

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Light style. New suit NF except when they open at 2+ level.
Cue of opponent's suit at the 2level below our suit promises support or is a strong hand.
Jump raise is PRE
2N= limit raise+ in 1M overcall
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(1x) - 1NT (15-18 HCP normally with a stop) → system ON
In 4th: 11-14 HCP then system ON
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak over 1level, mostly sound over 2level / 3level preempt
2NT - 5+ 5+ lowest in rank unbid suits, any strength
Leaping Michaels over 2M opening (i.e. 4m is at least 5-5 in that m and oM). Direct cue at 3level asks for stop for NT
When partner has passed HCP count can vary more
Reopen: Intermediate, 11-15HCP, 6+ cards; 2NT is NAT, 19-21, responses as for 2NT rebid after 2♦ opener
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) - 2m = 55+ in MM, any strength
Over short (2+) 1♣/1♦ opener, the bid to show 55+ in M is 2♦/2♥
(1M) - 2M = 55+ in OM + m, any strength
(1x) - 3x asks for stop for 3NT. (1m short) - 2m/3m are NAT
VS. NT (vs. Strong/Weak; Reopening; PH)
X - penalty (PH - 5+m 4M); 2♣ - MM, 9+cards; 2♦ - one M 6+cards
2M - 5M 4+m; 2NT - mm 9+cards; 3x - WK/intermediate, NAT
After we have X a 1NT opening, the next X by either of us is T/O.
All subsequent X are PEN.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O. (3m)-4m is FG MM; (3m)-4om is FG om+M; (2/3M) - 4m is FG 55+ in OM and suit bid. LEB (Fast denies stop) 2N after our T/O X (2M only). (2M)-3M is stop ask. (3x) - 3NT - note [13]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over strong 1♣: x is MM, 1NT - mm, others NAT.
1level - natural, lead directing
2level - same as over 1NT opening
OVER OPPONENTS' TAKEOUT DOUBLE
1M - (Dbl); Rdbl - 9+HCP raise; 2/3M=3/4 card raise. Fit jumps.
2NT is as if there was no X i.e. 16+HCP BAL, 3+ card support.
See below for doubles of 1♣ and 1♦

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	2 nd /4 th	2 nd /4 th	
Subseq	4th/ATT. Can lead 2nd		
Other: 3 rd from Hxx, MUD from 3 small			
LEADS			
Lead vs. Suit	vs. NT		
Ace	AKx(+); Ax(+); REV ATT	AKx(+); Ax(+); REV ATT	
King	AK; KQ(+); Kx; REV ATT	AK; KQ(+); Kx; UB or REV ATT	
Queen	QJ(+), Qx, AKQ; REV ATT	QJ(+), Qx, AKQ; REV ATT	
Jack	JT(+), A/KJT(+); REV ATT	JT(+), A/KJT(+); REV ATT	
10	H109(+); 10(+); 109(+); REV ATT	H109(+); 10(+); 109(+); REV ATT	
9	9x; H98(+); REV ATT	9x; H98(+); REV ATT	
Hi-X	Sx; xSxx	Sx; xSxx	
Lo-X	xSx , HxS; HxxS(x)	xSx , HxS; HxxS(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Usually REV ATT	REV Smith vs NT and suits. DISC positively asks for switch. ENC is neutral or happy if suit is continued.	1 st discard will usually be REV ATT but may be REV CT if appropriate.
Suit 2	but may be REV CT or S/P; depends on dummy.	Otherwise REV CT, but can be random.	
3			
NT 2			
3			
Signals (including Trumps):			
Reverse attitude; reverse count; reverse Smith (trump echo also) at 1st opportunity after opening lead vs NT or suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape or when feel like partner is trapped			
Natural responses			
May be light in reopen seat			
May be very light when partner is passed			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X through 4♥, support RDBL, after our overcall RDBL=2fit and values, pass/X inversion in high-level forces (usually after our 1♣ opening)			
see Forcing pass.			
1suit - (Dbl) - Rdbl - 9+HCP raise			
1NT - (Dbl) - Rdbl - 5+any suit, forces 2♣			

WBF CONVENTION CARD
CATEGORY: Red
NCBO: Scotland
PLAYERS: Martin Bateman & Callum McKail
EVENT: OPEN
CARD DATE: January 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ is strong (16+ any distribution or 17+ BAL) with ART responses - 1♥ and above is FG
1♦ is 10-15 HCP, 2+♦ (or singleton A/K♦)
5 card majors
1NT opening is 14-16, may have 5M, 6m or singleton A/K♦
2 over 1 response to 1M is FG
2level openings: 2♣ is 6+♣, 10-15; 2♦ is a 2-way multi; 2♥ is 3-suiter, short ♦, 10-15; 2♠ is good 6♠, 10-15; 2NT is weak mm
We open a lot of 11 HCP hands and some 10 HCP hands
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1. 1♣ opening = 16+ any distribution or 17+ BAL
2. 1♦ opening = 10-15HCP, 2+♦s (or singleton A/K♦)
3. 2♦ opening = 2-way multi (weak 2M or 20-21 BAL)
4. 2♥ opening = 10-15HCP, exactly 4414/4405/4315/3415
5. 2♠ opening = good 6♠, 10-15 HCP
6. 2NT opening = weak with both minors
7. Artificial responses to 1♣ opening (1♥ and above is FG)
8. LEB and T/O NT bids (i.e. 2 places to play inference)
9. 2♣ response to 1M = FG, 2+ ♣
SPECIAL FORCING PASS SEQUENCES
After 1♣ opening, 2/1 and FG established, at 4level+, X = T/O or fit, pass requests X
IMPORTANT NOTES
PSYCHICS: rare. Light openings in 3 rd seat. Distributional openings at all times

Martin Bateman & Callum McKail January 2024							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	0	NO	16+ (17+ BAL) ART, F1	1♦=0-7, all else FG. 1♥=8-11 1N=12+HCP BAL, 1♠/2♣/2♦/2♥=5+ 12+HCP, 2♠=(4441) then 2NT asks for singleton; 2NT=12+HCP, 5+/5+ in mm; 3x=4-6 HCP, 6+cards, values all in suit; 3NT=solid 7+ card unspecified suit.	After 1♣, opener always bids 1M (F1) with 4 before longer 5 card m; 2m is 6+m (or 5+4+ mm) <FG, 3m same but FG; 2M is FG, 5+M; 1NT=17-19; 2NT=22-24; 3NT=25-27. After 1♥ response, non-jump bids NAT. 1NT=17-19; 2NT=22-24, 2♠ is (4441). 3any is NAT, slam interest	If passed hand, 1♥/1♠/2♣/2♦=5 cards, 8-10 FG, 1NT=8-10 BAL, FG. 2♠ = (4441) 8-10 FG. If 1♣ is overcalled at 1 or 2 level, pass =0-4, x=5-7. If at 3 level, pass=0-6, x=7+. Suit bids are 8+ NAT, FG. After 1♣ - (x) - RDBL is 8+HCP regardless of what RDBL is.
1♦	√	2 (1)	3♣	2+♦, <16HCP, singleton A/K♦ possible if 4414 11-13HCP	1M=NAT (may be light), 4+, F1; 1N=7-11; 2m=F1 4+m; 2♥= exactly 5/4 ♠/♥ 5-9 HCP; 2♠=5/4+ ♠/♥ INV; 2N=11/12 INV, no 4M; 3♣=mm (5/4) weak; 3M=weak jump shift; 3NT=13-16 no 4M, 4♣=55 mm (weak), 3/4♦+=PRE. 4M to play.	Responder always bids 1M (F1) with 4 before longer 5 card m. Opener's 1NT rebid is then 11-13, no 4 card support for M. 1♦-1M-2M is always 4 card support. 1♦-2m is usually FG, 4+m. After 1♦-2m-2♥ is ART, 11-13 BAL. 1♦-1M/1NT - 2♣ shows 8+ cards in mm, either ♣ or ♦ can be longer.	See note [1]
1♥		5	3♣	<16HCP, 5+♥	1NT=6-11 HCP F1, no 4♠; 2♣=4+♣ FG or FG 2+♣ and 3+♥; 2♦=9+ HCP unbalanced raise in ♥ or 5+♦ FG; 2♥/3♥=6-8 HCP 3♥/4+♥; 2♠ = 5-8 HCP constructive 6+♠; 2NT=16+HCP BAL 3+♥; 3m = 10-12 HCP 6+m; 3♠=singleton in any suit; 3NT / 4m - ♠/m void	Control asks after 2NT - see note [2].	2♣/♦ response to 1♥ by passed hand are Reverse Drury. 2♣=3 card support, 2♦=4+ card support
1♠		5	3♣	<16HCP, 5+♠	Same structure as 1♥	As for 1♥	As for 1♥
INT		2	3♣	14-16HCP (semi) BAL. Includes 5M(332), 5m(422) and poor 6m(322). Excludes 22(45) and 22(36). May have singleton A/K♦	2♣=5-card Stayman; 2♦/♥ = TRF; 2♠ = weak m or FG with m or mm; 2NT = control ask 16+ BAL; 3♠ = FG (43)15; 3♦ = FG (43)51; 3♥/♠=(14)44 with singleton ♥/♠; 4♣ = 5-5 in M; 4♦ = 6♥ and 4♠; 4♥ = 6♠ and 4♥, 4♠ = 5/5 mm; 4NT is QUANT.	After Stayman, 2♦ shows no 5 card M. Then 2M shows 4 cards in om. 1NT-2NT; 3♣ is 0-3 controls, 3♦ is 4 controls, etc.	If INT is x, RDBL forces 2♣. All other bids are system on. If our Stayman 2♣ bid is doubled, just ignore double.
2♣		6		10-15HCP, 6+♣, may be light (treat as weak 2) in 3 rd seat.	2♦=enquiry; 2M=5+cards, 10+ HCP, F1; 2NT = forces 3♣, either to play or 2 suited FG; 3♣ forces 3♦, either to play or 1 suited FG. 3♦/3♥/3♠ = inv with 6+ ♦/♥/♠; 3NT/4M=to play; 4♣/5♣ = to play; 4♦ =RKCB in ♣; 4NT asks for specific Aces.	See note [3]	See note [4]
2♦	√	0		Either weak 2M (5+ cards, 5-9 HCP) or 20-21 balanced	See note [5]	See note [6]	See note [7]
2♥	√	3		10-15HCP, short ♦ (not A or K), 4414/4405/4315/3415 exactly.	Pass/2♠/3♠= to play; 3♦=INV, 6+♦; 3M=5+cards, 7-9HCP, NF; 2NT=enquiry; 3NT/4M to play; 4♣=5+cards, 7-9HCP, NF	See note [8]	
2♠	√	0		10-15, 6+♦ (good quality ♦ suit).	See note [9]	See note [10]	
2NT	√	0		5-10 HCP, 5+♣, 5+♦, no 3 card M	See note [11]	See note [12]	
3♣		6		PRE, dependent on vulnerability	3suit - natural F1. 4♦=RKCB		
3♦		6		Same as 3♣	Same as 3♣. 4♣=RKCB		
3♥		6		Same as 3♣	Same as 3♣. 4♣=RKCB		
3♠		6		Same as 3♣	Same as 3♣. 4♣=RKCB		
3NT	√	0		AKQxxx(+) in a minor, no A or K in other suits	Pass = to play; 4/5/6/7♣ = pass / correct 4♦ = asks shortage; 4M = to play; 4NT asks for extra length in m	After 4♦; 4NT is no shortage (i.e. 22(72)). 4M is short in that M; 5m says this is the m I have and I'm short in om. After 4NT; 5♣ = 7♣s, 5♦ = 7♦s, 5♥ = 9+♣s, 5♠ = 9+♦s, 6♣ = 8♣s, 6♦ = 8♦s.	
4♣		7		Same as 3♣		HIGH LEVEL BIDDING	
4♦		7		Same as 3♣		RKCB 1403. 4NT is usually the RKCB bid, but when m agreed, 4m often RKCB.	
4♥		7		Same as 3♣		5NT=0/2 useful void; 6x=1/3 void in suit; 6 trump suit=1/3 higher suit void.	
4♠		7		Same as 3♣		If opponents intervene over 4NT keycard, then pass - even number of keycards,	
4NT				mm (xx6+6+ shape)		DBL / RDBL - odd number. Cue bids can be 1st/2nd round controls 5NT pick a slam where useful	

[1] After 1♦ (x); RDBL=4+♥; 1♥=4+♠; 1♠= 6-12, transfer to 1NT, no 4CM; 1NT=transfer to 2♣; 2♣=transfer to 2♦. All else as without x.

After 1♦ (1♥); x=4+♠, 1♠= 6-12, transfer to 1NT, no 4CM; 1NT=transfer to 2♣; 2♣=good raise in ♦.

After 1♦ (1♠); x=4+♥; 1NT=6-12 with a stop; 2♣/♦/♥=5+cards, 9+HCP; 2♠=FG; 3♣/♥=5+♠/♥, good suit; 3♦=PRE, 6+ cards; 3♠=short ♠; 3NT=to play, ♠ stop, 4+♦

After 1♦-(1NT); x=10+HCP any shape; 2♣/♦/♥/♠=5-9HCP, 5+card suit, NF; 2NT=5+/5+ mm, 5-9HCP, NF

[2] After 1M-2NT, 3♣ = hand with shortage and is control ask (12+HCP). Then 3♦ = 0-4 controls, 3♥ = 5 controls, 3♠ = 6 controls etc.

After 2NT, any bid other than 3♣ is a control response i.e. 3♦ = 0-3 controls, 3♥ = 4 controls, etc.

After control responses, non trump suit below game is shortage, lowest trump suit or NT denies shortage (NT implies no side suit, trump suit suggests more shape).

[3] After 2♣-2♦:
2♥=4♥ or 4♠; then 2♠ asks – 2NT=MIN with ♥, 3♣=MIN with ♠, 3♦=MAX with ♥, 3♥=MAX with ♠.
2♠=MAX with no 4CM.
2NT=MAX with no 4CM, stoppers in both M.
3♣ = no 4CM, MIN.
3♦/M=MAX, 6♠ and 5+suit bid, FG.

After 2♣-2M:
2NT=MAX, not 3 card support.
3♣ = MIN, not 3 card support.
3♦=3+ card support MIN.
3♥=3+ card support MAX.

After 2♣-2NT-3♣; pass it to play, 3♦=5+♦, 5+♥, FG, 3♥=5+♥, 5+♠, FG, 3♠=5+♠, 5+♦, FG

After 2♣-3♣-3♦; pass is to play, 3♥=6+♥, FG, 3♠=6+♠, FG

[4] If opponents double 2♣, responses are the same.

Redouble shows 10+ points with a defensive hand hoping to double OPPT for penalty.

If opponents overcall, responder can make a negative double, bid a new suit at the 2 level with 5+ cards (F1), raise clubs, bid a new suit at the 3 level (FG), cue bid opponent's suit with a good club raise or sign off in game. 2NT is an offer to play NT with stop in opponent's suit.

[5] 2♥=to play in 2M if weak; opener passes, bids 2♠ or bids 2NT with 20-21.
2♠=comfortable playing in ♥ at 3-level if opener has weak 2♥; opener passes with weak 2 in ♠, bids 2NT (20-21) or 3♥ with weak 2 in ♥.
2NT=strong enquiry (15+HCP); then 3♣=good weak 2♥, 3♦=good weak 2♠, 3♥=poor weak 2♥, 3♠=poor weak 2♠; 3NT=20-21
3m=6+ cards, F1; then 3M if weak, 3NT with 20-21
3♥=pre, support for both M.
3♠=NAT and invitational
3NT=to play over weak 2M, usually based on long running m
4♣=tells opener to transfer to M; 4♦=♥, 4♥=♠, 4NT=20-21
4♦=tells opener to bid 4M or 4NT with 20-21
4M=to play. Opener only bids on if 20-21.

[6] After opener's 2NT rebid showing 20-21, 3♣= asks for 5CM; 3♦/♥ = transfer; 3♠=one or both m, forces 3NT response; 3NT=to play; 4♣ is an asking bid (then 4♦ = 0-5 controls, 4♥ = 6 controls, 4♠ = 7 controls etc.); 4♦=5+5+ in M; 4♥/♠ = solid 7 card suit, no outside controls, slam interest; 4NT = quant.

Responses to 3♣ asking for 5CM: 3♦ = no 5CM but have 4CM; 3♥=no 4/5CM; 3♠=5♠s; 3NT=5♥s.

After 3♦ response, responder bids 4CM they don't have. With both M, 4♣ = mild slam interest; 4♦ = just game interest.

After 3♥ denying 4/5CM: 3♠ says I don't have 5♠ and 3NT says I have 5♠.

After 2NT-3♠-3NT; 4♣ is FG 5+♣ 4+♦; 4♦ is FG 5+♦ 4+♣, 4♥ = FG 6+♣, 4♠ = FG 6+♦, 4NT is FG 5+5+ mm, 5♣ is solid 7 card ♣, 5♦ is solid 7 card ♦

<p>[7] If 2♦ is doubled; pass is suggestion to play in 2♦x; 2M is as without x, redouble is relay to 2♥, to play in responder's suit, which may be ♥ (opener must bid 2♥).</p> <p>If 2♦ is overcalled with 2/3M, double shows values. Opener passes with overcalled suit or makes a descriptive bid.</p>	<p>[12] RKCB6 includes 4 Aces and both minor suit Kings. Trump Q is always Q♦ in initial ask. Q♣ is treated as a K in subsequent K asks.</p> <p>Responses are-</p> <p>5♣=1 keycard (opener can't have 4)</p> <p>5♦=0 or 3 keycards (if 3, can only be one A and two K)</p> <p>5♥=2 without Q♦</p> <p>5♠=2 with Q♦</p> <p>After 5m response, 5♥ asks for Q♦. Responder can show Q♦ with additional K, treating Q♣ as a K.</p>
<p>[8] After 2NT: 3♣ is all MIN hands – then 3♦ asks for shape (bid 3M to show 3 card M, 3NT with 44 in M); 3♦ = 4414 MAX; 3♥ = 4315 MAX; 3♠ = 3415 MAX; 3NT = 4405.</p> <p>After any response to 2NT enquiry, 4♣= puppet to 4♦ then responder makes natural slam try; 4♦=puppet to 4♥ and next bid must be passed; 4♥=RKCB for ♣; 4♠ = RKCB for ♥; 4NT is RKCB for ♠.</p>	<p>[13] After (3x) – 3NT, we play 2 under transfer-</p> <p>4♣ is 5+ ♥ (after 3♥ opener it asks for 4 card suits up the way, F4NT)</p> <p>4♦ - as above</p> <p>4♥ - as above</p> <p>4♠ - as above</p> <p>4NT – ordinary Blackwood</p> <p>5m to play</p> <p>5M is invitational to 6M</p> <p>5NT is invitation to 6NT</p>
<p>[9] 2NT=FG enquiry, looking for stoppers. Then 3♣/♥/♠=stop, 3♦=no stops.</p> <p>3♣=FG enquiry, looking for M. Then 3♦=MIN, no M, 3♥=4♥, 3♠=4♠, 3NT=MAX, no M.</p> <p>3♦=to play</p> <p>3♥=5+♥, F1</p> <p>3♠=5+♠, F1</p> <p>3NT and higher=to play</p>	<p>[14] Defence to multi 2♦</p> <p>X (2nd pos) = 17+, X (4th pos) = 12+, X (6th pos) = 12-16</p> <p>If weak only multi then double is just opening values.</p> <p>2NT = 16-18 then system on as if 2NT opener</p> <p>2M = NAT</p> <p>3Y = 12-16, good 6 card suit.</p>
<p>[10] After 3♣/♦/♥/♠ response to 2NT; 3NT is to play; 4♣ is control ask; 4♦ is RKCB in ♦.</p> <p>After 3♣; 3♦ asks for any further cues; 3M is cue and opener either bids 3NT or continues cueing.</p> <p>After 3♦; 3M is cue and opener either bids 3NT or continues cueing.</p> <p>After 3♥; 3♠ is cue and opener either bids 3NT or continues cueing.</p> <p>After 2♠-3♣-3♦; 3M is FG (likely 5-4 in M with 5 of M bid), 3NT is to play; 4♣ is control ask; 4♦ is RKCB in ♦.</p> <p>After 2♠-3♣-3M; 3NT is to play; 4♣ is control ask; 4♦ is RKCB in ♦. 4NT is RKCB in M.</p> <p>After 2♠-3♣-3NT; 4♣ is control ask; 4♦ is RKCB in ♦; 4M is exclusion RKCB in ♦.</p> <p>After 2♠-3♥; 3♠ is 3/4♠, <3♥; 3NT is <3♥; 4C is 3/4♥, MAX, with shortage (then 4D asks); 4D is 3/4♥, MAX, no shortage; 4♥ is 3/4♥ MIN.</p>	<p>[15] Defence to Ekrens 2♦</p> <p>X = 13-15 balanced or any hand too strong to overcall (18+). Partner can double their 2M for penalty.</p> <p>2♥ = minor 2 suiter with better/longer clubs</p> <p>2♠ = minor 2 suiter with better/longer diamonds</p> <p>2NT = natural (16-18), partner can bid 3m to play or 3M with shortness and both minors</p> <p>3x = natural (good suit)</p> <p>After (2♦) – x – (p) then 2NT is Lebensohl.</p>
<p>[11] Pass= no support with M or looking to float 2NT undoubled!</p> <p>3m to play</p> <p>3M=natural, inv, 6+ cards</p> <p>3NT=to play</p> <p>4m=NAT and inv</p> <p>4NT=6 Ace RKCB (“RKCB6”)</p> <p>5m to play</p>	<p>[16] Defence to Ekrens 2♥</p> <p>As note 15 except 2♠ is only bid to show minor 2 suiter. Then 2NT asks about length – 3♣ says longer ♣ and 3♦ says longer ♦. 3M is equal length in minors, short in M bid.</p>