

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide-ranging. Can be weak or 4 cards at 1-level
TRANSFER ADVANCES apply from 2 of opened suit to single o/c raise
Jump fits; mixed raise; 2NT adv after 2x o/call = F1.
Reopening = limited as intermediate jump available.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 direct; responses as opener.
11-16 reopening. 2C asks range and can show majors.
Sandwich = 17-20 Responses natural.
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK. Advances pre-empt ; 2NT= strong, cue= F.
2NT = 5/5+ in two lowest unbid suits.
Reopen: Suit jump = intermediate. 2NT = 19-21 balanced.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2-suited. (1m) – 2m = 5-5 majors, wide-ranging. 2M= 5oM& 4+m
2NT= F and asking. Conv. Responses. 3m over 2M is pass/correct
Jump cue = Good 1-suiter. Advances bids 3NT with stop
VS. NT (vs. Strong/Weak; Reopening; PH)
Over all NT – 2C = both Majors, 5/4 possible., 2M = 5M and 4+ m.
2D = 6-card Major.
Over all above, 2NT (usually strong) asks shape and strength.
2NT = m/m or very strong 2-suiter. Dble.= seeks penalty, sound
middle of NT range+.
Re-opening. As above but dble. = wishes to compete.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dble. = t/o. Suit bids natural, limited. NT bids natural. Cue=
2-suited.. 4m = 6m/4M or 5m/5M.
2NT response to dble. of weak 2 asks for 3C resp.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Min. bid = suit+ suit above.. Dble.= suit opened +2 above; 1NT=
Other 2 suits
OVER OPPONENTS' TAKEOUT DOUBLE
1M- (x)- xx = 2M max., about 9+. 2NT+ support, inv. Bids of 1NT.
To 2H are Transfers
1m- (x)- xx = m support, 9+. Other bids natural.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th or 2 nd from poor suit	Lo suggests hon., MUD	
NT	4 th or 2 nd from poor suit	Xx, MUD or Lo from 3	
Subseq	Attitude	Show normal count	
Other: Strong 10s and 9s Against NT, K asks for unblock or normal count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev. attitude	As suit	
King	Asks for count	Asks for unblock or count	
Queen	Asks for attitude	As suit	
Jack	No higher honour	J10xxxx (no higher hon)	
10	0 or 2 higher e.g.KJ10x	As suit AJ10x possible	
9	0 or 2 higher e.g. K109x	As suit A109x possible	
Hi-X	2 nd , MUD or Xx	As suit	
Lo-X	Usually 4th	Usually 4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Usually count	1 st = rev attitude
Suit 2	Count	Suit pref if obvious	Residual count
3	Att if A/Q/J	-----	Suit pref
1	Attitude	Initially SMITH	1 st = rev. attitude
NT 2	Count	Count	Residual count
3		-----	-----
Signals (including Trumps):			
NORMAL COUNT (Hi-Lo = even) REVERSE attitude Lo = good.			
WE TELL PARTNER WHAT WE THINK HE WANTS TO KNOW			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with shape. Can be 2-suitde with Clubs missing			
Cue response is F to suit agreement. Jump resp. = about 8-10.			
2NT over 2-level usually Lebensohl, sometimes scramble			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4D. Actional double of high level bids.			
Responsive double after partner's takeout double			
Support doubles and redoubles, all suits except clubs			
Most low level doubles in competition are for tekeout			
After high pre-empt, 2 nd dble by pre-empter = " I want to bid one more, but			
Have you defence?			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: Scotland
PLAYERS: BRIAN SHORT & ALAN GOODMAN
EVENT - All International events.
February 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors, 1NT= 15-17, singleton possible
1C opening = 2+, but only if 4432 down the suits
1D opening = 4+
2C = any GF or 22+ balanced
2D = multi, weak only, 6-card major, 5-10
2H = 5/4+ in Majors, 5-10.
2S = 5S & 4+ minor, 5-10
2NT = 20-21 balanced, singleton possible.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRANSFER responses to 1C opening
2D/2H/2S openings. See above
2C response to 1D,1H or 1S opening. All have multiple
Meaning with 2D rebid from opener asking.
Conventional Major suit raises – Bergen variant
SPECIAL FORCING PASS SEQUENCES
When have shown game values, or forced to an unreached level.
IMPORTANT NOTES
1x openings may be light on points with good shape.
Responses to 1x or o/calls may be light on points with shape.
3 rd hand openers may be weaker or stronger than normal
PSYCHICS: Very rare.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4D	10+, Nat; or 12-14 or 18/19 bal. Only 2 cards if 4432 down the suits	1D/1H/1S = TRF responses. 1S= 5+ Ds. 2C= GF with Cs 3C= 6-9, 5C; 2D= inv. C/D or 11-12/15-16 balanced.. 1C-2M= v. weak hand,7(6) Maj. 1NT/2NT = 6-10; 17-18, bal.	2-way checkback over 1NT rebid & 1M after TRF response. 2C asks 2D wk./inv 2D= GF relay. 2D= relay after 1C-2C.	Passed- 2C not GF. 1C-2red= Jump f. SEE SUPP. NOTES 3 & 4 for BIDS OVER COMPETITION
1♦		4	4D	10+, 4+D Natural, no longer suit.	Inverted raises; 1D-2M = v. weak; 1D- 3C= inv. with 6C	Principles as for 1C	SEE SUPP. NOTES 3 & 4
				May have 4Cs.	1D-2C- inv in either m or bal. 11-12 or bal. 15-16.		
1♥		5	4D	9+ hcp, 5+H, NATURAL	2/1 (not 2C); 1NT= s/f; 2S=mini-spl; 2NT= 4H, GF; 3C/3D= 4H/3H inv.; 3H= weak; SPL; 2C= GF or 8-10 Ss or weak D	1H-1S or 1NT-2C is nat, 11-14 or 15+ 2D resp= 9+; 1H-2C-2D asks hand type	SEE SUPP. NOTES 3 & 4
1♠		5	4D	9+, 5+ Ss., NATURAL	As -1H, conv raises "one step up". 2C includes 6H, 5-11.	Principles as for 1H	SEE SUPP. NOTES 3 & 4
INT		--	3S	15-17 bal. Singleton possible	2C asks for major; 4 TRFs; 3x= short in suit above; 4C asks	TRF break 3M with 4, other is strong	SEE SUPPLEMENTARY NOTE 2
				5/6 minor possible, 5Maj unlikely	for As; 4D/4H= TRFs; 4S/4NT= weak/strong quantitative	with fit. Over m trf suit shows support	
2♣	✓	--	--	GF or 22+ balanced	2D= waiting, other = +ve (rare). 2NT+ 8-10 bal.	2C-2D-2S-3C is negative.	Passed same
					2C-2D-2H = Hs or 24+ bal. 2S asks which		2C-(bid)- x = 0-4, pass =5+
2♦	✓	--	no	6-cd Major, 5-10 hcp	2H= pass/correct; 2NT (usually strong) asks suit, strength	SEE SUPPLEMENTART NOTE 1	
				No strong option	3m= non-forcing		
2♥	✓	4	no	5-10 hcp, both Majors 5/4+.	Pass/2S/3M/4M all to play. 2NT(usually strong) asks.	After 2NT 3C= 5/4 min. 3D asks 5M ;.	
				Usually 5H, usually 5/5 vulnerable	shape & strength ; 3m= non=forcing.	3D/3NT= 5/5, min/max 3M= 5/4, max.,	
2♠	✓	5	no	5-10 hcp, 5S & 4+minor	3C= pass/correct for m; 2NT(usually strong) asks shape &	After 2NT, 3m= m held, min	
					strength ; 3S/game to play; 3D= non-forcing	3H/3S= C/D resp., max.	
2NT		--	--	20-21 balanced. 5-cd M or 6-cd m possible. Singleton possible.	3C asks 5-cd suit; 3D denies ; 3D/3H/3S/4D/4H= TRF; 3NT= 5S/4H game only; 4C= M/M ; 4S asks aces.	2NT-3S-3NT. To play or minor hands 2NT-3C-3D- resp bids major not held	same
3♣		6	--	Weak pre-empt, 4-10.	Raise= pre-empt; new suit F1; 3D asks singleton		
3♦		6	--	Weak pre-empt, 4-10.	Raise= pre-empt; new suit F1; 4Casks singleton		
3♥		6	--	Weak pre-empt, 4-10	Raise= pre-empt; new suit F1; 4C asks singleton		
3♠		6	--	Weak pre-empt,4-10.	Raise= pre-empt; new suit F1; 4C asks singleton		
3NT	✓	7		4H/4S opening. Usually single suit	4C asks opener to bid 1 below their suit; 4D asks for sing.		
			--	Wants to transfer the declaration			
4♣		7	--	Weak pre-empt, 4-11	4M to play		
4♦		7	--	Weak pre-empt, 4-11	4M to pay		
4♥		6	--	Pre-empt. 2-suited possible, 5-12	New suit = cue.		
4♠		6	--	Pre-empt. 2-suited possible, 5-12	New suit = cue		
4NT	✓	--	--	Asks for aces	5C= none, 5X= ace of suit (NT=C); Higher= 2 (cro)		
5♣		7	--	Pre-empt		HIGH LEVEL BIDDING	
5♦		7	--	Pre-empt		4NT= Key-card, trump K= 5 th ace. 5C= 1 or 4, 5D= 0 or 3, 5H= 2; 5S= 2+trQ;	
5♥			--	Seeks the AK of hearts	Bid 6 with A or K, bid 7 with both.	5NT= 2+ void; 6C= 1/3 + void. Then relays ask trump Q &/or kings.	
5♠		6	--	Seeks the AK of spades	Bid 6 with A or K, bid 7 with both.	4m in constructive minor sequence= Key-card; Many splinters	
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