

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS					
Style: Fairly aggressive particularly when NV, and at 1-level.		Normal	In bid suit	Category: GREEN	
Responses: 2N resp to M=4 card support, new suit constructive but non-forcing at 2-level after 1-level overcall	Suit	Lowest from odd, 3 rd or top from even number	same	NBO (Country): SCOTLAND	
Reopening: Aggressive – 'transferred K'	NT	2nd & 4th	low or top in partner's suit	Event: All events.	
1N: 15-18. Transfers (transfer into opener's suit = stayman).	Subseq	Attitude	Attitude	Players: Mike ASH and Miro DRAGIC	
Protective position: 11-14 over 1m, 11-16 over 1M .	Lead	vs. Suit	vs. NT	GENERAL APPROACH AND STYLE:	
Responses: as 1N o/call	Ace	May be AK(xx)	Asks for rev attitude	5 card majors, 1♣ may be 2 in bal hand. 2/1 GF	
JUMP OVERCALLS (Style, Responses, Unusual NT)	King	May be AKx(xx) or KQ(xxx), asks for count	Asks for unblock/count	1♦ = (usually) unbalanced, 1NT=15-17 hcp	
Style: Non-constructive – can be quite good if partner has passed. Responses: new suit at 3+ level=F1. Raise = non-constructive	Queen Jack 10	QJx or KQx Denies higher honour 0 or 2 higher honours	same H109(x) or HJ10(x) or 10x	May open or respond light when unbalanced. Transfer responses to 1♣ opener Transfer responses after 1♦/♥/♠-(Double) Multi 2♣ and 2♦ [includes hands weaker than 2M] 2♥ = 5-10pts, at least 4-5 in majors either way 2♠ = 5-10pts, 5-5 in spades/minor.	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening) After our 1-level opening: cue=inv+ raise. Jump cue=mixed raise	9	0 or 2 higher cards	109(x) or 9x	Frequent non-penalty doubles	
2N: 5-5 lowest 2 suits.	Hi-x	Doubleton	Xx or 2nd from bad suit.	SPECIAL, ART AND COMPETITIVE DOUBLES	
Michaels: (1M) – 2M = OM(s)+minor. (1m)-2m=both M's Style: Weak or very strong if minor unknown. Responses: 2N shows values, other bids P/C		In Trumps; Hi-Lo = Odd or looking for ruff or SP	Smith Peters [Hi-Lo =unexpected holding]	Most Dbles below game or if opps have found fit = competitive. Dble of cuebid by suit bidder reverses lead expectation when competing illogical, or when cuebid is game-forcing.	
Jump cue asks for stop		Lead of A/Q asks for reverse attitude	same		
vs 1NT (vs. Strong / Weak; Reopening; PH)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Strong NT: X = 4♠ & 5+m Weak NT (14-16 or weaker): X = penalty		Declarer's lead	Partner's lead	Discarding	Fit jump responses to overcalls or in competition
2♣ = 4♥ +4♠ Now 2♦ asks.	Suit: 1 st 2 nd	neutral Hi-Lo = even	Lo = Encourage Hi-Lo= even or	Hi=Encourage Hi-Lo = even	Artificial 3N/4♣/4♦ opening
2♦ =5+ one M[as Multi], 2♥/♠ = 5M+5m, 2N=minors Passed Hand: X = 4♠ > 5+m		Suit preference	Suit preference if length not relevant	Suit preference if length not relevant	
Reopening: as above.	NT 1 st 2 nd	Smith Peter Hi-Lo=even	Lo = Encourage Hi-Lo=even	Hi=Encourage Hi-Lo = even	SPECIAL FORCING PASS SEQUENCES
v. ARTIFICIAL STRONG OPENINGS					After game bid constructively or strength showing raise or in any GF auction
vs strong 1♣/2♣: X=♥ & ♠, 1N/2N=minor suits, WJO	3 rd	Suit preference	Suit preference	Suit preference	
Vs Opponents' takeout double		TAKEOUT DOUBLES (Style, Responses, Reopening)			IMPORTANT NOTES
Transfer responses after double of our 1-level opener Raises = pre-emptive jump raise, 2N = 4 card raise with values, Jump to 3X-1: mixed raise		Style: may be light with classic shape Responses: natural; cue forces to suit agreement. Lebensohl after Dble and bid at 2 level or Dble of wk two			Blackout - Lower of 4th suit or 2NT min way to signoff after 2-level reverse. Transfer Lebensohl after our 1N opening or overcall is overcalled, or after 1♣ (2♦/♥/♠)

Opening	ART	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2	7♥	10-20, includes (almost) all bal 11-14/18-19 without 5♠/♥	1♦=♥, 1♥=♠, 1♠= bal or ♦(not GF), 1N = 5+♣, 2♣=♦ GF. 2♦=weak M, 2♥=minors 6-9, 2♠=5+♣ inv, 2N=6+♣, weak, 3♣/♦=nat inv.	Complete transfer to 1M: (usually) weak NT, 2-3 cd support. 1N rebid = 18-19 bal.	As UPH
1♦		5(4)	7♥	10-20, unbalanced (5332 possible)	2/3♦ inverted; 2♥=both M's, 2♠=dia raise	1NT rebid= 16+ or min 6+♦without 3-card support. 2♦= min, 3-card support	As UPH
1♥		5	7♦	10-20	2NT/♠= GF/INV raise; 3♠ any standard splinter 3m=nat invite 3N/♣/♦ mini/max spl. in ♠/♣/♦	1♥-1♠/N-2♣=16+ or bal min or min 4+♣ 1♥-1♠/N-3m = 5/5 14-15pts Romex game/slam tries	New suit = NF; Jump shift = fit. Drury 2♣/♦
1♠		5	7♥	10-20	2N/3♥=GF/INV raises, 3N=any standard splinter 3m=nat invite, 4♣/♦/♥ = mini/max splinter	1♠- 1N-2♣=16+ or bal min or min 4+♣ 1♠-1N-3m/3♥ = 5/5 14-15pts. Romex game/slam tries.	New suit = NF; Jump shift = fit. Drury 2♣/♦
1NT			4♥	15-17 balanced	2♣ = STY; 2♦/♥=TRF, 2♠/N= ♣/♦'s. 3♠=5card stayman. 3♦ = GF with minors (54)/55, 3M = GF (41)44, shortage in other M.	Break transfer (rare) = source of tricks	
2♣	Yes	0		Wk 2♦or V Strong	2♦ = P/C. 2♥/♠=constructive, nf, 2N=relay		As for UPH
2♦	Yes	0		Wk 2♥ or 2♠, GF with dias & ♣/♥, or bal 22-24	2♥/♠ = nf, 2N Strong Relay; 3♣/♦/♥/♠=GF,		As for UPH
2♥	Yes	4		both majors at least 4/5or 5/4, 5-10 pts	2N= Relay.		As for UPH
2♠	Yes	5		5+♠ and 4+m, 5-10pts	2N=Relay, 3♣=pass or correct		As for UPH
2NT		2	4♦	20-21 bal; may have 5M or 6m May have singleton hon.	3♣ asks about majors; 3♦/♥ = TRF, 3♠ minors; 4X =one-suited slam try in M(♣/♦)/m(♥/♠)	3♦/♥-3M=3+ trumps, then Romex tries 3♣-3♥=no 4card major, .3♣-3N = 5♥	As for UPH
3♣		6		NAT PRE-EMPT	3♦ asks for stops.		As for UPH
3♦		6		NAT PRE-EMPT	New suit F1, 4♠=slam interest		As for UPH
3♥		6		NAT PRE-EMPT	New suit F1, 4♠=slam interest		As for UPH
3♠		6		NAT PRE-EMPT	New suit F1, 4♠=slam interest		As for UPH
3NT	Yes	0		Minor pre-empt	4♣ = P/C, 4♦ asks for shortage;		As for UPH
4♣	Yes			Solid ♥ or semi solid+A	Next step=slam try, 4N ask extra length		
4♦	Yes	0		Solid ♠ or semi solid+A	Next step=slam try, 4N ask extra length		
4♥		7		Pre-empt:	New suit = slam try, one step below suit without control		
4♠		7		Pre-empt:	As above		
4NT	Yes			Specific Ace asking	5♣=none, 5N = 2	HIGH LEVEL BIDDING	
5♣		8		Pre-empt		Italian style Cue bids, may be 1 st or 2 nd round; 4N KCA: 1430. After Q is clarified, next ask is for K & then CAB. 5N is often choice of slams. 4m is Deadwood in most game-forcing auctions [1 st step=0 or unsuitable, 2 nd = odd etc]. If response interrupted, Dble/Redble=1 st step response, Pass=Second step. Rebidding splinter suit beyond game = exclusion KCB	
5♦		8		Pre-empt			
5♥		7		Solid suit lacking AK with no losers outside	Raise per trump holding		
5♠		7		Solid suit lacking AK with no losers outside	As above		