1NT rebid.	1C- 2C- 2D now conventional (4+C), with 2H now a relay	ALL 1-openings - New NF, jump fits
1♦	-	3	3S	10+ hcp, NATURAL	Similar to over 1C. Inv. raises. Weak 2M resp. etc.	1D- 2D- 2H conventional.	
1♥	-	5	3S	9+ hcp, NATURAL	"Bergen" raises; 1NT=semi-F; SPL; 1 H-3S/ 1S-3NT= void; 2/1; 2C= 2=way, Clubs GF, OR S raise.	2D relay over 2C	Drury, mini- & maxi-SPL. 2NT= S jump fit..
1♠	-	5	3S	9+ hcp, NATURAL	As 1H, but 1S-2C= 3-way. C, S raise or 6+H not GF.	2D relay over 2C	Similar to over 1H.
1NT	-	-	-	(14) 15-17, 5M/ 6m possible	2C= Stayman, 4 transfers; 3any = shortage suit above.	Usually break M transfer to values with 4M.	As unpassed
2♣	yes	-	-	Strong, usually GF	2D=waiting, 4+; 2H= 0-3; 2NT = +ve with H.		As unpassed
2♦	-	(5)6	no	Weak, about 5-9	2M/3C= F1; 2NT= F, enquiry; raises pre-emptive.	Rebid feature after 2D- 2NT.	New suit not F.
2♥	-	(5)6	no	Weak, about 5-9	2S/3m= F1; 2NT= enquiry; raises pre-empive.	Rebid feature after 2H-2NT.	New suit not F
2♠	-	(5)6	no	Weak, about 5-9	3new= F1; 2NT= enquiry; raises pre-emptive.	Rebid feature after 2S-2NT.	New suit not F.
2NT	-	-	-	20-22 flat (5M/6m)	3C= 5 card Stay.; 3D/3H/3S= TRF	After 2NT-3C-3D, puppet.	As unpassed
3♣	-	7(6)	-	Pre-emptive in C	Raises pre-emptive, new suit F1. 3D for singleton	Natural, unless showing singleton	As unpassed
3♦	-	7(6)	-	Pre-emptive in D	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3♥	-	7	-	Pre-emptive in H	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3♠	-	7	-	Pre-emptive in S	Raises pre-emptive, new suit F1. 4C for singleton	Natural, unless showing singleton	As unpassed
3NT	Yes	-	-	Solid minor- little else.	4C/4D/5C = pass or correct. 4M to play.	Over 4D, opener shows sing with C.	
4♣	-	8(7)	-	Pre-emptive in C	4M to play; 4D= Kickback; 4NT= general slam try	Show control over 4NT	As unpassed
4♦	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = kickback RKC.		As unpassed
4♥	-	6+	-	To play	4S= Kickback; 4NT= spade cue-bid.	Show control over 4NT	As unpassed
4♠	-	6+	-	To play	4NT= Kickback		As unpassed
4NT	yes	-	-	Asking for specific aces	5C=none; steps = ace. higher=2.	HIGH LEVEL BIDDING	
5♣	-	7	-	To play		"KICKBACK" Roman Key Card Blackwood. 5C = 0/3 aces, 5D = 1/4 aces (trump K= 5th ace). 5H = 2/5 aces. 5S = 2/5 aces + trump Queen Follow-ups ask for trump Q, Kings, or controls. Doubles beyond 3S mainly "action", showing values.	
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			
5NT	-	-	-	-			