DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Normal style, varied acc to vul, (4)5+. Can be light reopening
UCB: good 3+ card raise, jump cue = mixed raise
2N over M: good 3+ (or 4+ if UCB available) card raise
New suits on 1L/2L(over 1x) are NF. Fit jumps by PH
After (1C) (1S=no M) X = to(3+S 3+H) or strong.2D=majors

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses; Reopening)

2ⁿᵈ/4ᵗʰ Live: 15-18; System on
Reopening: 11-16: 2C ask – 2D min. 2M/N medium. 3L max
2C-2D-3C repeat stayman

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suiter: Weak (5-10), 6+ cards , Intermediate when V
2NT Response to 2-level jump overcall: asking
Unusual NT: lowest 2 unbid suits, 5-5 +
4ᵗʰ seat: Suit = Intermediate. 2N = 19-21 bal

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

2-cue (minor): 5-5 +, both majors, wide ranging, not poor if V
Over 1C: 2C natural. 2D majors.
Over short D: 2D natural. 2H majors
2-cue (maj.): 5-5 +, OM+m wide range, not poor if vul
2N constructive suit enquiry. 3C P/C

VS. NT (vs. Strong/Weak; Reopening;PH)

X: Penalty; 2C: Majors; 2D: weak 6+ M
2M 5+M opener, 2N GF 2-suiter

Agst str NT, 4th seat system as PH below. 2M=natural
PH: X = either m or both majors. 2C C+ major. 2D D + major

VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)

DBL: T/o thru 4H (2N response=puppet to 3C).Pen if opp fav
Action DBL over 4S. 3-cue = 5OM 5m not GF. Leap Mich GF.
2M/3M 4M good 4OM/5m bid NOW lowest suit sign off.
Over 4H 4N 0 ace S/T. 5C 1 ace, S/T. 5D 2 aces S/T
Over 4S 4N 0/1 ace S/T, 5D 2 aces S/T
2NT: 15-18; 3NT to play; 4 minor = minor + a major GF
Over 2N: 3C puppet, 3D 5+OM, Cue shortage, 3S 5+C, 4C 5+D

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs. 1C: X=majors, 1N=minors
Vs. 2C: X=majors, 2N=minors

OVER OPPONENTS' TAKEOUT DOUBLE

Redouble: (9)10+ (with xx or worse over 1M opener,
further X are penalty by either player
1M (X) ? 1N-> 2M-1 are transfers; 1M (X) 3C = mixed raise

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4ᵗʰ, 2ⁿᵈ from 3+ bad,	3ʳᵈ, 5ᵗʰ. Att if supported
NT	4ᵗʰ, 2ⁿᵈ from 3+ bad	4ᵗʰ, 2ⁿᵈ. att if supported
Subseq	Attitude	Attitude
Other: top(often) from xxx. low(seldom) from xxx agst suits		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, A	AK, A
King	KQ	AK, KQ, UB/CT (REV)
Queen	QJ	KQ, QJ
Jack	AJ10, KJ10, J10	AJ10, KJ10, J10
10	H109, 109(x)	H109, 10x, 109x
9	109x (with good switch), 9x	9x, (109x with good switch)
Hi-X	Sx, xSx Sxx xxS	Sx, xSx (Sxx)
Lo-X	xSx (Sxx) HxS HxxS(+)	xSx (Sxx) HxS, HxxS

SIGNALS IN ORDER OF PRIORITY

		Partner's lead	Declarer's lead	Discards
	1	Reverse Attitude	Suit preference	Reverse Attitude
Suit	2	Some SP/NEU	Some SP/NEU	SP/NEU
	3			
	1	Reverse Attitude	Smith	Reverse attitude
NT	2	Reverse Count	Suit preference	SP/NEU
	3	Suit Preference	NEU	

Signals (including Trumps): UDCA, Suit preference in trumps,(peter
may be looking for ruff), std Smith (both sides), some suit
preference when following to declarer.

after (3L) (3N) lead of K is not unblock ask

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Emphasise majors, can be light with classic shape or in reopening

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support DBL and RDBL below 2M (guarantees 7-card fit) Not
Mandatory. NOT when weak NT opening.

1m-(1H)-X = 4+ spades. 1S = denies 4S. 1N = 10-12
1C-(1D)-X=4+H. 1H=4+S. 1S=denies 4M. 1N=10-12
1N (X)[pen] XX = 5-card suit. 2 any = that suit plus higher suit;
1N (X)[not pen] XX = values, others = system on

W B F CONVENTION CARD

CATEGORY:	<mark>GREEN</mark>
NCBO:	**SCOTLAND**
PLAYERS:	Brian **SPEARS** - Barnet **SHENKIN**

SYSTEM SUMMARY

5 card majors, minors 3+ cards, 2/1
Transfer responses to 1C
2D = weak only multi. 2M = M+minor weak
1NT: NV v VUL 10-13 1st/2nd. 10-14 3rd, 15-17 4th always
<mark>Variable 11-14/15-17 otherwise</mark>
Upgrades/downgrades apply
2 Over 1 Responses: FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1x-1M-1N-? 2C = ART, INV or to play in 2D.
1x-1M-1N-? 2D = ART, FG; 3C = to play.
1C 1S 1N 2H= 5+C inv/ 2S = 5+D FG
1C 1D= 4+H/ 1H = 4+S/ 1S = no major/ 1N = 10-12
1M-3C = inv+ raise of openers major

Transfer Lebensohl after 1N (2C/2D/H/S)not after
2C=majors
Lebensohl after 1X (2M) P (P) X
3NT opener = H or S 8-9.5 tricks
Transfers after 1N (3X)

SPECIAL FORCING PASS SEQUENCES

When we have shown FG values; when opponents
sacrifice

IMPORTANT NOTES

PSYCHICS: Rare

	ART	Min No	Neg Dbl Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	3+C	1D=4+H,1H=4+S,1S=no major, 1NT = 10-12	1C-1x-1H/S/N-? 2-way CB/3C to play	NS Jump response = FG on
				may be light acc to vul/pos	2C=4+C FG, no M, 3D/H/S=PRE,	1C-2D-2H asks -natural response	2L/weak on 3L
					2D=5+C 10-12 OR 2N invite OR 6+D FG	1x-1y-2N-4-suit TRF (on after comp)	Fit-jump by PH, 4m Fit-jump
					2M=6+M FG, 2N=NAT FG, 3C=5-8(9)	1m-1M-2N-3C-3D-3M=to pl see note C	
1♦		3	4H	3+D (only 3D when 4432)	1M = 4+M, 1NT = 6-10, 2C = FG, 3H/S=PRE	1m-1M-2N-3C-3D-4C=6M slam try	
				may be light acc to vul/pos	2D=4+D FG,no M, 2H=5+D 10-12 OR	1D-2H-2S asks -natural responses	
					2N INV OR 6+H FG OR 6+C FG, 2S 6+S GF	1D/H/S-1x-1N ? 2-way CB. 3C = to play	
					2N =NAT FG no M, 3C=6+C INV; 3D=5-8(9	1m-1M-2N-3C-3C-3OM=5M+4m	
1♥		5	4S	5+H. 4+H in 3rd	1S = 4+S (if then 3H = FG), 1NT = 0-11(12)		P-1M-2C = 3+M
							P-1M-2D = 4+M
				may be light acc to vul/pos	2C = 3+C FG, 2D = 5+D FG, 2H = 5-9,		1M (X) ? then 1N-> 2M-1 = TRF
					2S =6+S FG, 2N = 4+H 15+(or equivalent),		
					3C = 3+H LIM+		
					3D =6+D inv, 3H=4+H 5-8(9), 3S/4C/D=SPL		
1♠		5	4H	5+S. 4+S in 3rd	1NT = 0-11(12), 2C=2+, 2D/2H = 5+D/H FG		
				may be light acc to vul/pos	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 in S, 4C/D/H=SPL, <15		
1NT			4H	NV v VUL 10-13 1st/2nd,	2C = STAY (may not have major)	1N 2S 2N/3C 3D/M = C with short D/M	2N puppet > 3C if interference
				10-14 3rd, 15-17 4th	2D = H, 2H = S, 2S = C, 2N = D	1N 2red 2M 3OM = 6M with S/S	Transfer lebensohl
				Variable 11-14/15-17 otherwise	3C = 5-card stayman, 3D = 55minors FG,	1NT 2R 2M: 4C=BAL S/T, 4D=KC in M	Cue=shortage
				upgrades/downgrades apply	3M = short M (13)(45), 4C = gerber	2C 2D 3M=4M 5+OM, 2C 2M 3OM=4M	Transfers over 3L overcalls
					2D 2H 2S = 5S5H inv+ 2N asks 3C GF 3H inv	with S/S. 2C 2M 4C =bal sl try. 2C 2M 4D =KC	After 2x overcall 2N then cue
					4D/H=TRF to 4H/S, 4S=mild raise 4N BAL	1N 2D 2H 2S = 5S 5H inv+	= minors(usually short x)
2♣	Yes	0	4H	22+ Semi-Balanced	2D = Relay,, 2H=5+S, pos, 2S = 5+C	2C 2D 2H = H or strong bal – 2S asks	2C (2any) 2N = natural pos
				Any FG	pos, 3C = 6+D pos , 3D = 6+H pos	2C 2D 3M = 4M longer D	3C/D/H=TRF, 6+/good 5-suit
					3H/S/C/D = semi-solid S/C/D/H	2C 2D 2S 3C = second negative NOW	3S = semi-pos+, 6+C
					See note B	3S by either side non-forcing	2C 2D 2H 2S 3C = 6+H. 3H =5H 4+C
2♦	Yes	0		Weak-only multi, 5+M	2H= p/c, 2S = G/T in H, 2N = ask, 3m NF,	2N 3C=any MIN, 3D=H max, 3H=S max,	2D 2N 3D 3H asks SPL
				Str dependent on vul/position	3M/4H=P/C, 4C=TRF to M, 4D=bid M,	2N 3S = 6H4S max, 3N=6S4H max	2D 2N 3H 3S asks SPL
2♥		5		Weak, 5H 5+m	2S = T/P, 2N = ask, 3C = p/c, 3D = G/Tn H,	2N 3C/D = natural min	
					3S = 6+S INV	2N 3C 3H/S = max with C/D	
2♠		5		Weak, 5S 5+m	2N = ask, 3C = p/c, 3D = G/T in S,	2N 3C/D = natural min	
					3H = 6+H INV	2N 3H/S = max with C/D	
2NT			4H	20-21 Semi-Balanced	3C = puppet, 3D/H = TRF GF; 3S = pup 3N	See Note [A]	
				uprades/downgrades apply	minor/minors slam try, 4C =gerber,		
				May include offshape/singleton	4D/H = TRF to H/S, 4S =mild bal. 4N BAL,		
3X		6	-	0-11HCP, PRE	4C (4D if x=C) = pre KC, 4H/S = nat	3C 3D 3H 3S = to play	
				varies due to VUL/position	3C 3D demands 3H	3C 3D 3H 3N = P with CA see note D	
3NT	Yes			Long major, 8.5-9.5 tricks	4C=S/T, 4D=BID MAJOR, 4H=P/C, 5m=ASK	**HIGH LEVEL BIDDING**	
4X		(6) 7		0-11HCP, PRE	4C 4D=PRE KC, 4m 4M=T/P, 4H 4S=T/P	RKCB 1430. Over exclusion KC 3041.P0D1 – DEPO (above trump suit)	
4NT	Yes			Good 5m bid		Cue bid 1st/2nd round controls equally	
5X		(7)8		PRE		3NT = non-serious slam try in some Major auctions, LAST TRAIN	

Supplementary notes

A - 2NT continuations

2NT 3C 3D = denies 2h 2S/3H 2S
2NT 3C 3N = 2S 2H or 2S 3H
2NT 3C 3D 3H = denies 4H,
2NT 3C 3D 3S = 4H
2NT 3C 3D 3N = 4S 4H, game only
2NT 3C 3D 4N = 4S 4H, slam try
2NT 3D 3H/3H 3S = 3-card H/S NOW next step shows shortage – next step asks UTL
2NT 3D 3H 3N = balanced slam try
2NT 3D 3H 4C = 4C or 4S – 4D asks UTL
2NT 3D 3H 4D = 4D
2NT 3D 3S/3N 4H = slam try, 6+H
2NT 3H 3S 3N = shortage 4C asks UTL
2NT 3H 3S 4C = 4C or 4H 4D asks UTL
2NT 3H 3S 4D = 4D
2NT 3H 3S 4H = balanced slam try
2NT 3H 3N 4S = slam try, 6+S
2NT 3C 3D 4H = 5S5H, game only

B-2C continuations

2C 2D 2H 3C/3D/3H/3S = semi-positive in D/H/S/C

C - 1x 1y 2NT continuations

1x 1S 2NT 3C 3D 4H = 5S5H, game only

D - 3C 3D 3H continuations

3C 3D 3H 4C = game try

D - 1C 1S 1N continuations

1C 1S 1N 2C 2D 2H = 4C 4D invitational
                                 2S = 5D 4C invitational NOW 3H asks for H shortage NO, YES
                                                               3S asks for S shortage NO, YES
                                 2N = 5D(332)
                                 3C = 5C 5D invitational NOW 3H asks for shortage UTL
                                 3D = inv, 6+D
                                 3M = short M, 6+D, GF

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1C 1S 1N 2H = inv, 5+C
        2S = GF, 5+D
            2N = asks
                3C = 5D 4C NOW 3D asks shortage None UTL
                3D = 6+D, short C
                3M = 5D 5C short M
1C 1S 1N 2D 2H = asks
                2S = 4D 5C NOW 3C asks shortage None UTL
                2N = 4D 4C
                3C = 5C(332)
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E - 1M 2N continuations

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1M-2N-? 3C = min. 3D asks for S/S
1M 2N 3C 3H/S/N= 15+ w/SPL UTL
1M 2N 3C 4C/D/H= 15+ w.void UTL
1M 2N 3D=extras with S/S next step
asks UTL
1M 2N 3H=extras with 4-card suit next
step asks UTL
1M 2N 3S/3N=extras 6M/5M balanced
1M 2N 4m/H(after1S)=extras 55
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F - 3N 4C continuations

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3N 4C 4D = good hand with H
        4H = mild try
        4S = 1 or 4 KC
        4N = KC
        5C = 0 or 3 KC etc.
3N 4C 4N = KC in S
        5H = long H suit, cue-bid in S
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in all auctions, 6M-1 by either player is merely transferring declarer if we haven't already done so.

G - defence after 1C=2+
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(1C=2+) -P -(1M) -2N = OM +C
                -3D = OM +D
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