DEFENSIVE AND COMPETITIVE BIDDING

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

Style: Wide ranging. Can be quite weak at 1-level

Responses: New Suit=F1; Cue bid =SUPPORT; Jump Raise =PRE; Double Jump = splinter. Jump in new suit is weak (0 - 6)

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

2nd position: 15-17

Responses: As over opening 1NT but 4 card Stayman

4th position: 11-14 NV ; Vul 13 - 16

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: Weak, usually with 6 card suit

Unusual NT: Only in direct position, = lowest 2 suits 5/5 Generally @ 8-15hcp

4th position: 2NT = 19-20

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

Style: Michaels, 5/5. 2m = both M. 2M = other M + m

Generally @ 8-15hcp

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

2C= 5M/4M; 2D = 1 major,2M= 5M/4m. 2NT =5m/5m

Responses :Strong 2NT - minor ask & 2S interest in game in hearts

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LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th from H; 2nd from bad 3+ suit,	Same
NT	Same	Same
Subseq	ATT (4th from length)	Same
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Asks for attitude signal	Asks for attitude signal
King	Asks for count	Asks for unblock or count
Queen	Asks for attitude signal	Asks for attitude signal
Jack	J10x(x); KJ10(x)	J10x(x); KJ10(x); AJ10x
10	K109(x); 109(x); 10x	K109(x); 109(x); 10x
9	9x	9x
Hi-X	2nd or shortage	2nd or shortage
Lo-X	usually 4th	usually 4th

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
	1	Reverse Attitude	Count (Hi-Lo = even)	1st disc = attitude
Suit	2	Suit pref if needed		
	3			
	1	Reverse Attitude	Count (Hi-Lo = even)	1st disc = attitude
NT	2			
	3			

Signals (including Trumps):

W B F CONVENTION CARD

CATEGORY: <mark>GREEN</mark>

NCBO: SCOTLAND

PLAYERS: David Hamilton/Denise King

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE NATURAL

4 Card Majors, Weak NT

Non Promisary Stayman over 1NT and Puppet over 2NT

2C = strong, GF except 2C- 2D- 2NT

2H /2S/2D - Weak

1NT: 12 -14

All opening will be at least 4.

Signals - Normal Distribution and Reverse attitude

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Whereas 3C weak minor ask:pass/correct or 3new suit to play	* Distributional signals - HI-LO = EVEN no
Generally @ 8-15hcp	* Attitude signals Reverse (Low= ENCOURAGING)
4ᵗʰ position: As 2nd	**DOUBLES**
Passed Hand: As unpassed	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	**TAKEOUT DOUBLES (Style; Responses; Reopening)**
X = takeout, 2NT/3NT natural. 2/3 level suits natural	Style: Can be light with good distribution
3 or 4 level cue (e.g. 2H-3H) = "Michaels" style	Responses: Cue-bid is Forcing to suit agreement
Over weak 2 : x = take out,(Lebnesohl SASS) 3 of a suit assumes partner has 8hcp, 2NT = 16-19.	Double of conventional bid is suit-showing, Negative doubles to 3S. Double, then new suit is strong.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Penalty over NT.
(1C): DBL=4+M/4M; 1NT=5m/5m, 1 of a suit natural,jump weak	**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**
	Over 4S opening, double for penalties. 4NT - take out, 2 places to play
	Double of weak 2 : 2nt* Lebnesohl Slow Arrival Shows Stopper: relay
OVER OPPONENTS' TAKEOUT DOUBLE	to 3c. Via the relay: NT shows stopper., a cue bid shows 4cM &stopper & 3
	level NF
Raises= pre-emptive; Redouble = 10+ without fit; 2NT = limit	
Raise or better; New suit = natural (F1); new suit jump weak (0 - 6),Over XX:Opener repeats suit if distributional opener	

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: Very rare

OPEN ING	AR TIF ICI AL	NO. OF CAR DS	NEG .DBL THR U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3♠	10-19 HCP	Limit raises, :Strong Jump Shifts by unpassed hand/fit jumps by passed hand. Splinters, 2NT = 16dp+ 4 card support, no four card major. 3NT = 12-15 no 4 card major.	1C - 1M – 1NT - 2♣ is Checkback Stayman 1D - 1M – 1NT - 2♣ is Checkback Stayman 1M-2NT-3m/3OtherM=second suit,4M/m cue	weak jump overcalls and stretch raises
1♥		4	3♠	10-19 HCP	Limit raises, :Strong Jump Shifts (fit jump by passed hand). Splinters, 2NT = 16dp + 4 card support. 3NT = 13-15 .	1M-2NT-3m/3OM=Cue Bid,4M/m cue 1M/m-splinter-cue bid	
1♠		4	3♠	10-19 HCP	As 1 ♥ above	1M/m - SJS- new suit natural	

INT				12 - 14 HCP	2♣ = Non Promisary Stayman, 2♦, 2♥ = trf, 2♠ = trf to ♣ , 2NT = trf to ♦. 3-level bids show slam interest. asking for cue bidding.4NT over stayman/ tranfer is key card ask	Opener breaks transfer with 4 c M support (to 3M if min or 2NT if max)or Hx(x) m bids intervening suit	1NT(X):xx=5c suit,3C relay & 2M/ m=lower of 2 four c suits. X of transfer complete with 3. Lebnesohl FASS over overcalls & X is penalty
2♣	Yes			16+ Any game-forcing hand	2♦ is relay (5+) ,or bust..followed by 2NT a bust New suit stronger, good suit 2C-2D2,2S-3S stronger than 4S asking for cue bidding	2C-2D- 2NT (22-24):M tfs, Puppet Stayman, 3♠ slam try in minors,(bid better minor or 3nt) 3NT is 5♠ and 4♥(pick/pass).over 3NT (25+) natural,suit setting	Over double responder passes with bust and bid weak, over a suit overcall responder X with bust and passes with values
2♦		6		5 -9 HCP	2NT=ogust,2M :5+ F1, m F1, 3NT to play	ogust 2NT; 3♣ = weak, poor suit, 3♦= weak, good suit, 3♥ = upper, poor suit, 3♠ = upper, good suit	Responder double over overcall penalties.New M over 2m a suit, new M/m over a 2M a cue
2♥		6		5-9 HCP	2NT=ogust,2OM/m :cueF1, 3NT to play		
2♠		6		5-9 HCP	2NT=ogust,2OM/m :cueF1, 3NT to play		
2NT				20-22 HCP	3♣ = 5-card PUPPET STAYMAN, 3♦/3♥=TRF; 3♠ = slam try in minor, 3NT to play		Over penalty X responder wiggles as 1NT or passes with values.Opener bids 5cM. Over a suit overcall responder X = bust & passes= values
3♣		7			3X=F1; 3NT = to play		
3♦		7			3M=F1; 3NT = to play		
3♥		7			3♠=F1; 3NT = to play		
3♠		7			3NT = to play		
3NT	Yes			Gambling	4♣ = pass or correct,		
4X		8		Pre-emptive			
4NT	Yes			Specific Ace-asking	5♣ =NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		8		Pre-emptive	5NT - 2 aces.		**HIGH LEVEL BIDDING**
							3041 KEYCARD BLACKWOOD (DOPI/ROPI)
							5NT – Specific king ask, excluding trump King