DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENINO	G LEADS					
Style: Sound, Good 4 card suit possible at 1 level			Lead		In Partner's Suit		CATEGORY: GREEN
Responses: Change of suit natural or values and a fit, both F1	Suit		4th and 2nd from weak suit		4 th and 2 nd from weak suit		NCBO: Scotland
Junp raises are barrages	NT		As above		As above		PLAYERS: Archie Bouverie
	Subsequer				As above		Finlay Marshall 1989
Re-opening: 'transferred K'	Other:	10	9 x(x)	10 9 x((x)		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
2 nd position: 15-17 Responses: as over INT opening	Lead		Vs. Suit		Vs. NT		
Ace						ev attitude	GENERAL APPROACH AND STYLE
tective position: 10-13 Responses: as over INT opening K		King		Asks for normal count.Hi-Lo = even		inblock or normal count even	NATURAL ACOL STYLE
	Queen Jack		QJx – rev attitude		QJx or KQx -rev attitude		12-14 NT
			Jx, J10, KJ10		J10, KJ10, AJ10		4 card Majors,. m before M
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		10x, K109, Q109		10x, A109, K109, Q109		3 Weak natural 2D/2H/2S
Style: Weak at 2 level; Weak at 3 level if NvV.	9		10 9 x(x) or 9x		10 9 x(x) or 9x		2 over 1 F2NT
Responses: new suit at $3 \text{ level} = F1$, raise not constructive,							
2NT = relay with short response over majors/feature over 2D							
Reopen: Intermediate	Hi-X		Doubleton, 4 th or 2 nd		Doubleton, 4 th or 2 nd		4 th suit forcing to game
2NT = unusual	Lo-X				3 or mor	e	Checkback over 1NT and 2NT rebids
Re-open 2NT: 17-19	SIGNALS		ER OF PRIC				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's		Declarer's Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Cue of m (2D over short (<3) 1C) = 5+5+in Ms Weak or strong	1	Rev attit	ude	Hi-Lo = even		First = rev attitude	2C = GF or 23-24 balanced
Cue of $M = 5$ other $M + 5$ undisclosed m Weak or strong							
Responses: 2NT shows values							
other bids Pass/Correct		Normal				Normal count	3NT= solid m, no outside A or K, 1 st or 2 nd .
2C over short club (<3) = Nat		Suit pref		771.7		-	
Jump cue asks for stop			ude (AQ)	Hi-Lo = Smith		First = rev attitude	
VS. NT (vs. Strong/Weak; Re-opening; PH)		Hi-Lo =		Normal count		Normal count	
2D = single suit M		Unblock					
2C = majors, 2H/S = 5 + carder + 4 + m				Peter by both (N'	I) to enco		
2NT= Weak with m's or GF, 3 of a suit intermediate			e attitude on pa				
Re-opening - as above	Suit prefei	ence whe	n appropriate (e.g. with small tru	ımps)		
ssed hand X is TO for m's, 2NT is 2 places to play.							
	REEMPTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening)						
X = Take-out.	Style: sour	nd (classic	shape or extra				
Over weak 2Ms:4m = 6+in bid m+other M	10 10 10	, .	11 1 37 1	1 1 6 1 4			
Suit natural NF, 2NT 15-18 <mark>bal</mark> X= TO – over which 2NT demands 3C then suit bid to play. Other	II our IN I	is overca	illed, A snows	balance of points.			
bids show some strength							
Unusual over unusual (lower cue = good raise, higher cue = F other M, 3 of other M = NF natural)							
Over Multi 2D, $X = 12-14$ bal or $19+$, $2H/S = $ natural, $2NT = 15-18$ balanced	Responses: natural responses; cue-bid of Opp Suit FG seeking stop in 1st instance						
Reopening: as above							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣							SPECIAL FORCING PASS SEQUENCES
Over strong 1C, $1D=2$ touching suits $X=C+H$; $INT=D+S$	SPECIAL	, ARTIF	ICIAL & CO	MPETITIVE DB	LS/RDLS	5	
Over 1C – P – 1D : 1H= 2 touching suits, X=D+S, 1NT= C+H				itive X thru 4D, ac			
Jump overcalls according to Vul.				partner's overcal			
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES
Responses may be lighter							
XX = 9+ no primary fit:; 2NT = sound raise to 3M+; raises =							
pre-emptive, jump in new suit = fit + suit							
re-empuve, jump in new suit = iit + suit							PSYCHICS

	1)F	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1 ♣ 1 ♦		4 4	4D 4D	11-20 11-20	2NT = 16+balanced Inverted raises, 3C over 1D=8-9 pts ,splinters	Raise to 3m over Inverted m raise is weak denying a 4 card M.	New suit NF Jump suit = nat + fit			
1 ♥ 1 ♠		4 4	4D 4H	11-20	2NT/3NT = Jacoby, splinters	Over 2NT: 4M is min, 3X is shortage, 3M is non-min no shortage, 3NT = 15-17; 4X is decent other suit	New suit NF			
INT				12-14 balanced	2C = non prom 4 card Stayman 2D/H/S/NT = transfers 3C/D/H/S = 6 cards, invitational with 2 top Hs	If like, Break with M, but no break with m If positive fit, break with m to a feature in a higher suit.	If interference, suit at 2 level to play, nat & FG if at 3 level. UnBid suits via 2NT are natural & invitational Bid suits via 2NT are staymanic, without a stop, Direct cue staymanic with a stop			
2.	Yes	0		Very strong, 23+ if balanced	2D = relay, 2H/2S/3C/3D = Positive with 2 of the top 3 H's	Over $2C - 2D - 2H = Kokish$ (H or 25-28 balanced) Over $2C - 2D - 2S - 3C = double neg$.				
2♦		6		5-10	2NT = relay asks for feature. New suit Nat and F1	Over 2NT values at 3 level	New Suit NF			
2♥ 2♠		6		5-10	2NT = relay asks for shortage New suit Natural and F1	Over 2NT, shortage at 3 level, 2 nd suit at 4 level	1			
2NT				20-22bal, may have 5M or 6m or singleton H	3C = 5 card Puppet, 3D/H = transfers, 3S = minor 5/5 slam try, 4C/D = nat					
3 .		7		Pre-emptive	New suit = F1					
3♦		7		Pre-emptive	New suit = $F1$					
3♥		7		Pre-emptive	New suit = $F1$					
3♠		7		Pre-emptive	New suit = $F1$					
3NT	Yes			Solid minor	4C = pass/correct, 4D asks for shortage	Over 4D, 5m is that suit, shortage in other m 4NT is no shortage				
4 .		7		Pre-emptive						
4♦		7		Pre-emptive						
4♥		7		Pre-emptive						
4♠		7		Pre-emptive						
4NT	Yes			Ace asking	See High Level Bidding on RHS					
5 .		8		Pre-emptive		HIGH LEVEL BI				
5♦		8		Pre-emptive		4NT opening: $5C = 0$ A, $5D = DA$, $5H = HA$, 5				
5♥		7		Pre-emptive	Raise 1 level for each of A or K or trumps	RKCB – 1/4, 0/3, 2 no TQ, 2 with TQ, 1 with v				
5♠		7		Pre-emptive		If interrupted, $x/xx = 1^{st}$ step, Pass = 2^{nd} step, n	ext suit = 3rd step etc			

2 Aces