

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide ranging, sound at 2-level. 1M may be 4 cards with longer m
Cue response = 3+card raise, 9+HCP
New suit F1, FIT by PH; jump new suit = FIT
Jumps to Game = to play
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15+-18, Responses as opening NT
Re-opening = 10-13, Responses as opening NT
4 th live = 16-18: 5=5 unbid suits by PH
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak. Responses- 2N F1 enquiry, new suit F1
UNT shows 5/5+ lowest 2 unbid suits
Reopening: intermediate in suit, 2N 18/20 system on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = 55+Ms unlimited (1♣) 2♦ = Ms when 1♣ = short
(1M) 2M = 5OM + 5m, unlimited
Response: jumps promise 3+card support, cue = STR, Dbl = PEN
Jump cue overcall ASK for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Majors. 2♦ response = same length, 2N = INV
2♦♥♠ are natural-less than doubling values
2N = 55+ms or STR 2-suiter, any suits
Dbl = PEN
Dbl by Passed Hand = 6 card minor. 2C = P/C
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs weak 2s: T/ox + LEB FAST. Cue = asks for stopper. 4NT = ms
2M 4m = 55+ bid m + OM, FG
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
V strong 1♣/2♣ double=majors, 1N/2N=minors
(1♣) 2♣/3♣ = NAT
OVER OPPONENTS' TAKEOUT DOUBLE
XX = Strong misfit, F 2NT. Raises PRE; 2N = INV+ 4-cd raise of M
New suit F1. Jump new suit = FIT

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, Hi from bad suit	Lowest from Odd No	
NT	4th, Hi from bad suit	Hi = even No	
Subseq	ATT		
Other: SP leads when length known (eg after weak 2 opener)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+, AKJ+ (asks ATT)	
King	AK+ KQ+	KQJ/10x+, AKJ+ (CT/UB)	
Queen	QJ+	QJ+, KQ+ (asks ATT)	
Jack	J+, J10+	J10+,	
10	K/Q109+,	A/K/Q109+	
9	109+, 9x	109+	
Hi-X	Xx, XXxx, XXxxxx	Xx, XX(xxxx)	
Lo-X	4 th (3 rd) from Hxxx Hhxx	4 th (3 rd) from honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	1 st discard=REV att
Suit 2	Att if A/Q	SP	Count/remainder Ct
3	SP	--	SP
1	Count	Count	1 st discard=REV att
NT 2	Att if A/Q/J	SP	Count/remainder Ct
3		--	SP
Signals (including Trumps): Reverse att- lo=encouraging			
Standard Ct- high-low= even Trump signals=SP			
Smith Peters v NT- high from receiver likes lead, high from leader for switch			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape-suitable or STR. Cue response F to suit agreement			
DBI of short ♣/♦ = opening strength			
NEGX thru 4♦. Likely 4 unbid M at 1-/2-level, values at 3-level/higher			
RespX thru 4♦. Most low-level DBLs = t/o			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try X of suit immediately below			
XX of NegX/ cue shows Hx(x) in partner's suit			
Lightner of freely bid games /slams asks unusual lead			
After 1N (PENX) XX = any single suit			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Scotland
PLAYERS: Irving GORDON Liz McGOWAN/
EVENT: Seniors
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5cdMs, 4cd♦, 1♣ = 2 only when 4432, else 3+
2/1
Weak2s in ♦♥♠ 5-10HCP
1NT 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
When we have bid game showing constructive values.
When it is clear opponents are sacrificing
IMPORTANT NOTES
1M may be 4cards in 3 rd /4 th seat
PSYCHICS: Rare. Occasional light 3 rd hand openers

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3(2)	4♦	12-14/18-19HCP if BAL	Inverted raises: 1m-2m=F1; 1m-3m= NF	1N rebid = 12-14. 2♦ = ART game force	Fit jumps by PH
				Open 1♦ w 4=4ms	1N/2N/3N = BAL 7-10; 10-12; 13-15 w/o 4M	2♣ = PUP 2♦, to play or INV in Ms	
1♦		4	4♣		STR Jump shift; 1♦3♣ = INV w 6+card suit		
1♥		5	4♦	10+ NAT	Limit raises. SPL, 2NT = FG 4+cd Raise		
					1N = F1; 2/1 FG		
1♠		5	4♦				
INT			4♦	15-17, 5M, 6m OK	STAY, 4-suit TRF (2♣=♣; 2N = ♦)	Break M TRFs w 4+card support	1N (2any) 2N = PUP 3♣
					3any = NAT slam try	Break m transfer = no support	LEB FASS
2♣	√			Strong, GF or 23+BAL	2♦ relay 2♥ = 0-4		Over interference X = PEN
2♦		6		Weak, 5-10	2N = F enquiry.	Over 2N: Rebid 3x = min ; max bids high card feature; 3N = SOL suit	In Comp new suit = L/D. NF
2♥		(5)6		Weak 5-10	New suit F1. Jump new suit=splinter if below game		DBL = PEN
2♠		(5)6		Weak 5-10	Game bids to play		
2NT				20-22 5M, 6m OK	3♣ = asks for suit upwards; 3♦♥ = Transfer		
					3♠ = PUP 3N with minors; 3N to play		
					4any = single-suited slam try		
3♣		6		NAT PRE 4-9	New suit F1, Game bids to play		
3♦		6					
3♥		6					
3♠		6					
3NT	√			SOL 7card m, no outside controls	♣ bids = P/C 4♦ asks for singleton		
4any		7		NAT PRE			
4NT	√			ASK for specific Aces	5♣ = 0 Aces, 6♣=♣A, 5N = 2 Aces		
5m		7		NAT		HIGH LEVEL BIDDING	
5M				“Bid 6 w TR A/K”		RKCB 1430; 5N shows 2 + useful void Relay ASKs TRQ; DOPI, ROPI.	
						4N-5x-5N = Grand Slam try, new suit = cue of K	
						Cues = 1 st /2 nd round equally	
						3♦♥♠ 4♣ asks for Keycards: TRQ; 1KC; 1KC+TRQ etc; 3♣-4♦ asks	