


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Wide ranging. Sound at 2 level
Responses: TRF responses from level of cue. Raises natural, shaded. New suit under cue F1 (ex. passed hand). Jump fits.
Reopening: Nat, but limited as intermediate jump available
Responses as 2nd 1NT is F after o/call of short suit.
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15 - 18
Responses: n As over opening 1NT
Bids showing opponent's M show singleton in that suit.
4th position: 11-16
Responses: 2C asks for range and majors, else as over 2nd.
Bids showing opponent's major have special meanings
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: WEAK, with sound 6 card suit.
Bids at 3 level promise a sound suit, possibly 7 cards
Responses: Natural. Cue = F.
Unusual notrump: Only in 2nd position, = lower 2 suits
Responses nat. with cue = F.
Reopening: Intermediate jump in suit. 2NT = 19 - 22
Respond as for 2NT opener.
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels, 5/5. 2m = both M. 2M = other M + m.
Jump cue= strong one suiter. Specific responses.
Responses: Natural, except 2NT over 2M as for Lucas.
Reopening: As 2nd.
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: X = penalty. 2C = Majors. 2D= 6-card Maj.
2M = 5M/4m+, 2NT= m/m or strong x/x.
Reopening: As 2nd
Passed Hand: As above, except X = 4441 with singleton m.
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = takeout, 2NT/3NT natural. 2/3 level suits natural.
3 level cue (e.g. 2H-3H) = "Michaels" style.
2M or 3M- 4m = 6 card minor + 4 of other major
3C- 4D = good D/M two suiter. Multi style responses
3D- 4C = good C/M two suiter
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♠: Weak jumps; Simple bid = suit + suit above
X= C + H; 1NT= D + S. 1C-P-1D- similar (x= D + S). 2C sim.
OVER OPPONENTS' TAKE OUT DOUBLE
XX= 3-card support, 7+. 2NT= sound 4+ raise; Jump raise shaded. Jump fits. Otherwise as if no double.

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	4th highest 2nd from xxx(x..)	As elsewhere, but may lead small from xxx	
NT	As for suit	As for suit	
Subseq	4th. High suggests switch	As above	
Other:			
LEADS			
	vs. Suit	vs. NT	
Ace	Asks for attitude signal	Asks for attitude signal	
King	Asks for count	Asks for unblock or count	
Queen	For attitude (KQ+ poss)	Asks for attitude	
Jack	J10x(x..), KJ10x, or Jx	J10xx(x), KJ10x or AJ10x	
10	Usually H109x, or 10x	Usually H109x	
9	109x(x..) or 9x	109x(x..) or 9x	
8	4th or 2nd	4th or 2nd	
small x	usually 4th, or Hxx	usually 4th, or Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	Distributional*	Distributional*	1st disc = attitude
2 ND	Att. if A/Q/J led	-	Distributional*
3 RD	Suit pref if sw.	-	2nd card suit pref
NT: 1 ST	Distributional*	Distributional*	1st disc = attitude
2 ND	Count on king	-	Distributional*
3 RD	Attitude A/Q/J	-	2nd card suit pref
NOTE- * Distributional signals REVERSED (hi-lo= ODD no.),			
- * Attitude signals REVERSED (lo = encouraging):			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: Can be light with good distribution. Emphasis on other M			
Can be 2 suited with lowest suit missing.			
Responses: Cue F to suit agreement. 2NT sometimes scramble			
Reopening: Same as 2nd			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double through 3S. Often has unbid suit "most cut out"			
Responsive X after takeout double and raise (or NT)			
Most low level doubles in competition are takeout			
Support doubles and redoubles			
Redouble of tox shows exactly THREE of partner's suit.			

WBF Convention Card	
	
Category: Green	
NBO (Country): Scotland	
Event: All events	
Players: JACK PATERSON & BRIAN SHORT	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
NATURAL - All suit openings 4+ cards	
2C = strong, nearly GF, 20+ if flat	
2D = multi	
2H = Lucas style, 5-10, 5H + 5 any other suit.	
2S = Any solid 7-card suit, with little outside.	
All defensive signals REVERSED	
1NT opening: 14 - 16 (will be "sound")	
2 over 1 Response: Forcing to 2NT - except 1S-2D (=H), F1.	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
"Multi" 2D opening. Weak 2H or 2S only.	
"Lucas" 2H opening	
2S opening = Any solid suit with little outside.	
3NT opening = sound 4H/4S opening.	
2D response to 1S shows HEARTS, F1, may be weak.	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
2D response to 1S shows HEARTS, F1, may be weak.	
2NT in competition often scramble or Lebensohl	
Psychics: Very unusual	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	-	4	3S	11+ hcp, NATURAL	Over 1 of a suit OPENINGS (but see 1S below) -	After ALL 1 of a suit OPENINGS -	ALL 1 suit OPENINGS -
1♦	-	4	3S	11+ hcp, NATURAL	1NT= 6-12; Limit raises; 2 bids F to 2NT; splinters	NT rebids 12-13;17-18. 2C/2D/3C =c.	new nf; jump fits;
1♥	-	4	3S	10+ hcp, NATURAL	2NT= 16+, flat; 3NT= value raise (F if M)	Reverse = F1; long suit game try.	mini-splinters over Maj.
1♠	-	4	3S	10+ hcp, NATURAL	but- 1S - 2D response = H (F1), 2H resp = D (F-2NT)	Special rebids over 1S-2D.	p-p-1H-p-2NT= S jmp/fit
1NT	-	-	-	Sound 14 - 16, flat. 5M/ 6m possible	2C= 5-card Stayman; 2 other= transfer; 3any= shows shortage, suit above. 4C= aces; 4D= 5H+5S, game.	1NT-2C-2M rebid = 5 cards, else 2D, then Puppet. Break m TRF to suit.	As unpassed
2♣	Yes	-	-	Strong, usually GF	Control responses. 2D= 0-1, 2H= 2 etc.	2C- 2D- 2H = Kokish. 2NT = 21-22.	"
2♦	Yes	-	3S	MULTI= 5-10, 6 M No strong options	2H= to play if weak 2H. 2S to play 2S or 3+H. 2NT= F, enquiry. 3m= invitational.	Responses to 2NT. 3C/3D= weak with H/S respectively. 3H/3S = upper range.	"
2♥	Yes	5	-	5-10, 5H = 5+ any.	2S or 3C = p/c. 2NT asks strength & suit.		
2♠	Yes	7(8)	-	10-14, any solid suit	2NT= asks for singleton. 3any = pass or correct.	3NT over 2NT = no shortage	
2NT	-	-	-	19-20 flat (5M/6m ?)	3C= 5 card Stayman; 3S tran. to 3NT. 3NT=5S+4H	After 2NT-3C-3D, puppet.	As unpassed
3♣	-	7(6)	-	Pre-emptive in C	Raises pre-emptive, new suit F1. 3D for singleton		"
3♦	-	7(6)	-	Pre-emptive in D	Raises pre-emptive, new suit F1. 4C for singleton		"
3♥	-	7	-	Pre-emptive in H	Raises pre-emptive, new suit F1. 4C for singleton		"
3♠	-	7	-	Pre-emptive in S	Raises pre-emptive, new suit F1. 4C for singleton		"
3NT	Yes	(6)7+	-	4H/4S opening	4C asks for suit under. 4D asks singleton. 4M to play	Over 4D, 4M= to play, 4NT/5m= si	"
4♣	-	8(7)	-	Pre-emptive in C	4D = kickback; 4M to play; 4NT= slam try		"
4♦	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = Kickback	Show control over 4NT	"
4♥	-	6+	-	To play	4S= to play. 4NT= Kickback		"
4♠	-	6+	-	To play	4NT= Kickback.		"
4NT	yes	-	-	Asking for specific aces	5C=none; 5other = ace. higher=2.	HIGH LEVEL BIDDING	
5♣	-	7	-	To play		<p>"KICKBACK" Roman Key Card Blackwood. 4 suit above trump 1 step = 0/3 aces, 2 steps= 1/4 aces (trump K= 5th ace). 3 steps = 2/5 aces. 4 steps = 2/5 aces + trump Queen Follow-ups ask for trump Q or Kings. Doubles beyond 3S mainly "action", showing values.</p>	
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			
5NT	-	-	-	-			