DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIG	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYLE			
		Lead		In Partner's Suit	CATEGORY: Green
Normal	Suit	2nd and 4th		2 <sup>nd</sup> and 4th	NCBO: Scotland
	NT	2nd and 4th	l	2 <sup>nd</sup> and 4th	PLAYERS: D. Mitchell – J. Di Mambro
	Subseq	2nd and 4th	l	2 <sup>nd</sup> and 4th	EVENT:
	Other:				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
	Lead	Vs. Suit		Vs. NT	
2nd in hand: 15-18 then as if 1NT opened	Ace	AKx Axx	x	AKx Axxx	GENERAL APPROACH AND STYLE
	King	KQJ KQX		KQJ KQx	
4nd in hand: 10-14 then as if 1NT opened	Oueen	QJx AQJ		QJx AQJx	ACOL
	Jack	J10x AJ1		J10x AJ10 KJ10	12-14 NT
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		K109 Q109	10x A109 K109 Q109	4-card majors
Intermediate: 11-15 6 card suit	9	109x 9x		109x 9x	
2NT: 2 lowest suits except in 4 <sup>th</sup> position: BAL 18-19	Hi-X	2 <sup>nd</sup> from po	or suit	2 <sup>nd</sup> from poor suit	
	Lo-X	4 <sup>th</sup> from He		4 <sup>th</sup> from Honour	
Reopen: Intermediate		S IN ORDER OF			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's L	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels	1	Count	Count	Att	
	Suit 2	SPS	SPS	Att	2C: 23-24 BAL or GF
Jump cue asks for stop for NT	3				
	1	Count	Count	Att	2D: MULTI: weak 2 in major or 8 PT in minor or 25+ balanced
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	SPS	SPS	Att	
X: 15+	3				3NT: solid 7 card minor
2C: H and minor	Signals (in	cluding Trumps):	•	·	
2D: S and minor		rumps: odd number	r		
2H: 6 card suit		•			
2S: 6 card suit			DOUBLES		
2NT: 2 suiter					
VS.PREEPMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (St	yle; Responses:	; Reopening)	
Optional X		· · ·			
	Normal				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES
X: C and H 1NT: S and D	SPECIAL	, ARTIFICIAL 8	COMPETITI	IVE DBLS/RDLS	
2D: D and H 2H: H and S					
2NT: minors	Negative of	loubles			
OVER OPPONENTS' TAKEOUT DOUBLE	Responsiv	e doubles			IMPORTANT NOTES
Jump bid: PRE					
2NT: good raise					
					PSYCHICS:

უ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		4	3S	11+	1NT: 6-9 2NT: 10-12	1NT rebid: 15-16 2NT rebid: 17-18				
1 •		4	3S	11+	1NT: 6-9 2NT: 10-12	1NT rebid: 15-16 2NT rebid: 17-18				
1♥		4	3S	11+	1NT: 6-9 2NT: 10-12	1NT rebid: 15-16 2NT rebid: 17-18				
1 🛦		4	3S	11+	1NT: 6-9 2NT: 10-12	1NT rebid: 15-16 2NT rebid: 17-18				
INT				12-14	2C: Stayman 2D/2H/2S: Transfer					
					2NT: 11-12 3C: 5 card Stayman					
2*	Y	0		23-24 BAL or GF	2D: negative					
2♦	Y	0		Weak major/strong minor/balanced 25+ balnced	2H/2S: Pass or convert					
				8 PT in minor	2NT: relay					
2♥		5		8 PT	2NT: negative 3H: GF					
2♠		5		8 PT	2NT: negative 3S: GF					
2NT				20-22	3C: 5 card Stayman 3D/3H: Transfer					
					3S: minors					
3*		6		PRE	New suit below game: forcing					
3♦		6		PRE	New suit below game: forcing					
3♥		6		PRE	New suit below game: forcing					
3♠		6		PRE	New suit below game: forcing					
3NT				Solid minor	4C: Pass or convert 4D: asks for singleton					
5111					4NT: to play in 5C or 5D		+			
4*		7		PRE			1			
4		7		PRE			1			
4♥		7		PRE						
4 🛦		7		PRE						
4NT										
5*		7		PRE		HIGH LEVEL B				
5♦		7		PRE		4NT: RKCB 5C: 0 or 3 5D: 1 or 4 5H: 2	w/o TQ 5S: 2 with TQ			
5♥										
5♠						Over interference: P: 0 X: 1 1 <sup>st</sup> step: 2 w/	o TQ 2 <sup>st</sup> step: 2 with TQ			