DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS ST				
1 level can be 4 card suit (normally 5), range 8-16 pts			Lead In Partner's Suit		CATEGORY: Green	
2 level promises 5, range 10-17 pts	Suit		, 2 nd from 3+small,	3^{rd} from 3+ (att if length	NCBO:	Scotland
			o of doubleton	known), top of doubleton		
Responses: new suit F1, UCBs, raises pre-emptive, jump shift fit,	NT		, 2 nd from 3+small,	3 rd from 3+ (att if length	PLAYERS:	Sheila <u>ADAMSON</u> and Abi <u>MILNE</u>
NT bids mainly natural (2NT = good raise after Major overcall)			top of doubleton known), top of doubleton			
	Subseq		attitude attitude			
		r: Lo implies Honour				
		unblock vs N	T			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2 nd - 15-17(18); 4 th - 16-18; re-opening 11-14	Lead		Vs. Suit Vs. NT			
Responses as to opening 1NT	Ace (attitude)		AK(x); A(x)		GENERAL A	PPROACH AND STYLE
	King (count)		$AK(x); KQ(x) \qquad AK(x); KQJ; KQ109$			
	Queen (attitude)		QJ(x); rarely $KQ(x)$ $KQ(x)$; $QJ(x)$		15-17 NT, 5-card majors, weak 2s in ♦, ♥, ▲	
	Jack		/K)J10; J10x(x); de		1 = 2 + cards	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		09;109x(x);10x	H109;109x(x);10x	2 over 1 = Gau	š
weak (6-11), stronger at 3 lvl vulnerable; intermediate in 4th	9	9x		9x		r raises, Bergen raises
new suit F1, raises pre-emptive, cue shows vals, jump shift = fit	Hi-X		om Xx, xXx, xXxx(x			mi-forcing
	Lo-X implies honour (or single) implies honour SIGNALS IN ORDER OF PRIORITY				Weak jump ov	vercalls
2NT = 5-5 lower 2 suits (2 nd); 19-21 in 4 th						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead		0	SPECIAL BI	DS THAT MAY REQUIRE DEFENSE
Direct cue = Michaels, 5-5, 8+ pts	1 Low = enc		Hi = even	$low = enc (1^{st})$		
Jump cue = running suit, asking for stop for 3NT		Hi = even	suit preferer		Multi Landy vs 1NT 2♦/♥/♠ = weak, single-suited	
		suit preference		Hi = even	$2 \neq \forall \neq = weak$, single-suited
		Low = enc	Hi = even	$low = enc (1^{st})$	_	
VS. NT (vs. Strong/Weak; Reopening; PH)		Hi = even	suit preferer			
x = penalties; $2 = majors; 2 = single major; 2 = Mm;$	3	suit preference	e	Hi = even		
2NT = minors or big 2-suiter; jump overcall = weak		cluding Trum				
	Hi-Lo in trumps = suit preference					
passed hand x = single-suited minor	after show	ing attitude, s	-	uit are standard remaining count		
			DOUBLES	5		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			S (Style; Responses			
x = take-out; NT natural; jump overcall strong				ual level conversion NF		
Over weak 2m cue is Michaels; over weak 2M cue asks for stop			9-11 (weaker with	listribution), NF		
Jump to $4m = 5m + 5M$; $4NT = 2$ places to play	-	2NT = natura	1			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	Reopening					DRCING PASS SEQUENCES
Vs 1 \clubsuit : 1 \clubsuit = 2suits same colour; 1 \bigstar = MM or mm; 1NT = \bigstar + \blacklozenge or	SPECIAL	, ARTIFICIA	AL & COMPETIT	IVE DBLS/RDLS	Frequent forci	ng pass situations after penalty x of 1NT
$\Psi + \mathbf{A}$; x = Ψ constructive; 1 $\mathbf{A} = \mathbf{A}$ constructive	Negative d	lbls through 4	◆ NB: 1m – (1♥) - :	x denies 4	Pass is forcing	in game forcing sequences
Vs strong 2 \clubsuit : x = \clubsuit	Responsiv	e dbls through	n 4♦			
OVER OPPONENTS' TAKEOUT DOUBLE	Competitiv	ve dbls show h	nigh card values		IMPORTAN	Г NOTES
new suit nat F1; over minor xx = 10+ bal; over major xx = 3M, inv+	Lightner, Lead-directing					
1M (x) 2NT = 4 card support;, inv+, jump shift = fit				; xx of t.o. $dbl = Kx/Ax$		
1 m(x) jump shift = weak	Support doubles for majors only $(1m - 1M)$				PSYCHICS:	very rare

უ	TICK IF ARTIFICIAL	. OF								
OPENING		MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1*	✓	2	4♦	Nat or weak NT or 18-19 bal without ♦.	2 * = 4 card support, no mjr, inv+; 3 * = 5-9; 2NT = 10-11 bal, 4 card support, no mjr; jump shift = weak, 6 card suit; 3NT = 13-15 bal, 4 * 1 * -1NT shows 4 * , bal	1NT rebid = 11-14, 2-way checkback ; reverse = F1. 1♣ - 1x; 1M = 54 or 4441.	change of suit = NF jump shift = weak			
1 ♦		4	4♦	Unbal unless 18-19 bal	1NT denies mjr; $2 = GF$, $3 = inv 6 + $; $2 \in GF 4 + $; $2M$ weak	1NT rebid = 18-19, 2-way checkback ; reverse = F1; 1♦-1M; 2NT = 6+m, 3M, 15-17				
1♥		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2♠=3♥, inv+; 2NT=4♥ GF; 3♣=4♥ inv; 3♦=4♥ 7-8; 3♥=4♥ weak; 4 new= 9-12 splinter; 3♠=any void; 3NT=♠ splinter 9-12	2 over 1 = FG; 1M -2any-2NT = 11-14, 3NT=18-19; 1 ▲ - 2 ♥ = 5+; reverse after 2 over 1 = extras; 1M-2any-3M = running suit,	Drury, fit jumps, change of suit = NF 1M-3M=5M, weak			
1 ♠		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2NT=4 \bigstar , GF; 3C=4 \bigstar inv; 3 \bigstar =4 \bigstar 7-8; 3 \bigstar =3 \bigstar inv+; 3 \bigstar =4 \bigstar weak; 3NT = any void; 4new = 9-12 splinter	limited				
INT				15-17; 14 with 5 card suit; may include 5 card M or 6 m	Non-promissory Stayman; 4-suit transfers ; raise to 2NT through Stayman; 3m = slam try; 3M = 13(54)	1NT (x) xx = single-suited take-out. After 1NT (2x) Lebensohl, weaker through 2NT				
2*	~	0	4♠	GF unless 22-23 bal	$2 \blacklozenge = $ relay; other bids positive	2NT rebid = 22-23; 2♥ then 2NT = 24-25 respond as to opening 2NT				
2♦		6 (5 NV 3 rd)	n/a	5-9 points, may have 4M, intermediate in 4 th	raises pre-emptive; 2NT inquiry; new suit F1	responses to 2NT enquiry : 3♣=max; 3♦=min; 3M=max,4M				
2♥/♠		6 (5 NV 3 rd)	n/a	5-9, normally denies 4 of other mjr intermediate in 4 th	new suit F1; 2NT inquiry jump shift = fit; raises pre-emptive over dbl new suit is NF	responses to 2NT enquiry: 3M=min; 3new = high card; 4new = shortage				
2NT				20-21 bal, may have 5 card M or 6 card m; may have sngltn A	5-card Puppet Stayman ; transfers to mjrs 3♠ = minors; 3NT=to play; 4♦/♥=Texas	Re-transfers				
3*		6		weak	new suit F1; bid game to play					
3♦ 3♥ 3♠		6 (6)7 (6)7		weak weak weak	new suit F1; bid game to play raises pre-emptive 4NT = RKCB					
3NT	✓			running minor, no more than Q outside	4♣ = to play in minor; 4♦ asks for shortage 4M = to play	HIGH LEVEL BIDDING RKCB (14/30); DOPI, ROPI; Exc	lusion RKCB			
4♣/♦		7		weak, good shape		If cue bid is doubled, redbl shows 1 st round con				
4♥ / ♠		7		$1^{\text{st}/2^{\text{nd}}}$ – no more than K outside	4NT = RKCB, new suit asks for control in suit above	When cue bidding show cheapest, whether 1 st or 2 nd round control. In competitive auction at 6 level dbl = one loser in opponents' suit,				
4NT				Asks for specific aces	5 = 0, 5NT = 2, 6 = A					
5♣/ ♦		(7) 8		pre-emptive, highly distributional		pass = 1 st round control. If we bid vul game freely and opponents save, pass = forcing				
5♥ / ♠		(7) 8		strong, highly distributional	Bid 6 with 1 top honour, bid 7 with 2					