DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	IALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEA						
Simple – usually sound at 2 level, less so at favourable	Lead				ner's Suit	CATEGORY: Green	
Vulnerability or at 1 level, usually decent suit	Suit	4 th best and MUD		4 th best and MUD		NCBO:	
Responses - Change of suit natural and forcing	NT	4 th best and			t and MUD	PLAYERS: Robin Burns Sam Hall	
Cue of opponent's suit usually sound support			dox remaining Ditto		occas. S/P)	EVENT Open	
	Other: very lov		known long suit	sugges			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-17 direct	Lead	Vs. Suit		Vs. NT	,		
11-13 4 th seat	Ace	AK or unsu	pported		k or length	GENERAL APPROACH AND STYLE	
17-19 sandwich	King	KQ or shor		KQ or		Acol with 4 card Majors	
System "on" in all cases	Queen	QJ or short		QJ or		Multi 2 → - strong 4/4/4/1 (17-24) or Weak Two Major (5-10)	
	Jack	J10 or shor			d no higher or short	Weak no trump 12-14 HCP occasionally good 11	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109 or sho			untouching higher	Lightish openers	
Jump – weak 6 + suit, though vulnerability taken into account	9	short	10		untouching higher	Usually sound overcalls especially vulnerable	
Double jump - weak and 7+ carder	Hi-X	doubleton		double		Osdany Sound Overcans especially valificiable	
Souble Jump Weak and 71 Garder	Lo-X	MUD		MUD	tori		
Reopen:			RIORITY	IVIOD			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's			ead Discarding		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Since i a delini del Bibe (etyle, respense, respens	1 Orthodox lengt		Orthodox len		Normal distribution	Multi 2 - 17-24 any 4/4/4/1 or 5-10 sound 6 card Major	
Ghestem – 2NT = lowest 2 suits, cue = extremes,	Suit 2 Suit p	Suit preferen		Normally not suit wanted	ividiti 2V - 17-24 arry 4/4/4/1 or 5-10 sound o card iviajor		
3♣ = 2 highest (of remaining suits)	3				Wantou		
or = 2 mg/root (or romaning outlo)	1 Ortho	dox length	Orthodox len	ath			
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Suit p		Suit preferen				
Double of weak NT penalty, of strong NT single suiter	3		Can prototor				
2♣ = single suiter. Demands 2♦	Signals (includ	ina Trumne):	as ahove				
2♦ = Single Suiter. Demands 2▼	Olgitals (Includ	ing mampa).	as above				
±▼ - Iviajois							
2♥/♣ = 4+ major and an undisclosed minor – 2NT strong ask -	DOUBLES						
3♣/♦ = pass or correct							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	ening)					
X for takeout up to 4♥	Can be light wi		io, reopenio	о, поор			
Over weak 2M - 4♣/♦ = suit + other Major (Leaping Michaels)	Jumps NF	ит знарс.					
2.5 Can Line 12/7 - Can F Carlot Major (Louping Michael)	Cue oppo suit	Forcing but	not GF				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1& or 2&	and opportunit	g, Dut				SPECIAL FORCING PASS SEQUENCES	
Over 1♣ simple overcall = Suit + Suit above, X = ♣/♥ 1NT = ♦/♠	SPECIAL, AR	TIFICIAL & C	COMPETITIVE	DBLS/	When we have bid constructively to game and are outbid		
Over 2♣ overcalls are natural, X = clubs	None						
	However, Lebe	ensohl applie	s after partner	doubles			
OVER OPPONENTS' TAKEOUT DOUBLE	hand passes	22 Spp.110			IMPORTANT NOTES		
Redouble = 9+ short opener's suit, 1NT = 8-10 with stop							
New suits natural and forcing							
Ton care natural and lorong					_		

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		4	4♥	Natural, long suits first	Natural, forcing except 1NT (6-9) or 2NT (11-12)					
1.		4	4♥	Natural, long suits first	Jump shift natural and GF, jump raises NF					
1 •		4	4▼	Natural, long suits first						
1♥		4	4♦	Natural, long suits first	Natural, forcing except 1NT (6-9) Jump shift natural and GF, jump raises NF					
1 🛦		4	4♥	Natural, long suits first	2NT GF 4 trumps.	3 level bids single, 4s void, 3M str, 4M wk				
INT			4 ♥	12-14	2♠= Stayman, 2♦= ♥, 2♥= ♠, 2♠= ♠ 2NT=♦	Over 2♣ 3M are 5 carders	Lebensohl applies over 2 level			
2.		0	4♥	23-24 balanced or GF	Jumps slam tries, one loser suit		intervention. Direct 3NT no stop			
2*		U	4▼	23-24 balanced of GF	2♦ relay, 2/3 any positive, decent suit		 			
2 •		0		5-9 with decent ∀ / ♠ suit or	2♥ no interest in heart game, 2♠ implies hearts NF	Over 2NT $3 \clubsuit / \blacklozenge = \text{good } 3 \checkmark / \spadesuit = \text{poor Weak } 2$	Bid of singleton asks range in			
				17-24 any 4:4:4:1	2NT asks, suits natural and forcing except 2♥/♠	3NT and 4 level bids suit below singleton	2 HCP steps			
2♥		6	4♦	8-9 PT	2NT negative. Suits natural and forcing					
-			4	0 0 PM						
24		6	4♥	8-9 PT	2NT negative. Suits natural and forcing					
2NT			4♥	20-22	3♣ - 5 card Stayman with normal continuations					
3 .		6		Normal pre-empt	Suits natural and forcing					
3♦		6		Normal pre-empt	Suits natural and forcing					
3♥		7		Normal pre-empt	Suits natural and forcing					
3♠		7		Normal pre-empt	Suits natural and forcing					
3NT				Solid minor, little outside	1.0					
3111				Sond minor, fittle outside	4♣ = pass or correct	2NT asks, suits natural and forcing except 2♥/♠				
4.		7-8		weak						
4♦		7-8		weak						
4♥				7-8 PT with little defence						
4 ∧				7-8 PT with little defence	54 - none 5NT-2		 			
4NT 5 ♣				Specific ace ask 7-9 PT little defence	5♣= none 5NT=2	HIGH LEVEL BI	DDING			
5 ♦			 	7-9 PT little defence	<u> </u>	RKCB – 3041, ROPI DOPI				
5 ♥				, , I I muo derenee		Triple jump Exclusion KCB				
5 A						A V A				
<u> </u>			I							