

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Normal style, 8-15ish, (4)5+. Can be light reopening
UCB: good 3+ card raise, jump UCB: mixed raise
2N after M from pd: good 3+ (or 4+ if UCB available) card raise
New suits are NF after 1L overcall by pd. Fit jumps by PH
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18; System on
Reopening: 11-14 over 1m; System on
11-16 over 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (5-10), 6+ cards
2NT Response to 2-level jump overcall: feature ask
Unusual NT: lowest 2 unbid suits, 5-5 +
In 4 th seat: Suit = Intermediate. 2N = 19-20 bal
1N = 11-14 over 1m – system on.
1N = 11-16 over 1M
-NOW 2C asks – 2D = min
- 2M/2N = max
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
2-cue (minor): 5-5 +, both majors, wide ranging, not poor if vul
2-cue (maj.): 5-5 +, other maj. & a minor, wide range, not poor if vul
2N constructive suit enquiry. 3C P/C
Jump cue asks for stop for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
X: Penalty; 2C: Majors; 2D: 6+ Major; 2M: 5M 4+m;
2NT: minors or big 2-suiter; 3x: natural
(X in 4 th seat vs. strong is single-suited)
By PH: X = 4M 5+m
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X: T/o thru 4H (2N response = puppet to 3C). Action X over 4S
3-cue asking for stop. 4-cue 5+5+ in majors or other major & minor
2NT: 16-18; 3NT to play; 4 minor = minor + a major

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd	3 rd , 5 th	
NT	4 th , 2 nd	3 rd , 5 th	
Subseq	Attitude	Attitude	
Others: K for unblock/count agst NT			
K for count against suits against 5L+, doubled contact, when there has been any pre-empt			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AK, A	
King	AK, KQ	AK, KQ	
Queen	KQ, QJ	KQ, QJ	
Jack	AJ10, KJ10, J10	AJ10, KJ10, J10	
10	H109, 10x, 109x	H109, 10x, 109x	
9	(109x), 9x	9x, (109x)	
Hi-X	Xx, (x)Xx	Xx, (x)Xx	
Lo-X	(x)Xx, HxX, HxxX	(x)Xx, HxX, HxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Suit-preference	Reverse Attitude
Suit 2	Suit preference	neutral	Suit preference
3			
1	Reverse Attitude	Std Smith	Std Smith
NT 2	Suit preference	Suit preference	Reverse Attitude
3	Reverse count	Reverse count	Suit preference
Signals (including Trumps): Reverse Attitude, Standard Count,			
Reverse Smith (low = like); Lavinthal in various situations			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Emphasise majors, can be light with classic shape or in reopening			
Courtesy raise with 4M in (1x) X (any) 1M (<2M) ? situations			

W B F CONVENTION CARD	
CATEGORY:	
NCBO:	Scotland
EVENT:	Season 23-24
PLAYERS:	Spears-Shenkin
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
INT Opening:	
10-13 1st/2nd favourable. 15-17 4th. Variable 11-14/15-17 otherwise	
2/1, 5 card majors, minors 3+ cards	
Transfers over 1C	
2D = weak only multi. 2M = M+minor weak	
2	
Over 1 Responses GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1x-1M-1N-? 2C = art. Inv or to play in 2D. 2D = art. GF; 3C = to play. 1C 1S 1N 2H= 5+C inv./ 2S = 5+D GF	
1C 1D= 4+H/ 1H = 4+S/ 1S = no major/ 1N = 10-12	
1M-3C = inv+ raise of openers major	
Transfer Lebensohl after 1N (2D/H/S)	
3NT = H or S 8.5-9.5 tricks	
Transfers after 1N (3 any)	
SPECIAL FORCING PASS SEQUENCES	
When we have shown GF values; when opponents sacrifice	
IMPORTANT NOTES	
When m has been bid and supported in a GF auction, 4m=KC	
Jump to 4m over 2m by opener = KC	
Jump to 4m+1 in unbid suit over 2m/3m by responder = kick-back KC	

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VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		Jump in own suit to 4m = KC
Vs. 1C – X: 16-18 bal & system on, 1D: 4S 6m, 1N: 5H 5m,		DOPI up to 5 of our suit-1.
2C: Majors, 2D: H, 2H: 5S 5m, 2S: 6+S, 2N: minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	DEPO above 5 of our suit-1
Vs. 2C: X and 2D to 2S are 2-way: either next suit up single suited; or two-suited (5+5+) in the subsequent two. 2N: C+H or D+S	Support doubles and redoubles below 2M (guarantees 7-card fit)	
OVER OPPONENTS' TAKEOUT DOUBLE	1m-(1H)-X = 4 spades	
Redouble: (9)10+ (with xx or worse over 1M), further X are penalty by either player	2 nd step or even over RKCB interference	PSYCHICS:
	1N (X)[pen] XX = 5m or MM; 1N (X)[not] XX = values, others = system on	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	10+HCP 3+C	1D=4+H,1H=4+S,1S=no major, 1NT = 10-12 2C=4+C GF, no major 2D=5+C 10-12 OR 2N invite OR 6+D GF 2M=6+M GF, single suiter OR C support 2N=natural GF, no major	1C-1x-1H/S/N-? 2-way CB/3C to play 1C-2D-2H asks -natural response 1C-2C 4C by either hand=KC 1x-1y-2N-4-suit transfers	NS Jump response = GF on 2L/invite on 3L Fit-jump by PH
					3C=5-8(9), 5+C	1m-1M-2N-3C-3D-3M=to play	
					3D/H/S=pre-empt 4M=natural	1m-1M-2N-3OM=5M+4m	
1♦		3	4H	10+HCP 3+D	1M = 4+M, 1NT = 6-10 2C = GF,2D=4+D GF,no M, 2H= 5+D 10-12 OR 2N invite OR 6+H GF 2S = 6+S, single suiter or D support GF. 2N =natural GF. 3C=6+C invite. 3D=5-8(9) 3H/S=pre-empt	1D-2H-2S asks -natural responses 1D/H/S-1x-1N ? 2-way CB	
						1m-1M-2N-3C-3D-4C=6M slam try	
1♥		5	4S	5+H, may be light acc to vul/pos	2S =6+S GF, 2N = 4+H 15+, 3C = 3+H limit+, 3D =6+D inv. 3H=4+H 5-8(9). 3S/4C/D =spl <15. 3N=good H pre-empt, 4S=natural	1M-2N-? 3C = min NOW 3D asks for shortage none UTL 1M 2N 3C 3H/S/N/4C/D/H= 15+ with single UTL/void UTL 1M 2N 3D=extras with shortage 3H asks UTL 1M 2N 3H=extras with 4-card suit 3S asks UTL 1M 2N 3S=extras 6M balanced 1M 2N 3N extras 5M balanced 1M 2N 4m/H(after 1S)=extras 55	P-1M-2C = 3-card M, good 2M+ P-1M-2D = 4-card M, good 2M+ P-1H-2S = 4+H, max pass, shortage somewhere NOW 2N asks UTL P-1S-2N = as above NOW 3C asks UTL 1M (X) ? then 1M -> 2M-1 = transfers 1M-(any bid)-jump to 4m = fit-jump
1♠		5	4H	5+S, may be light acc to vul/pos	1NT = 0-11(12) 2C = 3+C GF, 2D = 4+D GF, 2H = 5+H GF 2S = 5-9, 2NT = 4+M 15+, 3C = limit+, 3+S 3D = 6+D inv. 3H =6+H inv 3S=4+S 5-8(9). 3N =good pre-empt in S, 4C/D/H=spl, <15		
1NT		-	4H	10-13 1 st /2 nd favourable 15-17 4 th Variable 11-14/15-17 otherwise	2C = stayman, 2D = H or various GF, 2H = S, 2S = C,2N = D, 3C = 5-card stayman, 3D = 55m GF, 3M = short M 3-card OM 54mm, 4C = gerber, 4D/H = transfer to 4H/S, 4S = mild raise to 4N balanced		2N puppet > 3C if interference Transfer lebensohl Transfers over 3L overcalls through 4S
2♣	√	0	4H	22+ Semi-Balanced Or Any GF	2D = Relay no positive, 2M= nat positive. 2N=weak both minors (56). 3C= pos in D - 3D= KC. 3D/H/S= semi solid H/S/C suit - next suit = KC	2H = H or strong bal NOW 2S relay then 2N=24+ balanced, 3M = 4M and longer D;	2C-(2any suit)- 3C/D/H/S = semi-positive+ in D/H/S/C NOW next suit = pre-empt KC
						2C 2D 2S 3C = double negative 2C 2D 2H 3C/D/H/S = semi-positive in D/H/S/C NOW next suit = pre-empt KC	

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2♦		0	-	Weak-only multi. 5+H or 5+S. strength and suit length/quality dependent on vul/position	2H= p/c, 2S = game try in H, 2N = ask, 3m non- forcing, 3H = pre-empt in pd's M, 3S = p/c, 4C = transfer to your M, 4D = bid your M 4H = p/c, 4S = to play	2N 3C = any minimum NOW 3D asks to transfer to your suit 2N 3D = H max NOW 3H asks for shortage none UTL, 2N 3H = S max NOW 3S asks for shortage none UTL , 3S = 6H4Smax 3N= 6S 4H max	
2♥		5	-	5H 5+m	2S = to play, 2N = ask, 3C = p/c, 3D = game try in H, 3S = 6+S invitational 2N followed by new suit = natural GF	2N 3C/D = natural min 2N 3C 3H/S = max with C/D	
2♠		5	-	5S 5+m	2N = ask, 3C = p/c, 3D = game try in S, 3H = 6+H invitational 2N followed by new suit = natural GF	2N 3C/D = natural min 2N 3H/S = max with C/D	
2NT		-	4H	20-21 Semi-Balanced	3C = puppet, 3D/H = transfer GF. 3S = puppet to 3N with minor/minors slam try	3C-3D (= 4M)-3H(=may have 4S)-3S (= 4-card S) 3C-3D-3S=4H 3C-3D-3N= 44M, game only 3C-3D-4N=44M, slam try 3D/H-3H/S= 3-card support 3C-3M=5M. 3C-3N=2S2H or 2S3H	
				May include offshape/singleton	4C =gerber, 4D = transfer to H, 4H = transfer to 4S, 4S = mild raise to 4N balanced	3S 3N 4C = D now 4D =KC, 4D = C now 4H = KC, 4H = 55mm short H, 4S = 55mm short S, 4N = 54 minors no shortage	
3x		6	-	0-11HCP, Pre-emptive according to vul/position	4C (4D if x=C) = pre-empt KC, 4H/S = nat 3C 3D demands 3H	3C 3D 3H 3S = to play 3C 3D 3H 3N = pass with CA otherwise bid 4C 3C 3D 3H 4C = game try 3D/H/S 4C step responses = 0/1/1+Q/2/2+Q	
3NT	√	-	-	Long major 8.5-9.5 tricks	4C = slam try, 4D = bid your major, 4H = p/c 5m = asks for control in m	HIGH LEVEL BIDDING	
4x		(6)7	-	0-11HCP, Pre-emptive according to vul/position	4C 4D = pre-empt KC 4D 5C = pre-empt KC 4m 4M = to play 4H 4S = to play 4M 5m or 4S 5H = asks for control in suit bid	RKCB 1430. Over exclusion KC 3041.Over interference, Pass = 1 st /odd, X/XX = 2 nd /even	
4NT	√		-	Blackwood	5C = 0, 5D = 1, 5H = 2, 5S =	Jump to 4m over 2m by 2C opener = KC Jump to 4m+1over 2/3m in unbid suit = KC	
5m		7	-	0-11HCP, Pre-emptive according to vul/position		Various last train style tries in situations where natural cues unavailable	
5M		(7)8	-	Trump Suit Ask	6M = 1 of top 3 honours, 7M = 2 of top 3 honours	Natural cue bidding 1 st /2 nd round controls	
5NT			-	Slam try	6NT = an A/K/Q, 7NT = 2*6NT	3NT = non-serious slam try in some Major auctions	
6M		(7)8	-	Trump Suit Ask	7M = 1 of top 2 honours	Exclusion keycard	
6NT			-	Grand slam try	7NT = an A/K	3D/H/S-4C or 3C-4D = pre-empt KC, step responses are 0 bad, 0, 1, 1+Q, 2, 2+Q	