

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: Green NCBO: Scotland PLAYERS: Alex Adamson & Derek Sanders
Natural.		Lead	In Partner's Suit	
Cue bid shows good raise, new suit forcing if unpassed, Fit jumps	Suit	4 th & 2 nd	4 th & 2 nd	
Response in new suit is constructive	NT	4 th & 2 nd	4 th & 2 nd	
	Subseq	Original length	Original length	
Jump raise pre-emptive	Other: 3 rd from 3 small in partner's suit when not raised.			
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
INT overcall is always natural by an unpassed hand	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE INT = 11-14 NV, 12-14 V 5 Card Spades 3 Weak 2s Minor suit first when 4M-4m
11-14 in reopening seat – respond as to 1NT opening	Ace	Rev Attitude	Rev Attitude	
15-17 – respond as to 1NT opening	King	Standard count	Standard count	
	Queen	Rev Attitude	Rev Attitude	
	Jack	Jx, J10, KJ10,	J10, KJ10, AJ10	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x, K109, Q109	10x, A109, K109, Q109	
Weak (Intermediate in reopening seat)	9	9x, 109x	9x, 109x	
Unusual NT	Hi-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
Reopen: 2NT = 19-20 balanced	Lo-X	Top of doubleton, 4 th or 2 nd	Top of doubleton, 4 th or 2 nd	
	SIGNALS IN ORDER OF PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Cue of a major shows the other major + a minor, 55+	1	Rev Att (AQ)	Normal Count	1NT can be 4-4-4-1 with singleton club and non-minimum
Cue of a minor shows both majors, 55+	Suit 2	Normal Count		
Both of the above are wide range	3			
Potentially short minor openings are treated as natural on 1 st round	1	Rev Att (AQ)	Normal Count	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Normal Count		
Dbl = pens; 2C=Ms, 2D=M, 2M =M+m	3			
2NT = Weak with C+D or GF 2 suiter, 3 of a suit is weak	Signals (including Trumps): Hi-Lo shows odd in trumps			
By passed hand dbl shows a single suited minor				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	DOUBLES			
Take out double, (After weak 2 opening and double, immediate 3 level responses strong, through 2NT weak)	TAKEOUT DOUBLES (Style; Responses; Reopening)			
Leaping Michaels over a weak 2 only: over 2M, 4m shows 55+ in that suit and the unbid Major, over 2m, 4 of the other minor shows that suit and a Major.	Standard			
Others natural				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				
Dbl = H, 1D = S, 1H/S/NT = 2-suiter, (Colour/Rank/Odd)	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			SPECIAL FORCING PASS SEQUENCES
2 level overcalls are weak in the suit or show the two suits above	INT-(X)-XX= single suited rescue, including if non-penalty			
	XX by 1NT Opener shows 5+ suit and suggests rescue			
	XX of sputnik X shows Hx			
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES
Redbl = 10+ points, at most 3 card support.				
2NT = good raise; Jumpshift = fit				
				PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S	10-20	Standard Acol Limit Raises 2NT = 16+ balanced raise. 3NT = 13 - 15 balanced raise. Splinters. 1H-3D/1S-3H= 3card raise 10+ <i>After intervention</i> New suit = forcing. Jump shift = fit showing. Double raise = pre-emptive. Cue bid = unlimited good raise. Jump cue bid = splinter.	4th suit = G.F. Splinters. Checkback after 1NT/2NT rebid. 4 level rebid in minor = good suit and fit. After 2NT resp new suit = shortage. After 3NT resp new suit = cue bid. 3NT rebid after 1 or 2 level resp = Just below acol two strength. After a reverse 2NT = relay Rebid suit = Forcing and 5+ cards. All other bids are forcing	Jump Suit = Fit Jump raise = shape rather than values 1S-2NT = 3 card raise, 10-11
1♦		4	4S				
1♥		4	4S	10-20 1H is 5+ unless 15-19 44 in the Majors, or 17+-19 3433	10-20		
1♠		5	4H	10-20			
INT				11-14 NV 12-14 Vul May have singleton club if 4441 and non-minimum	2C = Stayman; 2D/H = transfers; 2S = Baron; 2NT/3C = Invitational+ C/D; 3D/H = suit above (either INV or slam try); 3S = 5-5 C+D slam try; 4C = 5-5 Majors; 4H/S = to play. After simple overcall: bidding directly at the 3 level is the stronger route, weaker hands go through 2NT. Cue bid = Stayman with a stop After 3 level overcall: dbl = take out	After 2C=2D: 3D/H/S = shortage After 2S: 2NT = minimum; 3 suit = maximum (suits in ascending order)	After simple overcall: bidding directly at the 3 level is the stronger route, weaker hands go through 2NT. Cue bid = Stayman with a stop After 3 level overcall: dbl = take out
2♣	Yes			Very strong	2D = semi-positive; 2H = negative; 2NT = heart positive	2NT rebid = 23-25 bal (nf after 2H)	After overcall: dbl = take out, at least semi-positive; Pass = Neg or trap
2♦♥♠		5		Weak, less than an opening	New suit = strong but NF 2NT = shortage enquiry 3C = High card feature enquiry Jump shift = Acol 2	After an enquiry, rebid suit with a minimum, otherwise show the required feature.	New suit NF New suit NF New suit NF
2NT				20-22 balanced	3C = 5 card enquiry; 3D/H = transfer; 3S = Baron; 4C/D = natural slam try; 4NT = quantitative	3C-3NT = 5 card minor. Now 4C asks: 4D = diamonds, 4H/S = clubs and a cue.	
3♣♦♥♠		6		Pre-empt	New suit forcing by an unpassed hand	New suit by opener = natural	
03NT				Solid minor	4C = Pass or correct, 4D = singleton?		
4♣♦♥♠		7		Pre-empt		HIGH LEVEL BIDDING	
5♣♦		7		Pre-empt		RKCB 5C = 0 or 3, 5D = 1 or 4	
						Exclusion key card	
						DOPI, ROPI	

