

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), sound when vul.
CUE=SUPPORT; 1NT shows tolerance and own suit in some sequences; NEW SUIT = not always forcing
JUMP RAISE=PRE; Fit-(non)jumps; DOUBLE JUMP SPL
2NT=SUPPORT (GOOD RAISE, often 4-card)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd/4th Live: 15-18- HCP; SYSTEM ON
Reopening: 11-14 HCP; SYSTEM ON
Passed Hand: 5+ m, 4M
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suiter: WEAK
2-suiter: Ghestem 5+/5+ in lowest two unbid suits (any strength NV, INV+ VUL);
Reopen: INTERMEDIATE; 2NT=18-20 BAL
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem
JUMP CUE ASKS FOR STOPPER
VS. NT (vs. Strong/Weak; Reopening;PH)
MULTI-LANDY: 2♣=♥+♠; 2♦= ONE MAJOR
2♥= ♥+m; 2♠= ♠+m; 2NT= ♣+♦; 3X= PRE
vs STR: Double=4+M with 5+m
vs WEAK: Double=PEN
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = TAKEOUT; cue asks for stop; 4NT = two places to play (WK2)-2NT=15-18 (SYSTEM ON)
(WK2) - DBL - (P) - 2NT=PUPPET TO 3C
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL=MAJORS; 1NT/2NT=MINORS
(1♣) - P - (1♦) - DBL=MAJORS
OVER OPPONENTS' TAKEOUT DOUBLE
TRANSFERS; RAISES PRE; FIT JUMPS; DOUBLE JUMP SPL
RDBL=10+ (forcing to 2 of opener's suit or penalty)
2NT=GOOD RAISE OR BETTER

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	Same except xxx	
NT	4 th from honour 2 nd from three or more small	Same except xxx	
Subseq	Positional	Same	
Other: 2nd from weakness			
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(+)	J10x(+)	
10	AJ10(+) KJ10(+) 10x	AJ10(+) KJ10(+) 10x	
9	A109(+) K109(+) Q109(+) 9x	(A/K/Q)109(+) 9x	
Hi-X	Sx xxS xxxxS(+)	Sx xSx xSxx(+)	
Lo-X	HxS xxS HxxxS(+) xxxxS(+)	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	S/P		
1	Low = ENCRG	Hi/Lo=EVEN	Low = ENCRG
NT 2	Hi/Lo=EVEN	S/P	S/P
3	S/P		
Signals (including Trumps):			
Suit preference in trumps; Peter in NT			
REMAINING COUNT: Hi/Lo=EVEN			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasize majors, minors unclear			
CUE-BID = F to S/A			
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			
DBL/RDBL asking for P to lead his suit in some competitive sequences			
SUPPORT DBL/RDBL sometimes shown by other bid; DBL is take-out			
1NT (X=PEN) XX=5-card suit			
When we have shown 5+ cards in a suit, DBL of cue asks P <u>not</u> to lead it			
1m - (1♥) - DBL=4♠; 1m - (1♠) - DBL = 4♥			

W B F CONVENTION CARD	
CATEGORY:	RED
NCBO:	SCOTLAND
PLAYERS:	Botond HAJDARA (SCO16911) Glen FALCONER (SCO17149)
SYSTEM SUMMARY	
5-CARD MAJORS (semi-F 1NT), 2/1 FG	
1♣=2+♣ (NF, NAT or BAL), can be 2♣ and 5♦	
1♦=5+♦ UNBAL UNLESS 1444/4441	
WEAK MULTI 2♦, CONSTRUCTIVE 2♥/2♠	
1NT OPENING: 14-16	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MULTI 2♦ (5+ MAJOR, 2-7 HCP)	
2♥/2♠ = 6+ MAJOR, 8-11 HCP	
Above are the other way around in 3rd seat	
TRANSFER RESPONSES TO 1♣	
TRANSFER REBIDS AFTER 1♦ - 1M	
Self-designed raises of 1M and conventional raises in competitive auctions	
THIRD HAND OPENERS CAN BE LIGHT	
SPECIAL FORCING PASS SEQUENCES	
When we are forced to a certain level, PASS is the stronger option and is forcing.	
When we have forced to game and opps sacrificed.	
IMPORTANT NOTES	
WE RARELY PASS WHEN UNCLEAR	
PSYCHICS: Seldom	

OPENING	ART	Min No	Neg Dbl Thru				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	2	4♣	Natural or BAL 11-13/17-19 Can hold 5♦ if balanced	1♦=4+♥, 4+HCP; 1♥=4+♠, 4+HCP; 1♠=5-12 HCP, no M; 1NT=4+♣, WEAK or FG; 2♣=5+♦, FG; 2♦=5♠, 4♥ 3-8 HCP, 2M=WEAK; 2NT=6+♣, 16+ HCP; 3♣=6+♠, 8-11 HCP	Complete with 11-13 BAL and 2-3M: Two-way checkback 1♣-1R-1NT=17-19 BAL: Normal stayman and re-transfers	systems on up if overcall is 1♦ systems off after others
1♦		4	4♣	5+♦ unless 4441 or 1444 Rule of 19	2♣=4+♠, FG or 4♦, 10-12 HCP ; 2♦=3/4+♦, FG ; 2♥=5♠, 4♥, 3-8 HCP ; 2♠=5♣, 4♥, 9-11 HCP 2NT= 16+ HCP 4+♦ ; 3♣=6♣, 9-11; 3♦=PRE	TRANSFER REBIDS AFTER 1M; 1NT = 6+♦ 11-15 or 16+HCP, 2♣= 4♣ 11-15 after 1♦-1♥ : 2♦=5♦, 3♥ 11-15 HCP after 1♦-1♠ : 2♦=5♦, 4♥ 11-16 HCP	
1♥		5	4♣	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♠, FG ; 2♦=4+♦, FG; 2♥=5-9, 3♥; 2♠=GF 4-card raise, 15+; 2NT=limit 3-card raise; 3♣=9-11 4♥; 3♦=5-8, 4♥; 3♥=0-4, 4♥; 3NT=pudding raise	3♦ range ask over 3♣, LSGT over 2NT Jacoby continuations over 2♣	transfers over DBL; Fit (non)Jumps, 2♣=3♥, 8-11; 2♦=4♥, 8-11
1♠		5	4♥	Rule of 19	1NT=5-11 (semi-F), 2♣=2+♠, FG/invite with 6+♥, 2♦= 4+♦, FG; 2♥= 5+♥, FG; 2♠=5-9, 3♠; 2NT=GF 4-card raise, 15+; 3♣=3-card limit raise; 3♦= 9-11, 4♠, 3♥=5-8, 4♠; 3♠=0-4, 4♠; 3NT=pudding raise	3♥ range ask over 3♦, LSGT over 3♣, Jacoby continuations over 2NT, 2♦ asking over 2♣	transfers over DBL; Fit (non)Jumps, 2♣=3♠, 8-11; 2♦=4♠, 8-11
1NT				14-16 HCP can include 5M; 6m	2♣=STAYMAN, 2♦/2♥=TRF, 2♠=TRF to ♣ 2NT=TRF to ♦; 3♣=5-CARD STAYMAN; 3♦=5-3 in Ms, GF, GF; 3♥= 6-4 minors, GF, GF; 3♠=5-5 minors, GF;	TRANSFER BREAK WITH FIT, OM is mild slam try, other suits natural and GF, some puppet bids	RUBINSOHL TRANSFERS 1NT-(PEN X)-XX=♣, P forces XX 1NT-(2X/3X)-DBL=T/O or PEN
2♣	Yes	0		23+ bal. or GF unbal	2♦=relay and Kokish relays	2♣-2♦-2♥-2♠-2NT=25+BAL	
2♦	Yes			1st: MULTI, 5+M, 2-7 HCP; 3rd: 9-11 6M	2M/3M P/C; 2NT RELAY 3m=6+m, CONSTRUCTIVE, NF	2♦-2NT-3♣=strong either, 3♦=weak with ♥; 3♥=weak with ♠, 3♠=solid ♥, 3NT=solid ♠	
2♥		6		1st: 8-11 HCP 6M; 3rd: 2-7 HCP 5+M;	2♠/3m=CONSTRUCTIVE, NF 2NT RELAY	2M-2NT-3♣=weak hand, weak suit 2M-2NT-3♦=weak hand, good suit	
2♠		6		1st: 8-11 HCP 6M; 3rd: 2-7 HCP 5+M;	3m=CONSTRUCTIVE, NF 2NT RELAY	2M-2NT-3♥=good hand, weak suit 2M-2NT-3♠=good hand, good suit	
2NT				20-22 HCP, 5M/6m possible OFFSHAPE OK	3♣=5-CARD STAYMAN, 3♠= minor stayman 3♦/3♥=TRF;		2NT-(3X)-DBL=T/O
3♣		6		Pre-emptive	3X F1; 3NT=T/P		DBL=PEN
3♦		6		Pre-emptive	3M F1; 3NT=T/P		
3♥		6		Pre-emptive	3♠ F1; 3NT=T/P		
3♠		6		Pre-emptive	3NT=T/P		
3NT	Yes			Solid minor, no outside A/K	4♣=P/C; 4♦=SHORTAGE ASK	3NT-4♦-4M=SPL, 4NT=22(27),5m=om SPL	
4m / 4M		7		Pre-emptive			
4NT	Yes			SPECIFIC ACE ASK	5♣=NO ACES, 5♦/5♥/5♠/6♠=ACE, 5NT=2 ACES		
5m		7		Pre-emptive		HIGH LEVEL BIDDING	
5M		7		Pre-emptive		KICKBACK ROMAN KEYCARD BLACKWOOD (3041); SPECIFIC KING ASK; KICKBACK TURBO; CUE = first/second round control up the line	