DEFENSIVE AND COMPETITIVE BIDDING			L	EADS AND SI	GNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENI	NG LEAI	DS STYLE	2			1		
NAT – 7+ HCP, 5+ card; new suit CONSTR, NF			Lead		In Par	tner's Suit	CATEGORY:	GREEN	
CUE response = 3 –card limit raise or better	Suit		3 <sup>rd</sup> and low		Same		NCBO: EVENT:	SCOTLAND All Events	
2NT= 4 –card limit raise over 1M/2M overcall	NT		4 <sup>th</sup> (2nd from bad suits)		Same		PLAYERS:	Ronan <u>VALENTINE</u> and Liam <u>O'BRIEN</u>	
2NT= NAT. over 1♦/2m overcall	Subseq		Attitude		Same		]		
Fit Jumps; double jump = SPL	Other: If	f leading I	Partner's U	nsupported suit,	lead cour	nt (Hi/Lo=Even)	1		
Jump Cue = Mixed Raise 6-9, 4-card support							] [		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS						SYSTEM SUMMARY	
15-18 HCP, System on	Lead		Vs. Suit		Vs. N				
Re-opening = 11-14	Ace		A asks for			s for ATT	GENERAL APP	ROACH AND STYLE	
By PH = 2-suiter	King		K asks for			s for CT/UB			
	Queen			ks for ATT	```	+) KQ109 ATT/UB	5-card majors,	1♣=2+	
	Jack		J10x(+) K.		J109x	(+) KJ10	2/1 GF		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		10x, (K/Q) 109x(+)	109(+),	10x (k	Z/Q)109(+),			
0-9 Jump Overcalls, Can be stronger opposite passed partner	9		9x,		9x,		Transfer respor	nses over 1♣	
Unusual 2NT, 5/5 in lowest 2 unbid suits	Hi-X		Sx xxS xxSx(+)		Sx xSx xSxx(+)				
	Lo-X		HxS HxSx HxxxS		HxS H	S HxxS HxxSx 14+ - 17 1NT (small singletons possible)		small singletons possible)	
		SIGNALS	S IN ORDI	ER OF PRIOR	ITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's L	ead	Discarding	SPECIA	L BIDS THAT MAY REQUIRE DEFENSE	
1m)-2m = Ms, 55+; 2N response = INV+shape ask	1	Hi=EV	EN	Hi=EVEN		Low=ENCRG			
1M)-2M = OM+m, 55+; $3/4/5$ = P/C; 2N INV+ask	Suit 2	Low=E	NCRG	SP		Hi=EVEN	MULTI 2D (WE	AK 2M)	
JUMP CUE asks for Stopper, normally running suit.	3						WEAK 2M+M	INOR (5-10HCP, 5M, 4+m)	
	1	Hi=EV	EN	SMITH, Low=ENCR		Low=ENCRG	1M (1NT) 2♣=	=5OM, 2+M, 2♦=SOUND RAISE	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Low=E	NCRG	SP		Hi=EVEN	TRANSFER RE	SPONSES TO 1♣ OPENING	
DBL=4♣+ Longer lower suit, Single suited ♠ or MM weaker spades	3								
2♣=4♥+ Longer lower suit, Single suited ♥ or MM weaker hearts	Signals (	(including	(Trumps):						
2 <b>♦</b> = <b>♥</b> + <b>♠</b> - Exactly 4/4	Occasion	nal Suit P	reference						
2♥=♥+m; 2♠=♠+m – Minimum 5/4	Suit preference in the trump suit								
2NT=♣+♦- 5/5.				DOUBL	LES				
3m=Single suited Minor.									
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				yle; Responses;		ng)			
Weak 2: DBL=T/o. (2x)-X-P-2N=Puppet to 3♣to play/various	Shortage	e in suit(s)	bid; openi	ng values; or ST	TR				
hands. 2NT = 16-18, 3NT = STR							J L		

(2M) 4m = bid m + OM, 55 + STR; 4N = ms
Over $3x$ , $3NT = 15+$
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or
2♣
DBL = Ms, 44+
1NT = ms, 44+
Weak Jump Overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
System On Redouble is 10+, implying no fit and interest in penalty
Transfers when our 1M opening/overcall is doubled.

Balance light in protective
SPECIAL, ARTIFICIAL & COMPETITIVE
DBLS/RDLS
Lightner Double – Requests unusual lead to freely bid slam.
2NT often weaker than direct action in comp auctions
2NT rarely NAT in comp = good raise, scramble or relay.
Redouble of opps double of our 1M overcall shows Hx
• •
Many P/C or T/oX over INT. or 2-level openings.

SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Defence Mini NT (10-12 HCP or weaker) is X- Values
(14+HCP) 2♣- Majors, 2♦- 6+♥/♠, 2♥- 5♥4+m, 2♠- 5S4+m,
2N- Minors
NV against VUL pre-empts can be extremely light
<b>PSYCHICS:</b> Possible in 3 <sup>rd</sup> seat, rare otherwise

OPE	TI C K IF A	MI N. NO.	NE G.D						
NING R TI FI CI A L		OF CA RD S	BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣	Yes	2	3♠	a) 11-14 balanced b) NAT with ♣s c) 18-19 balanced Bal. hands can include 5♦	$1 \spadesuit = 4 + \P s$ , $1 \P = 4 + \spadesuit s$ , $1 \clubsuit = \text{transfer to 1NT}$ , could be GF Diamonds, 1NT=Invite to 3NT $2 \clubsuit = \text{Inverted } 11 + \text{F1}$ , $3 \clubsuit = 8 - 10$ , $5 + \clubsuit 3 \spadesuit = \text{NAT}$ INV, $2 \spadesuit / \P / \spadesuit = \text{WJS}$ , $3 - 8 \text{ HCP}$ , $2 \text{NT} = 4 - 7$ , $5 + \clubsuit$	Completing TRF = 11-14 BAL, max 3 card support. 2-way Checkback. $(2 - 1 \text{ INV})$ or to play $2 + 2 = 1 \text{ INV}$ or to play $2 + 2 = 1 \text{ INV}$ or to play $1 + 2 = 1 \text{ INV}$ or to pla	System on over 1♦ overcall,  X-♥s,system on from 1♥. Over  1♥ overcall, X is ♠, system on  from 1♠		
1♦		4 (5)	3♠	10+ HCP , unbalanced 5 ♦s unless 4441 or (14)44.	1M=4+, 1NT=5-9 NF, 2♣=4+, GF 2♠=Inverted raise+, F 2NT. 2M=WJS, 3-8 HCPs, 2NT=4-7, weakest raise, 3♣= NAT INV, 3♠ = 8-10, 4+♠, 3NT=NAT, 13-15.	1♦-1M-1NT= (14)44 singleton in bid major 1♦-1M-2NT=6+♦, 3 card support 15+ HCP. Stopper Showing after an Inverted raise			
1♥		5	3♠	10+ HCP	2♣=2+♣, GF 2♦/♥=5+ GF, 2NT =GF 4+card support	Over 2N 3M = non-minimum, 3X shortage, 4M = minimum, 4New = 2-suiter, 55+	Fit Jumps, Mini Splinters		

					Over 1 $\blacktriangledown$ and 1 $\spadesuit$ - 3 $\spadesuit$ =10/12, 3/4 support, 3 $\spadesuit$ = 6-9, 4 support, 3/4M= Pre-emptive		2♣=Max PH, 3+ card support	
1 <b>♠</b>		5	3♥	10+ HCP	Over 1♥ - 3♠= miniSPL any suit, 3NT = ♠SPL		Fit Jumps, Mini Splinters	
					Over 1♠ - 3NT = miniSPL, any suit		2♣=Max PH, 3+ card support	
INT				14+ - 17 HCP	4 card STAY, 3♣=5 card STAY. 4 suit TRF, 2♠= ♣,	2♦=No 4/5M, 2♥=4♥, may have 4♠, 2♠=4♠	1N-(2 Any)-2N=Puppet to 3♣	
					2NT=weak both ms or ♦	1NT-2 <b>♣-</b> -2 <b>♦-</b> -2 <b>♥=</b> 4/4 majors, NF	1N-(2 Any)-3N=Promises stop	
						1NT-2 <b>♣</b> -2 <b>♦</b> -2 <b>♦</b> =5/4 majors NF		
				5M, 6m, (4441) possible Small singletons possible	3♦- GF, 5+/5+ mm 3♥- 31(54), 3 <b>♠</b> - 13(54), 4♦-	1NT-2 <b>♣</b> -2 <b>♦</b> -3M=4M5OM	4♦- 6+♥ and 4♥- 6+♠ on in	
				Sman singletons possible	6+♥, 4♥- 6+♠	1NT-2♣-2M-3OM=Slam try, 4+ card support	comp.	
2♣	Yes	0		22+ HCP or STR UNBAL	2♦=RELAY	2 <b>♣</b> - 2 <b>♦</b> - 2 <b>♥</b> = 24+BAL or NAT		
2♦	Yes	5		Weak Two in a Major 0-9 HCP	2♥/♠ P/C, 3m NAT, NF; 4♣ Asks for TRF to M	Over 2NT: 3♣=Any Maximum, 3♦=min, hearts,	Transfers over double of our Multi	
				0-9 HCF	4♦ Bid your major, 2NT relay, INV+	3♥=min with spade	Multi	
2♥	Yes	5		0-9 HCP; 5♥, 4+m	2NT relay asks for minor INV+. Raises PRE	2M – 2NT - 3NT 4/4 m, 4m= NAT 6+cards		
2♠	Yes	5		0-9 HCP; 5♠, 4+m	3♦ Invites game in Major, 3♣ P/C	3♣ Min w ♣s, 3♦ Min w ♦s, 3♥ = Max w ♣s; 3♠		
				Always 5/5 at Unfavourable	Over $2 \checkmark 2 $ NF; over $2 \checkmark 3 \checkmark = NF$	Max w ∲s		
2NT				20-21 HCP, balanced	3♣=Stayman, 3♦/♥=TRF, 3♠= MSS 4♣=Gerber 4♦= 6+♥ 4♥=6+♠	3♦=No 4CM, 3♥/♠=4 cards; Smolen; 2NT-3M-3/4OM=Slam try in bid major	4♦- 6+♥ and 4♥- 6+♠ on in comp.	
3♣		6 (7)		PRE	3♦= Slam try, 3M =F1, game bids nat, 4NT RKC			
3♦		6 (7)		PRE	4♣ = Slam try, 3M =F1, game bids nat, 4NT RKC			
3♥		(6) 7		PRE	4♣= Slam try, 3♠ =F1, game bids nat, 4NT RKC	With 3+ card support, raise to game		
3♠		(6) 7		PRE	4♣ = Slam try, game bids natural, 4NT RKC	With 3+ card support, raise to game		
3NT	Yes			Good 4M Pre-empt	4♣=Transfer to major, 4♦=Bid your major, 4M=Nat			
4m		8		PRE				
4M		7		PRE				
4NT				Specific A ask		HIGH LEVEL BIDDING		
5m		8		PRE		BLACKWOOD AND EXCLUSION (0314) – SPECIFIC KINGS TO KING ASK (RESPONSE SHOWS BID SUIT KING OR OTHER 2 KINGS); KICKBACK (3014) – 4X+1 OFTEN RKC IN AGREED FIT AUCTIONS		
5M				Bid 6M with TR A/K		NON-SERIOUS 3NT - Applies to auctions whe		
						CUE BID 1 <sup>st</sup> AND 2 <sup>nd</sup> ROUND CONTROLS EQUA SPLINTERS	LLY	