

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> Wide ranging. Sound at 2 level
<b>Responses:</b> Raises natural. Unassuming cue. New suit by unpassed hand is F1. Jump fits.
<b>Reopening:</b> Nat, but limited as intermediate jump available
Responses as 2nd
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15 - 18
<b>Responses:</b> As over opening 1NT
<b>4<sup>th</sup> position:</b> 11-14
<b>Responses:</b> As for opening 1NT.
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> WEAK, with sound 6 card suit.
Bids at 3 level promise a sound suit, possibly 7 cards
<b>Responses:</b> Natural. Cue = F.
<b>Unusual notrump:</b> 2nd position, = lower 2 unbid suits
Cue = F1.
<b>Reopening:</b> Intermediate jump in suit. 2NT = 19 - 22
Respond as for 2NT opener.
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels, 5/5. 2m = both M. 2M = other M + m.
Jump cue= big 1-suiter. Now 3NT= stop, relay= weak, bid=vals
<b>Responses:</b> Natural.
<b>Reopening:</b> As 2nd.
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> X = penalty. 2C = Majors. 2D= 6-card Maj.
2M = 5M/4m+, 2NT= m/m or strong x/x.
<b>Reopening:</b> As 2nd
<b>Passed Hand:</b> As above, except X = 6-card minor..
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
X = takeout, 2NT/3NT natural. 2/3 level suits natural.
3 level cue (e.g. 2H-3H) = "Michaels" style.
2M or 3M- 4m = 6 card minor + 4 of other major
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong 1♣:</b> Weak jumps; Simple bid = suit.
x = Majors ; 1NT= minors..
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
XX= support over m, shortage over M. 2NT= nat. over minor and limit raise+ over Major.

LEADS AND SIGNALS			
<b>OPENING LEADS AND SIGNALS</b>			
	Lead	In Partners' suit	
Suit	4th highest 2nd from poor suits	As elsewhere, but may lead small from xxx	
NT	As for suit	As for suit	
Subseq	Attitude overtones	Attitude overtones	
Other:			
<b>L E A D S</b>			
<b>Lead</b>	vs. Suit	vs. NT	
Ace	Asks rev. attitude signal	as suits	
King	Asks for rev. count	Asks for unblock or count	
Queen	For attitude (KQ+ poss)	as suits	
Jack	J10x(+) or Jx	as suits	
10	K/Q109x, KJ10x, 10x	K/Q109x, KJ10x, 10x,	
9	109x(+) or 9x	as suits	
8	4th or 2nd	as suits	
small x	usually 4th, or Hxx	as suits	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	Distributional*	Distributional*	1st disc = attitude
2 <sup>ND</sup>	Att. if A/Q/J led	Suit Pref.-	Distributional*
3 <sup>RD</sup>	s. pref if switch	-	2nd card suit pref
NT: 1 <sup>ST</sup>	Distributional*	Distributional*	1st disc = attitude
2 <sup>ND</sup>	Count on king	Suit Pref	Distributional*
3 <sup>RD</sup>	Attitude A/Q/J	-	2nd card suit pref
NOTE- * Distributional signals REVERSED (hi-lo= ODD no.),			
- * Attitude signals REVERSED (lo = encouraging):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
<b>Style:</b> Can be light with good distribution. Emphasis on other M			
Can be 2 suited with lowest suit missing.			
<b>Responses:</b> Cue F to suit agreement. 2NT sometimes scramble			
<b>Reopening:</b> As 2nd. Possibly shaded.			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>			
Negative double through 3S.			
Responsive X after takeout double and raise (or NT)			
Most low level doubles in competition are takeout			
Support doubles and redoubles			
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WBF Convention Card	
	
<b>Category:</b> GREEN	
<b>NBO (Country):</b> SCOTLAND	
<b>Event:</b> All International events	
<b>Players:</b> Samantha Punch and Anne Symons	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE:</b>	
NATURAL - 5-card Majors, 3+ card minors.	
With 3C/3D open 1C. 1D = 3 only if 4432 .	
With 4C/4D may open either. Suit strength or rebid are issues..	
Openings, particularly 1H/1S may be light in points with shape.	
<b>1NT opening:</b> (14) 15-17 (6m or singleton possible).	
<b>2 over 1 Response: Game Forcing</b>	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>Openings:</b>	
1 Major openings can be light on hcp (9+) if shaply.	
2D opening = EKREN. 5-10. 5/4+ Majors (either way).	
2C= art. GF, except 22-23 flat.	
2H/2S = WEAK (5-10, usually 6 cards)	
2NT= 20-21.	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
Where we have not reached the level to which we have forced.	
Opponents compete over our game bid on high card values.	
<b>IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE</b>	
We can respond to openings with light values (4+)	
<b>Psychics:</b> Very unusual	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	-	3	3S	11+ hcp, NATURAL	Nat. Inverted raises. 1NT= 6-10. Weak major j-shift	Conv. after 1C -2C.	Natural
1♦	-	3	3S	11+ hcp, NATURAL	As for 1C. 3 only if 4432	Conv. after 1D- 2D.	Natural
1♥	-	5	3S	9+ hcp, NATURAL	1NT+ "semi-F"; Bergen raises; 2/1 = GF.	Gazilli variant. 2C rebid = nat or 15+	Drury, m-spl, Jump fits.
1♠	-	5	3S	9+ hcp, NATURAL	As 1H	As 1H	As 1H
1NT	-	-	-	15-17, singleton, 6m poss. 5Major unlikely	2C=Stayman; 4 transfers.; 3M= inv.; 3m slam try	TRF to m then M = natural.	As unpassed
2♣	Yes	-	-	GF except 2NT rebid	2D waiting, Others sound positive	2C- 2D- 2H = Kokish. 2NT = 22-23.	--
2♦	Yes	-	3S	5-10, (5/4+), H+S	Raises or 3m to play. 2NT asks, usually strong.		--
2♥	-	6(5)	3S	5-10, 6H usually.	Raises to play. 2NT asks, usually strong. New = F1.		
2♠	-	6(5)	3S	5-10, 6S usually	As for 2H..		
2NT	-	-	-	20-21 singleton, 5M, 6m all possible	3C= 4-card Stayman; 3D/3H= TRFs; 3S TRF to 3NT	After 2NT-3C-3D, Smolen	
3♣	-	7(6)	-	<u>All 3x bids -</u>	Raises pre-emptive, new suit F1. 3D slam try		
3♦	-	7(6)	-	6+ cards, wide-ranging	Raises pre-emptive, new suit F1. 4C slam try		
3♥	-	7(6)	-	4-11 hcp approx.	Raises pre-emptive, new suit F1. 4C slam try		
3♠	-	7(6)	-	Sound 2nd, 3rd= flex	Raises pre-emptive, new suit F1. 4C slam try		
3NT	Yes	7+	-	Solid minor, little else	4C/4D/5C = pass or convert.		
4♣	-	8(7)	-	Pre-emptive in C	4M to play; 4NT= RKC		
4♦	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = RKC		
4♥	-	6+	-	To play	4S= to play. 4NT= RKC		
4♠	-	6+	-	To play	4NT= RKC.		
4NT	yes	-	-	Asking for specific aces	5C=none; 5other = ace. higher=2.	<b>HIGH LEVEL BIDDING</b>	
5♣	-	7	-	To play		Roman Key Card Blackwood. 4NT 5C= 1/4 aces, 5D= 0/3 aces (trump K= 5th ace). 5H= 2/5 aces. 5S= 2/5 aces + trump Queen 5NT=0-2 aces plus void. 6any= 1-3 aces + void as bid. Follow-ups ask for Trump Q and Kings.	
5♦	-	7	-	To play			
5♥	-	6+	-	Bid 6/7 with HA/HAK			
5♠	-	6+	-	Bid 6/7 with SA/SAK			
5NT	-	-	-	-			