DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING 1	LEADS STYLE				
Style: Sound	OT EL VELVO	Lead		In Partner's Suit	CATEGORY:	GREEN
Responses: Fit jumps	Suit	4 th (3 rd) from	H:	Same unless supported then		SCOTLAND
		2 nd from poo		top		
Re-opening: transferred K	NT	Same		Same	PLAYERS:	John Copland SBU 8141
	Subseq	Same		Same	1	Dougie Munroe SBU 7592
	Other; 10 &	9 = 0 or 2 higher			1	
	Hi-lo = doub				7	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
	Lead	Vs. Suit		Vs. NT	-	
2 nd /4 th Live: 15-17- Responses as over 1NT opening	Ace	AKx(+) Ax((+) AKQx	same	GENERAL AP	PROACH AND STYLE
	King	AK KQ(+) I	KQJ(+) KQ10	same	Acol style	
Reopening: 11-14 Responses as over 1NT opening	Queen	AQJ(+) QJ1	0(+) QJ(+)	same	4 card Major,	minor based. 12-14 1NT. Weak 2H/S
	Jack	J10(+)		same	Inverted minors	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	2 Higher, 10	x(+)	same	Lebensohl (F	ASS) over our NT and opponents weak 2s
Style: Weak;	9	2 Higher, 9x		same	4 th suit 90% F	
Responses: new suit F1, raise not constructive,	Hi-lo	Doubleton	· /	same		% FTG over 1NT
2NT=unusual – 2 lowest suits	Lo-hi	3 or more M	IUD	same	Спескойскуб	70 1 1 3 0 101 11 11
2101130000		N ORDER OF P		Surre	-	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		rtner's Lead	Declarer's Le	ad Discarding	CDECIAL DID	S THAT MAY REQUIRE DEFENSE
Direct = Michaels. 2NT response = values, other bids = pass/correct		v attitude (count		Rev attitude		
Direct = Michaels. 2N1 response = values, other bids = pass/correct		dummy wins)	HI/10=Even	Rev attitude	2♣ may be wear	K 2 ♥
Jump Cue asks for stopper		it preference (if		Rev attitude	2 = 3-7 hcp, 5-	- Major
sump oue asks for stopper		mmy short)		rev attrace	2 V = 3 7 nep, 3	Mujor
	NT 1 Sto		Std count	Rev attitude	$2 \checkmark / = 8-11 \text{ hc}$	p 6+
					1	
VS. NT (vs. Strong/Weak; Re-opening;PH)						
X= top+ of ops range						
2C=majors				•		
2D/H/S=5+ of suit + other 4+					1	
2NT= minors						
Re-opening: as above			DOUBLES			
Passed hand: as above			_			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Styl	e: Responses	Reonening)	1	
X=take out; Cue bid asks for stop or very strong.		(classic shape or			1	
Over weak 2s, overcall is natural NF, X=takeout, 2NT=15-18	Responses: n		ona saongai)		1	
Over 2 suited overcalls, lower cue=good raise, higher cue=F other M						
Over Multi, X=12-14 bal or 19+, 2NT=15-18, 2H/S=nat	i i r					
VS. strong or short 1.4 opening 2.4					SPECIAL FOR	RCING PASS SEQUENCES
(1♣): X=majors, 1NT=minors, 2♦=5,5 majors, 2♣=natural	SPECIAL.	RTIFICIAL &	COMPETITIV	VE DBLS/RDLS	1	•
,,,,,,,, .	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Negative, responsive, competitive X thru 4H					
	110541110, 103	ponor, competi	a.ozrunu -11		IMPORTANT	NOTES
OVER OPPONENTS' TAKEOUT DOUBLE	1NT X XX =	single suited han	d; suit= 4 plus	4 another suit		
XX=9+ less than 3card support; 2NT=sound raise to 3; direct						
raises=pre-emptive; jump in new suit=support + good suit						
					PSYCHICS: ra	nre

opening	Artificial	Min no of cards	Neg Double thru		RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		4		11-20	2NT=11-12, splinters. 2 = 10+ no 4 card M 3 = 0-6 no 4 card M		
1 •		4	4♠	11-20	2NT=11-12, splinters 2 ♦ = 10+ no 4 card M 3 ♦ = 0-6 no 4 card M		
1♥		4	4 🖍	11-20	2NT(15+); 3NT(12-14, 4♥,3,3,3); splinters	Over jacoby, new suit=shortage, jump new suit =source of tricks, 3nt = 15-17 bal, 4 original suit = min	
1 🛦		4	4♠	11-20	2NT(15+); 3NT(12-14, 4\(\phi\),3,3,3); splinters	Over spl, new suit = cue, $1^{st}/2nd$	
1NT			4 🖍	12-14	2C=Stayman, 2D/H=transfers, 2S=11hcp or weak minor, 2NT=12hcp, 3C=GF 5card Stayman or slam try in C, 3D/H/S natural slam try, 4C Gerber, 4D/H transfers		
2*	Yes		4 🖍	23+ BAL OR ANY FG Or weak 2◆	2D=relay, 2♥/♠ = natural v good hand; 2NT assumes weak 2 ♦ and asks for feature if max		
2◆	Yes	5		3-7 hcp, one major	2 ♥ = p/c; 2 ♠ = game interest in ♥; 2 NT = describe	3♣=min ♥; 3♠=min♠; 3♥=MAX♠; 3♠=MAX♥	
2♥		6		8-11	2NT = ogust	Poor points poor suit; poor points good suit	
2 🏚		6		8-11	2NT = ogust	Good points poor suit; good points good suit	
2NT				20-22 BAL	3C=5c puppet, $3 •/• = transfer$		
					3♠=4♥&5♠ 4♦=5♥/5♠	HIGH LEVEL BIDDING	
3 ♣		6			3X=F1; 3NT=T/P	3041 RKCB (DOPI/ROPI)	_
3♦		6			3M=F1; 3NT=T/P	After king ask, suit reply is that king or the other two	
3♥		6			3 ♦ =F1; 3NT=T/P	Cue bid kings after queen ask	
3♠		6			3NT=T/P;	1st and 2nd round cue bids	
3NT	Yes			GAMBLING	4♣=P/C; 4♦ p or bid 5♣		
4X		6		PRE-EMPTIVE			
4NT	Yes			SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows specific ace		
5X		7		PRE-EMPTIVE			