DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE			
1 level wide ranging 4-18 points invariably a 5 card suit	012112102	Lead		In Partner's Suit	CATEGORY: Green:
Response: New suit F1, Unassuming Cue Bid, raises pre-emptive NT natural	Suit	2 nd and 4th		2 nd and 4th	NCBO: Scotland
	NT	2 nd and 4th		2 nd and 4th	PLAYERS: Susan Aitchison Joan Lees
	Subseq	attitude		attitude	EVENT Womens
	Other: low imp]
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
Direct – 15-18, Protective 11-15. System on.	Lead	Vs. Suit		Vs. NT	
Sandwich 1NT –at least 5/5 in the other 2 suits (more shape than X)	Ace	Asks for att	titude (H=Enc.)	Attitude (H=Enc.)	GENERAL APPROACH AND STYLE
	King	Asks for sta	andard count	Count or unblock	
	Queen	Asks for att	titude	Attitude	14-16NT, 4 card Majors (with Mm hands, we open minor)
	Jack	Jx J10x KJ	10(xx)	AJ10(xx) KJ10(xx) J10x Jx	Weak two's in Majors
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Shortage or card	at least 1 higher	Shortage or at least 1 higher card	r Weak jump overcalls
Weak 4-11 6 card suit. New suit F1, raises pre-emptive	9	Shortage or	promises 10	Shortage or promises 10	
2NT Over M both minors. Over m other m and one M (W or S)	Hi-X	Doubleton of		Doubleton or MUD	Fourth Suit forcing to game. Checkback, Lebensohl
Reopen2NT 20-22 HCP with stop in opponents suits	Lo-X	Implies Ho	nour or singleton	Implies Honour	
Reopen Jump suit 6+ suit (intermediate)	SIGNALS IN	ORDER OF F	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	ner's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct Cue = Michaels 5/5. Either weak or strong. Not with mid Range.		h = even	High = even	High encouraging	
Jump cue asks for stop for 3NT	Suit 2 Suit	preference	Suit preference	е	
	3				
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Suit	preference	Suit preference	e	
Double = Penalty, 2 = at least5/4 in Majors, 2D = any 6 card suit, 2H/S = 5 Major plus 4 Minor, 2NT=both minors	3				
- · · · · · · · · · · · · · · · · · · ·	Signals (including Trumps):				
			either defender is	encouraging	-
			ossibility of a ru		
PH same as above X is unlikely but would be for general takeout		<u>-</u>			
			DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Sty	le; Responses; l	Reopening)	<u> </u>
Double = Takeout, NT= Natural, Cue Bid = GF takeout	X shows tolera	ance for other si	uits but does not	guarantee 4 of other Major	
Over weak2 Cue bid asks for stop for 3NT			F, cue 11+ F1, 21		
Takeout with LEB responses					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					SPECIAL FORCING PASS SEQUENCES
Natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDI			TE DBLS/RDLS	
	Negative Double through 3♠				
	Lightner, lead	directing			
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
New suit Natural F1, Redouble = 9+, 2NTraise to at least3 (note 1),					
Jump raise 6-9 with 4 card support, Jump shift no support weak and					
long suit					
					PSYCHICS:

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OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		4	3♠	Natural	1NT 8-10 /2C 6-7 Denies another 4 card suit	1NT rebid less than 14			
					Jump shift weak with 6 card suit				
1♦		4	3♠	Natural	1NT 6-10 Denies a Major	1NT rebid less than 14			
					Jump shift weak with 6 card suit				
1♥		4	3 🏠	Natural	1NT 6-10, 2NT 4 card support forcing to 3♥(see note 1) Jump shift weak with 6 card suit				
1 🖍		4	3.	Natural	1NT 6-10, 2NT 4 card support forcing to 3♠ (see note 1) Jump shift weak with 6 card suit				
INT				14-16 May contain 5 card Major or 6 card minor	5 card puppet stayman(see note 2), transfers to all suits				
2.5				19-20 Balanced, or 8 playing	0. 1. OVER 1. 111. 0. 1.5. 1. 11.0.				
2.	~			tricks in a suit	2 ♦ relay,2NT Balanced 11+,2suit 5 cards with 2 top honours				
2♦	V			23+ Balanced or Game Force	2♥Relay				
2♥		6		5-10 points	2NT Enquiry	OGUST (see note 4)			
				5.10	ONTE E	OGUST (see note 4)			
2 🖍		6		5-10 points	2NT Enquiry	OGUST (see note 4)			
2NT				21-22 Balanced	5 card Puppet Stayman, transfers to Majors				
2111				21 22 Baraneed	3S=5S+4H, 4suit=slam try in that suit	After 4suit, cue is slam interest, 4NT to play			
3 .		7		Pre-emptive	New suit = forcing for 1 round				
3♦		7		Pre-emptive	New suit = forcing for 1 round				
3♥		7		Pre-emptive					
3♠		7		Pre-emptive					
A) 777					10. 0.0				
3NT	V	8		Long Solid Minor	4C = PoC				
					4D= slam interest inviting cue bid	If no cue bid, 5m			
4 ♣	1	8		Pre-emptive					
4♦		8		Pre-emptive					
4♥		8		Pre-emptive					
4 ♠ 4NT	V	0		Pre-emptive Asks for specific Aces	5 = 0,5 NT = 2,6 C = AC,5 D/H/S = Ace				
5 .		8		Natural, Distributional	, , , ,	HIGH LEVEL BIDDING			
5 ♦		8		Natural, Distributional		RKCB(14/30), DOPI,ROPI,DEPO			
5♥		8		Natural, Distributional		If cue bid is doubled, redouble shows 1st round control			
5♠		8		Natural, Distributional		Cue bid can be 1 st or 2 nd round control			
						Gerber over 1NT and 2NT			

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