DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		IGNALS	WBF Convention Card	
OVERCALLS	OPENING LEADS AND SIGNALS				
<b>Style:</b> Aggressive NV; aggressive 1 level, sound 2 level VUL; good 4 card suit at 1 level				Category: GREEN	
Fit-showing jumps except over 1S		Lead	In Partner's suit		
Responses: Natural and F1 by unpassed hand	Suit 3 <sup>rd</sup> & 5 <sup>th</sup>		Same	NBO (Country): SCOTLAND	
Reopening: aggressive	NT	4 <sup>th</sup> ; 2 <sup>nd</sup> if weak suit Same		Event: All 2025	
	Subseq	As above	Same	Players: Harry SMITH SCO4070 EBU 087109	
1NT OVERCALL	Other:			Roy BENNETT SCO1454 EBU 431357	
<b>2<sup>nd</sup> position:</b> 15-17 (18)				SYSTEM SUMMARY	
Responses: as over 1NT opening	L E A D S			Version of January 2025	
	Lead	vs. Suit	vs. NT	GENERAL APPROACH AND STYLE:	
4 <sup>th</sup> position: live:11-14 No Stop guarantee.	Ace	AKx(x); Ax	AKx; Ax;	ACOL based system: 5-card S, 4-card H; 44Mm, open minor	
Responses: as over 1NT opening	King	AKQ+; AK; KQJ+; AKJT(x);	AK; KQ; KQJ(x); AKJT(x)	Open light if unbalanced	
JUMP OVERCALLS	Queen	QJ+;QJT(x);KQ(x)(x);	KQT+; QJ; AQJ(x); QJ+	Pre-empts: loose NV; sound Vul	
Style: weak NV; intermediate VUL, weak over artificial C	Jack	JT; JTx;	JT; JTx	Specialised 2D opening;	
Responses: new suit F1	10	T9x; KJT+	T9x; A/KJT+	Weak 2H/2S openings – 6-card OR 5-card with minor	
2NT Unusual 2 lower suits; 4th: 18-20 resp as 2NTopen	9	9x; QT9+; KJ9+	9x;KQ9+; HT9x(x);	Frequent non-penalty doubles	
•	Hi-X	Sx;xSx; Hx(x)S(x);xSxx	Sx;xSx; Hx(x)S(x);xSxx	<b>1NT opening:</b> 11-14 NV, 12-14 Vul;	
	Lo-X as for Hi-X;			2 over 1 Response: forcing 1 round (not passed hand);	
DIRECT and JUMP CUE BIDS	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Style: Michaels – 1m-2m both M. 1M-2M other M & minor.	Partner's Lead Declarer's Lead Discarding		rer's Lead Discarding	Openings:	
1X-2NT lowest pair.Over 1C(=2+), 2D is Michaels, resp natural	Suit:1st			2D opening	
<b>Reopening:</b> two suiter 5+/5+	2 <sup>nd</sup>	Lo = Encourage Lo=	Encourage Lo = Encourage		
Jump cue: asks for stopper	3 <sup>rd</sup>		preference Suit preference		
VS. NT	NT: 1st		Lo = Even Hi-Lo = Even*		
X weak = penalty; 2C=H+S; 2D=H or S; 2H/S = H/S+m, 2NT asks	2 <sup>nd</sup>	Lo = Encourage Lo =	Encourage Lo = Encourage		
$2NT = C+D$ (10+ cards); above applies in $2^{nd}$ and $4^{th}$ position	3 <sup>rd</sup>		preference Suit preference		
Passed Hand/Strong NT: as above except X always 5+m + 4 M	In Trumps; Hi-Lo = Odd				
	Lavinthal; Lead of A/Q & 1st discard Lo = Encourage				
	Smith Peters v NT (both Hi-Lo to encourage)				
VS. PREEMPTS	DOUBLES				
X = takeout up to 4S inc, Cue-bid: Good raise; Leaping Michaels				SPECIAL FORCING PASS SEQUENCES	
F1 over weak 2 (m & other M); Over Multi: X =H or 19+,	TAKEOUT DOUBLES				
2H = S or both m, $2S = 14-16$ bal, $2NT = 17-19$ bal	Style: may be light with classic shape				
VS. ARTIFICIAL STRONG OPENINGS	Responses: natural responses, cue FG by unpassed hand				
vs strong 1C: X = S&H 1NT =D&C 2C = natural overcall;	Reopening: as above			IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Also over 1C P 1D: 2D = natural overcall	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
OVER OPPONENTS' TAKE OUT DOUBLE	Negative double to 4H; 1C/1D - (1S) - X suggests 4H and 8+;			Completion after double of Stayman/Transfer or other artificial as	
New suit = forcing; Jumps = pre-emptive; 1NT = 7-9 balanced;	Responsive double to 3S; competitive double; Lightner double;			shows no stop in asking suit	
XX = 9+; $2NT = $ sound raise to $3+M$ .	Support double to 3H for both suit of responder and overcaller				
				<b>Psychics:</b> Very infrequent, but frequent light openings in 3rd seat	

Ope ning	Arti- - ficial	Min.	Neg. Double	Description	Response		Subsequent Auction	Passed Hand Bidding	
1C		3/4	4H	10-22. Only 3-card if 4S-3-3-3 and 15 – 19.	Mainly up the line but may have D if H/S response and weak; 1NT = 8-10; 2NT = GF bal; 2C 10+(H/S possible if FG, 4+C (subsequent 3C NF); fit jumps		1NT = 15-17, Checkback (2-way; 2C forces 2D). 2NT = 18-19, Checkback.	New suit = NF	
1D		4	4H	10-22	Up the line; 1NT = 5-8; 2NT = GF bal; 2D 10+, 4+D (subsequent 3DNF); fit jumps		As above; after 2 level response: 2NT over 2C= 15-19	New suit = NF;	
1H		4	4D	10-22; may be 4H + 4S	Up the line; 1NT = 5-8; 2NT = GF support; 3S = unknown void; 3NT = singleton S, 4C, 4D = singleton splinter; fit jumps, 2S 9-11 3H. All Splinters 13-		As above; Over 2NT, 4H poor, 3H 18-19 but no shortage, 3NT 15=-17 bal, 3 suit shortage, 4 suit good suit	New suit = NF	
1S		5	4H	10-22	1NT max 8 (10/11 if passed), 2NT GF support, 2S 5-8, 3H 9-11 both 3-card S. 3C/D/S 4-card S 10-12/7-9/6- respectively. 3NT unknown void; All Splints 13-		As above.	3♣ fit jump, 2NT/3♦/3♥ Fit. Other NF	
1NT			2-levX T/O;3levX T/O m, Pen M	11(NV)12(V)-14 balanced; 5M or 6m OK	Stayman (non-promissory) with special 5M responses; 4 suit transfers: 2S(C); 2NT(D); 3C/D set suit SI+; 3H/S =5+5+ minors: H SI, S FG; 4 suit = Transfer or RKC; 4NT = NF		Transfer break: M = xxxx; m = Qx or better; break major to values, m transfer then 3M FG; Stayman then 3m NF. Intervention: Rubensohl- -2S NF; 2NT-3S transfer guar5+; 3NT has stop	Same as for UPH except 3m = 6 cards to AK, AQ, KQ	
2C	Yes	0	4H	Unbalanced game force or 24+ balanced;	2D = neutral; 2H neg; 2S thro' 3D = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = same in H; 3NT = solid suit		Suit = 8/9 playing tricks; 2NT = 25+: responses as 2NT opener	20-21 or 8PTs in minor.Responder bids poorer M	
2D	Yes	0		1 <sup>st</sup> – 3 <sup>rd</sup> : S&H 5-9 5+4+ or 20-21 balanced.	2NT asks; 2M to play if weak, 3M exactly 4-in M, 3C/D exactly 5 in H/S. 4 C/D slam try in H/S, 4M to play no slam interest even if 20-21		Over 2NT, 3C max equal or min unequal; 3D min equal, 3H/S/NT max	4 <sup>th</sup> -Good minor or 20-21 bal. Resp is poorer major	
2Н		5	38	Weak: 5-9; If 5-cards will have minor(1 <sup>st</sup> /2 <sup>nd</sup> ); Better or worse 3 <sup>rd</sup> ; good suit and outside card 4 <sup>th</sup>	2S = enquiry <5S; 2NT enquiry 5+S; 3H, 4H = preempt or to make		3C/D = 5-card H/S & this suit; 2NT = min 6-card suit; 3S/NT = max/shortage; 3H= max/no shortage	As for UPH	
2S		5	3H	As 2H	As 2H, but 2NT enquiry		Similar to 2H	As for UPH	
2NT				22-23 balanced; 5M or 6m OK	Puppet Stayman; transfers; 3NT = 5S/4H NF; 4suit Transfer or RKC; 4C/4NT/5NT as 1NT		Puppet Stayman; Show non-M over3D response. Transfer break:HHx/Hxxx	As for UPH	
3C		6		Pre-empt: loose NV; sound VUL	Raise = pre-empt or to make; new suit = F1,		Over new suit: 3NT denies doubleton support, while new suit = Hxx support and shortage.	As for UPH	
3D		6		As 3C	As above		As above	As for UPH	
3H		7		As 3C	As above		As above	As for UPH	
3S		7		As 3C	As above		As above	As for UPH	
3NT	Yes	7		Solid minor	4C pass/convert; 4D ask			As for UPH	
4C		8		Pre-empt: sound NV/ VUL	Raise = pre-empt or to make				
4D		8		As 4C	As above				
4H		7		As 4C	New suit = F1				
4S	**	7		As 4C	As above				
4NT	Yes			Ace asking	See HLB		HIGH LEVEL BIDDING		
5C		8		Pre-empt: sound NV/ VUL	As above	4NT opening: $5C = \text{no Ace}$ ; $5D = DA$ ; $5H = HA$ ; $5S = SA$ ; $5NT = 2A$ ; $6C = CA$ ; Cue 1st round before			
5D		8		As 5C	As above	$2^{\text{nd}}$ round; RKCB: $1^{\text{st}}$ step = 1 or 4; $2^{\text{nd}}$ step = 0 or 3; $3^{\text{rd}}$ step = 2 no TQ; $4^{\text{th}}$ = 2 with TQ; Minorwood			
5H				Solid suit lacking AK with no losers outside	Raise per trump holding	in specific sequences; DOPI; GSF; Lightner Double			
5S				As for 5H	As above				