DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD			
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS	STYLE			1			
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	4th, 2nd fro	om 3+small,	3 rd fron	n 3+ (att if length	NCBO:	Scotland	
		top of dou			, top of doubleton] [
Responses: new suit F1, UCBs, raises pre-emptive, jump shift fit,	NT	top of doubleton known),		n 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	.		
	Subseq	attitude attitude			<u> </u>			
	Other: Lo implies l				<u> </u>			
	A/Q/J asks for reve	rse attitude;	K asks for cou	nt (or un				
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			T			
Responses as to opening 1NT	Ace (attitude)		AK(x); A(x)			GENERAL A	PPROACH AND STYLE	
	King (count) $AK(x)$; $KQ(x)$ $AK(x)$; KQJ ; KQ			_				
	Queen (attitude)) (A/K)J10; J10x(x); denies Q			eard majors, weak 2s in ♦, ♥, ♠			
HIMD ONED CALL C (C), L. D	Jack (attitude)			1♣ = 2+ cards				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	9x(x);10x			2 over 1 = Ga			
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		from Xx, xXx, xXxx(x) from Xx, xXx, xXxx($\frac{1M-1NT}{M} = se$		
22 VT	Lo-X implies honour (or single) implies honour SIGNALS IN ORDER OF PRIORITY					Weak jump or		
2NT = 5-5 lower 2 suits (2 nd); 19-21 in 4 th					n		ond 4 card major before longer minor if not GF	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's				Discarding	SPECIAL BI	DS THAT MAY REQUIRE DEFENSE	
Direct cue = Michaels, 5-5, c,8-12 or 17+: 1m 2m = MM;	1 Low = er		Hi = even		$low = enc (1^{st})$	No let T	1NT	
$1M \ 2M = OM + m$	Suit 2 Hi = ever		suit preference	2	suit preference	Multi Landy v		
Jump cue = running suit, asking for stop for 3NT	3 suit prefe 1 Low = en				Hi = even low = enc (1st)	Opening 2◆/♥/♠ = weak, single-suited		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Hi = ever		suit preference		suit preference	┨ ┣────		
x = penalties; $2 = \text{majors}$; $2 = $	3 suit prefe		suit preference	-	Hi = even	 		
			<u> </u>		ni – eveli	 		
2NT = minors or big 2-suiter; jump overcall = weak	Signals (including Trumps):					-		
passed hand x = single-suited minor	Hi-Lo in trumps = suit preference					-		
passed nand $x = single-suited minor$	after showing attitude, subsequent cards in suit are standard remaining count DOUBLES					 		
						l 		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) TAKEOUT DOUBLES (Style; Responses; Reopening)								
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) x = take-out; NT natural; jump overcall strong	x of mjr shows othe				┨ ├────			
Over weak 2m cue is Michaels; over weak 2M cue asks for stop	Responses: jump sh				CDECIAL EC	DRCING PASS SEQUENCES		
Jump to 4m = 5m + 5M (NF); 4NT = 2 places to play	cue = GF; 2NT = na		weaker with als	sarounon				
		uurar				Frequent forcing pass situations after penalty x of 1NT		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or 2 or 1 or 1 or 2 or 1 or 1 or	Reopening = 8+	TOTAL P.	COMPETER	Pass is forcing in game forcing sequences				
Vs 1♠: 1♥ = 2suits same colour; 1♠ = MM or mm; 1NT = ♠+♦ or	SPECIAL, ARTIF	Pass is forcing in competition after we have bid game based on high card values						
V- to 2 2 4 1 2 4 constructive	Negative dbls through 4 ♦ NB: 1m – (1♥) - x denies 4♠						n nign card values	
Vs strong 2♠: x = ♠	Responsive dbls thr				 			
OVER OPPONENTS' TAKEOUT DOUBLE	Competitive dbls sh		rd values		l			
new suit nat F1; over 1C xx = 10+ bal, no major; over 1D/M xx =	Lightner, Lead-directing					IMPORTAN	T NOTES	
3cd support, inv+; 1m (x) jump shift = weak;	Dbl of cue-bid of partner's suit asks for lead; xx of t.o. dbl = Kx/Ax Support doubles for majors only (1m – 1M)							
1M(x) 2NT = 4 card support;, inv+, jump shift = fit	Support doubles for	majors only	y (1m – 1M)			PSYCHICS:	very rare	

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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITION & PASSED HAND BIDDING				
1 *	✓	2	4◆	Nat or weak NT or 18-19 bal without ♦.	2 = 4 card support, no mjr, inv+; 3 = 6-9, 5+C; 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.	Passed hand: No inverted raises; change of suit = NF; jump shift = weak (fit after overcall)				
1♦		4	4♦	Open 1D with bal hand and 4D	1NT denies mjr; 2♣ = GF; 3♣ inv 6+ ♣; 2♦ GF 4+♦; 2M weak; 2NT = 10-11 4+♦, no mjr; 3D = 7-9 4+♦;	1NT rebid = 11-14, 2-way checkback; reverse = F1. 1D 1H 1S = 54 or 4441.					
1♥		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2♠=3♥ 10-14; 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 $1 = FG$; $1M - 2any - 2NT = 11 - 14$, may be unbal, $3NT = 18 - 19$; $1M - 2any - 2M$ promises 6 ; $1 \land - 2 \lor = 5 +$; reverse after 2	Passed hand: Fit jumps; change of suit = NF; 1M-3M=5M, weak;				
1 🛦		5	4♦	Promises 5	1NT = 6-11, may be unbalanced; 2NT=4♠, GF; 3C=4♠ inv; 3♠=4♠ 7-8; 3♥=3♠ 10-14; 3♠=4♠ weak; 3NT = any void; 4new = 9-12 splinter	over 1 = extras; 1M-2any-3M = self-supporting suit	2C = Drury (3 or 4 card constructive support) Competition: cue / 2N = 3/4 card raise				
INT			3♠	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); 4 ◆/♥ transfers (either slam going or game only)	1NT (x) xx = single-suited take-out; 2 any = 2 suits.	After 1NT (2x) 2NT = Lebensohl, relay to 3C (weaker hands through 2NT)				
2.	√	0	4 🖍	GF unless 22-23 bal	2 ♦ = 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 ♣ = minor-based slam try; 3NT=to play; 4♦/♥=Texas	Re-transfers					
3♣		6		weak	new suit F1; bid game to play; 3 ♦ = slam try						
3♦		6		weak	new suit F1; bid game to play; 4♠ = slam try						
3♥		(6)7		weak	raises pre-emptive 4NT = RKCB						
3♠ 3NT	√	(6)7		weak running minor, no more than Q	4N1 = RRCB 4♣ = to play in minor; 4♦ asks for shortage	HIGH LEVEL BIDDING					
5111				outside	4M = to play in minor; 4 ♦ asks for snortage 4M = to play	RKCB (14/30); DOPI, ROPI; Excl	usion RKCB				
4♣/♦		7		weak, good shape	to pag	If cue bid is doubled, redbl shows 1st round con					
4♥/♠		7		1 st /2 nd – no more than K outside	4NT = RKCB, new suit asks for control in suit above	When cue bidding show cheapest, whether 1st o					
4NT				Asks for specific aces	5 = 0,5 NT = 2,6 = A	In competitive auction at 6 level dbl = one loser	in opponents' suit,				
5♣/ ♦		(7) 8		pre-emptive, highly distributional		pass = 1^{st} round control.					
5♥/♠		(7) 8		strong, highly distributional	Bid 6 with 1 top honour, bid 7 with 2	If we bid vul game freely and opponents save, p	bass = forcing				