DEFENSIVE AND COMPETITIVE BIDDING			LEADS AND S	IGNALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	G LEADS STYLE				
Wide ranging at 1 level, sound at 2 level.		Lead		In Partn	er's Suit	CATEGORY: Open
New suit forcing by unpassed hand	Suit	4th/2nd Fro	om Poor Suits		From Poor Suits	NCBO: CBAI
Cue shows support with about 10+	NT		om Poor Suits	4th/2nd	From Poor Suits	PLAYERS:
	Subseq	Low to enc	ourage continua	ation/high t	o discourage.	Ciaran Coyne
	Other: Low	Other: Low from Hxx			David Walsh	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LF	CADS				SYSTEM SUMMARY
15-18 direct or live in 4 th seat. 10-14 in protective position	Lead	Vs. Suit		Vs. NT		
System on.	Ace AK asks				s attitude	GENERAL APPROACH AND STYLE
10-14 in protective position. 2C is range + major enquiry	King		AK or KQ asks count		KQ Asks count	2/1 Game Forcing
	Queen	KQ or QJ a	KQ or QJ asks attitude			1C =clubs or balanced
	Jack	(H)JT(x+)		(H)JT(x		1D=natural, unbalanced
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(H)T9(x+)		(H)T9(x+)		Third in hand openings are wide ranging and can be light with a good suit
Weak with respect for vulnerability	9	H98(x+) or	9x	H98(x+) or 9x	
2NT in fourth seat is about 19-21	Hi-X	xXx(x+)		xXx(x+		
Direct 2N is lowest two unbid suits 5+/5+	Lo-X	HxX HxxX(x+)		HxX Hy	xxX(x+)	
4th seat: intermediate 10-13 with 6+suit	SI	GNALS IN ORDI	ER OF PRIORI	ITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	-	Partner's Lead Declarer's		ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels		Reverse attitude	Standard cou	int	Even enc, Odd SP	
Jump cue is stopper ask – usually with a running minor + stopper(s)	Suit 2	Suit 2 Current count Suit prefe			Current count	Transfer rebids after 1D (P) 1M
Cue of weak 2 is 5/5 2-suiter (Other major +minor or majors)		Suit preference			Suit preference	
	1	Reverse attitude	Standard cou		Even enc, Odd SP	
VS. NT (vs. Strong/Weak; Reopening; PH)		NT 2 Current count Suit prefe			Remaining count	
If 1NT range includes 14 or less, X in 2^{nd} or 4^{th} seat is 15+. Then takeout double of one suit.	3	Suit preference			Suit preference	
2C both majors; 2D response asks better M; may be invite	Signals (in	cluding Trumps):				
2D one suited major; 2M response pass/correct; 2N ask	When follo	wing with low tru	mps we show su	uit preferen	ce	
2H/S show 5 that suit 4+ either minor. 2N enquiry then 3C/D weak, 3H/S good with corresponding minor 3C pass/correct	Hi-low is e	even or discouragin	ıg			
X by passed hand is majors or minors and about 9-11	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		T DOUBLES (Sty		Reopenin		
X takeout; Jump to 3M is about 15-17 good suit		able or about 18+				
(2M) 3M is 5OM+5m	Can be as weak as 9 HCP with ideal shape					
(3m) 4m is majors 5+/5+	First double from both sides is takeout except after preempt or					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 to or 2	in forcing auctions.					SPECIAL FORCING PASS SEQUENCES
Strong club: X/1D show good hands with C/D. 1N/2C/2D=CRO	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					When we're in a GF. When we bid game constructively.
Strong 2C: X=majors, 2N=minors	3 cards if v	ve can still play at	the 1 or 2 level.		hown a major shows	
		K - if we've bid and (P) 2S (3H) - X is a		, and there	's no space for game	
OVER OPPONENTS' TAKEOUT DOUBLE	, <u>, , , , , , , , , , , , , , , , , , </u>	., ., .,	v <i>y</i> :		IMPORTANT NOTES	
XX=10+ subsequent Xs are penalty; new suit F1						
Jumps are fit showing over 1D/H/S (X)						
Jumps to 2 and 3 level are weak over 1C (X)						PSYCHICS: Rare

	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NE G.D BL TH RU							
OPEN ING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1 🍝	X	2	58	Clubs or a balanced hand		Support X, XX.	New suit F1, Support X/XX of 1M if we can still play 2M			
1♦		4	5S	4+diamonds unbalanced	Natural	Transfer rebids after 1D (P) 1M				
1♥/♠		5	55	5 cards in 1/2/4 seat, can be good 4 in third seat	2m=nat GF. 1H2S or 1S/3H=3 card limit. Single raise 3 card 6-9, jump raise weak, 3C/D=4 card raise 10-11/7-9. 2N 4 card support GF		2C/2D by passed hand is 9+ with 3 or 4 card support			
INT			4S	15-17 (good 14 possible usually with 5 card suit)	Stayman, 4suit transfers. 3m=55 minors inv/GF 3H 3=1=(4-5) GF; 3S 1=3=(4-5) GF	Break M transfer with good support. Accept m transfer with fit.				
2♠	x			22+ balanced or any GF	2D=any hand without a good suit 2H/2S=KQxxx or better 2N=diamond positive 3C= club positive 3D=weak with D	If opener rebids a suit, next suit up shows misfit with <6 points	After overcall, X=penalty Direct suit bid weak. Pass and pull strong.			
2♦		5		3-10 HCP	2M constructive NF; 3new= F	Over 2N show feature if good. 4new=65	After overcall, X penalty			
					2N=forcing enquiry					
2♥		5		3-10 HCP	2S constructive, 3new suit F1. 2N ask	Over 2N show feature if good. 4new=65	After overcall, X penalty			
2.		5		3-10 HCP	New suit F1. 2N ask	O an ON the first of formal Area (5	A Comment 11 - 37 ment 14			
2♠ 2NT		3		20-21	Baron, transfers, 3S minor ask, Gerber	Over 2N show feature if good. 4new=65	After overcall, X penalty			
2N I 3♣		6		Preempt	New suit F1					
3♦		6		Preempt	New suit F1	-				
3♥/♠		6		Preempt	New suit F1					
4		7		ricempt						
3NT		,		Solid minor in 1 or 2 seat. To play in 3 or 4 seat	4C pass/correct. 4D asks singleton. 4M to play 4N asks length	Over 4D, 4H no shortage, then show in steps. Over 4N, 5C=7, 5D=8.				
4 ♣/ ♦		7		Usually 7-4 or 8 cards with 3 or	4M to play. 4N keycard					
4♥		7		fewer controls (A=2 K=1)						
4♠		7								
4NT				Specific ace ask	5C none 5D/H/S that Ace. 5N=CA. 6C=2Aces					
5 ♣		7		Preempt	New suit = cue	HIGH LEVEL BIDDING				
5♦		7		Preempt	New suit = cue	RKCB 1430				
5♥		7		11 trick hand missing top 2	Raise with top honour	After interference, X or XX is the first step				
5♠		7		11 trick hand missing top 2	Raise with top honour	When no space to show steps, X shows 1/3 and pass shows 0/2/4				