

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5+ (may be good 4) suit, 6-17 HCP.
2 level 5+ suit, 9-17 HCP [over 1♣, 2♣/♦ = 4M & another suit]
Re-opening may be lighter by about K.
Responses: New suit =F1, raises pre-emptive, Fit Jumps UCB. Over 1♣ [natural, short], see defence to 1NT. 2N and above = shows next suit, wk or strong 2 suiter, including next suit.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT = 15-18.
Responses: as 1NT opener.
In pass out position 11-14/16 (depending on opening bid)
After (1L)-P-(1NT) 2♣ = strong bal. Dble=take out.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue = solid suit, asking for stop or very strong hand
Simple cuebid (other M + minor or (1♦)-2♦=both M's) & 2NT (lowest suits) - either weak or v strong (<5 losers)
(1L) - 3♣ = two suiter with clubs and other major or a major.
JUMP OVERCALLS – Weak in 1 st & 2 nd , others wide ranging.
DEFENCE TO 1NT OPENER DOUBLE=PEN v weak NT ; both minors v strong NT or if passed.
2♣=4H+ another suit, 2♦=4S+ another suit, 2N/3L= next higher suit. 3♠ = weak with S
WJO or strong 2 suiter if new suit bid after transfer completion.
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)
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(WEAK2) - Cue =asks for stop or very strong 1-suiter Jump in minor = that suit + other M.
X=T/O, strong jump overcalls, NT = Nat
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1/2♣, Dble=Majors, 1/2NT= minors
OVER OPPONENTS' TAKEOUT DOUBLE
If we open 1M: 2NT = good 4+ card raise, Cue bid = 3 card raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from bad,	3 rd	
NT	4 th , 2 nd from bad,	3 rd	
Subsequent	Std rem count or Suit Preference	Std rem count or Suit Preference	
Other: Top of doubleton, middle from xxx. 10/9= 0 or 2 higher			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)	
King	Asks for COUNT (LO=Odd)	Unblock/CT (LO=Odd)	
Queen	Asks for ATT (LO=ENC)	Asks for ATT (LO=ENC)	
Jack	Denies Q, asks ATT	Denies Q, asks ATT	
Hi-X	10xx(x), xxx, xx	xxxx, xxx, xx	
Lo-X	Hxxx(x), Hxx	Hxxx(x), Hxx	
	Partner's Lead	Declarer's Lead	Discarding
1	ATT (LO=ENC)	COUNT (suit contract)	ATT (HI=ENC)
2	Suit Pref	Suit Pref	Suit Pref
v NT		Smith (high =unexpected) or ATT	
During the play – Low encouraging, high discouraging DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most Dbls below game=competitive.			
Re-opening double can be very light; Neg & Resp Dbls			
COMPETITIVE DBLS/RDLS			
1L-(D)-Redble= constructive raise Support Dbles at 1 level only.			
Competitive double only show values at higher levels			
1♣ (1♦)-D= H, 1m (1♥) Dbl = 4♠,1m (1♥) 1♠ = 5+Sp;			
1L-(D)-Redble = constructive min raise			
1NT (DBL=PEN) RDBL=ART, (1NT) Dbl (2X) Dbl=T/O;			
Anti-lead-directing dbles of own suit, (1L)-1M-(D) redble = Hx			
Lightner, DBL of Splitter asks for lead of lower suit			

W B F CONVENTION CARD	
CATEGORY - GREEN	
NCBO:	Scotland
PLAYERS:	Mike ASH – Robert FERRARI SBU 12318 18508
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SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1♣ = 2+, may have 5 dias. 1♦=5+, unbal (unless 4441)	
14-16 NT, 5-card majors, 2 over 1 forcing to game	
2♦ = 5-9, 5+ in a M	
2♥ = 5-9, 5+H, 4+S 2♠ = 5-9, 5+S, 4+H	
SPECIAL BIDS THAT REQUIRE DEFENSE	
Transfer responses to 1♣ opener	
1♦-1M; 1N=either 6+D or any 16+. 1♥-1♠ = equiv to FNT, 1♥ - 1NT = 5+ spades	
Defence to ANY 1♣ opener as over 1NT opener	
SPECIAL FORCING PASS SEQUENCES When we have established a strength showing sequence	
or if opponents have pre-empted above our game level.	
After PEN double of wk 1NT & 1NT overcall	
IMPORTANT NOTES	
3 way CHECKBACK after all 1X-1Y-1Z:- 2♣ asks for 2♦, 2♦=GF, 2N=clubs, weak or GF.	
Over 1NT (PEN DBL) - Redble=1-suit, 2L=L+higher suit,	
2♠=Sp & minor, 2N=minors, 3L=pre-empt	
1♥-1♠;1N=bal or H&S. 1♠-1N;2♣=bal or S&C	
1♦/♥/♠ - 2♣ = GF, bal or long clubs. Now 2♦ = any min	
COMP 2NT often weak or other M, GF (Fast arrival = stop)	

BID	ART	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	RULE OF 18 Natural or bal hand outside 1N range(can have 5 dias)	1♦=H, 1♥=S, 1♠=bal or dias, 1NT=clubs, 2♣=dias 2♦=clubs, 7-10, 2♥/♠=5+M, 4-8hcps. 2N=GF, both m, 3L=GF, 3 suiters – short in other suit same rank.	1♣-1R-1NT: 17-18 bal. 2♣ requires 2♦, to play or INV 2♦=GF, 2N = clubs, either to play or GF	If overcall over any opening suit bid -Change of suit F1; If Dble or 1♦ - tfr system applies
1♦		5(4)	4♦	RULE OF 19 5 unless '4441'	2♦=raise to 3. 1♦-2♣ = Gf, 1♦-2♥ = Forcing raise 1♦ - 2♠ = invite in Clubs or raise in dais.	1♦-1M; 1N=16+ or wk 6+D. Now 2♣ = 8+. Asks for clarification.	Jump in new suit = Fit + suit bid
1♥		5	4♦	RULE OF 19 natural	1♠=FI, <5S, 1N=5+♠, 2m=GF, 2♠=4+H, INV; 2NT=FG, 4+H; 3m=nat, INV; 3♥=7-9, 4H; 3N & 3♠/4m = SPL	1♥-1♠; 1N=bal or 4S&5H	2♣=3-card raise, 2♦=4-card raise Fit jumps, 2N= long minor,
1♠		5	4♦	RULE OF 19 natural	1NT =F1. 2m/♥=GF, 3♥=4+S, INV; 2NT=FG, 4+S;. 3m=nat, INV, 3♠=7-9, 4S; 3N & 4♣/♦/♥ = SPL.	1♠-1N; 2♣=bal or 5S&4C	2♣=3-card raise, 2♦=4-card raise Fit jumps, 2N= long minor,
1NT		2	4♦	14-16 bal or semi-bal	Stayman, 4-suit transfers, Smolen, 3♣=5/5 minors, invitational; 3♦=both minors, GF, 3♥/♠=GF, (41)44	2N over o/call = to play in a suit or GF. Dble of o/call=2N values	See Important Notes on front sheet for responses
2♣	X	0		Weak 2♦ OR 22+ (semi) bal	2♦ = most hands, others as response to wk 2♦	After 2NT rebids, respond as if opening	
				or any other FG	Other bids below 3N = conventional, 5-9	2♣-2♦; 2♥=natural or bal 25+	Negative, bids natural positive
2♦	Weak Multi	0		5-9, 5+ hearts or spades	2/3/4♥=pass or correct.; 2♠=nf. 2NT=RELAY; 3m=NAT, nf. 4♣=TFR to M. 4♦=opener bids 4♥	2♦-2N; 3♣=any max. 3♦/♥=min with H/S.	(Dble)- Pass = dias (Dble) – Redble = both minors
2♥		5		5-9, 5+H, & 4+S	2♠=nf. 2NT enquiry, 3L=nf	2NT – 3♣ = 4/5. Now 3♦ asks.	
2♠		5		5-9,, 5+S, & 4+H	2NT enquiry, 3L=nf	2NT – 3♣ = 5/4. Now 3♦ asks.	
2NT				19-21 bal or semi-bal	3♣=asks for 4/5M, 3♦/3♥=TRF, 3♠ = both minors,	2NT-3(Red suit)-3NT-4L=transfer	
				May have singleton honour	4♣=ask ctrls, 4♦=both M, 4M = slam try in a minor	TRF ACCEPT WITH SUPPORT	(then 3NT denies shortage)
3♣		6		PRE - aggressive NV/1 st position	3♦ = slam try, asks for A/K+Q trump. 3L=F1		
3♦		6		PRE - aggressive NV/1 st position	4♣= as 3♦ above, game bids nat		
3♥		6		PRE - aggressive NV/1 st position	4♣= as 3♦ above,		
3♠		6		PRE - aggressive NV/1 st position	4♣= as 3♦ above.		
3NT	X			Pre-empt in minor	4♣ to play in minor, 4♦ asks for shortage,		
4♣/♦	X	6		Solid M or semi solid + A	4♦/♥=interest.		
4♥/♠		6		Nat, pre-emptive	New suit asks for control in suit above		
4NT	X			Asks for specific Aces	5♣ = none, 5NT = 2, 6♣ = ♠A	HIGH LEVEL BIDDING	
5♣		7		PRE – very distributional		Key card ask & Exclusion Key card ask (0, odd, 2/4, 2/4+Q), Optional Key card ask in minors, Over intervention, Dble/redble=1 st step, pass=2 nd step	
5♦		7		PRE – very distributional		CUE FIRST AND SECOND ROUND CONTROLS EQUALLY, LAST TRAIN	
5♥/♠		7		Strong, very distributional	Bid 6 with 1 top trump, 7 with 2	If cue is Dbled, Redble by either partner shows 1 st round control	

