DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIG	NALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE					
Simple overcalls 7-17, 2 level should always be a good 5+ suit		Lead	-	In Parti	CATEGORY:		
And a new suit is NF (constructive)	Suit	Suit 4 <sup>th</sup> & 2 <sup>nd</sup> from bad suit		Top if part knows the length		NCBO:	
	NT	4th Highest + Mud		$4^{\text{th}}$ Highest + Mud		PLAYERS: Donal Garvey Grand Master 33301	
	Subseq.		low promises H.			Pat Quinn Life Master 23016	
	Other: $A + Q$ for reverse attitude, K asks for rev. count.						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
1 (x)1nt = 15-17 responses as in 1nt opening	Lead	ad Vs. Suit Vs. NT					
1 (x) p p 1nt 10-14	Ace AKx Ace and 4 <sup>th</sup>		d 4 <sup>th</sup>	GENERAL APPROACH AND STYLE			
	King KQ AK same			5 card M and strong nt			
	Queen	KQ109x		same		4 <sup>th</sup> suit is forcing to game	
						Top and bottom cue's, conventional jump overcalls	
	<b>.</b> .	110 110				Xynt and xyz	
	Jack	J10x, J10,		same		Transfers in the 4 suits; Smollen transfers	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Denies the		same		2/1 is forcing to game, fast arrival	
2nt: lower 2 suits;	9, U. V.	9x, Denies	the 10	same		Transfers over a club opening, and we accept with a wk nt type hand	
Conventional jump overcalls i.e.	Hi-X	Mud		Same		After a $\clubsuit$ opening and a $\blacklozenge$ overcall, dbl = $\clubsuit$ , and $1 \clubsuit = \bigstar$	
1♣ - 2♦ = ♥ with longer ♦, Opening strength values	XXXX	xXxx		same			
1d- 2h = h with longer clubs, Opening strength values Equal level conversion dbls;	Lo-X	Mud		como			
		N ORDER OF		same			
Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reopen)				1	D' 1'		
Cue = top and bottom suits, Opening strength values		rtner's Lead	Declarer's Le Rev. Count	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Jump cue asks for stop in that suit	Suit 2 Re	v. Count	Rev. Count Rev. Count		Odd = Enc. Even, S/P Odd = Enc. Even, S/P	Multi 2d, and weak 2 any suits 5/5 Labensohl FANS (fast arrival no stop)	
		w. Count	Kev. Count		Ouu – Elic. Eveli,5/F	When opps dbl our stayman, pass denies a stop	
	1					Rdbl reactivates stayman	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Re	NT 2 Rev. Count/suit pref			Odd = Enc. Even, S/P	When opps dbl our nt, $rdbl = penalty$	
Meckwell – Dbl is either a long minor or both majors		$N_1 \ge Rev.$ Count/suit prei $Odd = Enc. Eve$			Ouu – Elic. Eveli,5/1	If opps dbl our nt overcall – helvic applies	
	Signals (incl	uding Trumps);			i.e. rdbl = 5card suit. bid = lowest of 2 4card suits		
2. = Clubs and a Major (at least 9 cards).	Signals (including Trumps):						
2 ♦ = Diamonds and a Major. (at least 9 cards).				Pass requests opener to rdbl			
2♥ = ♥, 2♠ = ♠			50101 50			Conventional jump overcalls	
			DOUBLES		Over all of our prempts, 4 s is keycard and the responses		
						4 ♦ none; 4 ♥ 1 keycard; 4 ♠ 1+ Q; 4nt 2; 5 ♣ 2+ Q	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (St				2nt = 6-11, both minors	
Dbl = TO,		doubles, can be	<b>v</b>	distributio	Relays over our 1nt opening		
After a weak 2 opening including multi, Dbl = TO Lab. Responses.	Neg. and res	ponsive doubles	to 4 ♦				
After a weak 2: 2nt = 16-18; cue of weak 2 at the 3 level is nt ask	Dbl is TO of	weak 2/3 overca	alls; Labensohl 1	responses			
Cue of minor pre-empt at the 4 level = Majors	i.e. a 3 level	response is >8 h	cp, while a bid o	of 2nt show			
Leaping michaels i.e. 3cl: $4 \blacklozenge = \blacklozenge + \heartsuit$ ; $3 \blacklozenge : 4 \clubsuit = \clubsuit + \heartsuit$							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+						SPECIAL FORCING PASS SEQUENCES	
Dbl = Majors, nt = minors, otherwise natural.	SPECIAL, A	ARTIFICIAL &	& COMPETITI	VE DBLS			
		onversation dbls					
OVER OPPONENTS' TAKEOUT DOUBLE	The same ha	nd while it is at t	the same level d	oesn't pro	IMPORTANT NOTES		
Redouble 10 + probably no fit						PSYCHICS: Rare	

OPENI NG	MIN. NO. OF CARDS	Neg.dbl thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*	2	4♦	Nat. 11-20, 4432 if it is only 2	$1 \diamond, 1 \diamond, 1 \diamond, 1 h, 1 nt, 2 \bullet$ all transfers, $2 \diamond, \diamond \&$ another suit $2 \diamond/2 \diamond, 10/11$ and a 6 card suit		
1 ♦	4	4♦	Natural 11-20	Natural, 1nt 6/10; 2nt 11/12; both deny a M		
				2♥/2♠ weak <6hcp		
1♥	5	4♦	Natural 11-20	3♣ 10/11+4♥; 3♦ 7/9+4♥; 3♥ 4/6 +4♥	Long suit trial	
				2nt 3card limit raise i.e. 11/12; 2/1 forcing to game		
1 🛦	5	4♦	Natural 11-20	Same as ♥		
INT			15-17, can have 5card M	Stayman, 4suit transfers, Smollen transfers, Confit, $2 \blacklozenge, 2 \blacklozenge, 2 \blacklozenge$ , asks for controls, 2nt then shows 4Controls, 3cl 5 etc	1nt p 2 $\Rightarrow$ p 2x 3 $\Rightarrow/3$ show singleton + 6card other minor, forcing	
				$3 \div 5/4m + \text{singleton in a M}; 3 \bigstar 5/5m + \text{void M};$ $3 \checkmark /3 \bigstar 5/5m + \text{singleton in suit bid.}$	(3♣) 3♦asks, 3♥ single ♥, 3♠ single spade.	
2*			Either a strong 23+ or weak 2♦	Responder $1^{st}$ assumes it's a weak 2 and bids $2 \blacklozenge$ ,	To show big hand opener now $2nt = 23/24$	
				2nt asks $3 $ max wk $2 $ , $3 $ min, $3 $ / $3 $ 4card.	Or 2♥ forces a puppet of 2♠ now 2nt is 25/26	
2♦			Multi a) wk2 in a M; b) 20/22;	$2 \checkmark /2 \bigstar$ to play, 2nt asks a) $3 \clubsuit$ strong wk 2 8/10		Defence to Multi; 2 <sup>nd</sup> /4 <sup>th</sup> dbl =17 <sub>+</sub>
				b) $3 \blacklozenge = \blacktriangledown 6/7$ , c) $3 \blacktriangledown = \blacktriangle 6/7$	3 ♦ asks opener to bid other M	2nt =17-19, $2 \checkmark / 2 \diamondsuit$ that suit may be 4card but its 2 longer than other M; 6 <sup>th</sup> same weaker; $3 \bigstar \bigstar \bigstar$ nat.
2♥			Tartan, $\mathbf{v}$ and another can be $\mathbf{A}$	Raises non inv. 2 interest in other suit, 2nt asks.		
			6-10			
2♠			Tartan, ▲ and a minor, 6-10	Raises non inv. 3♣/3♦ pass or correct, 2nt asks		
2NT			Both m 6/11	3♣/3♦ to play, 3♥ asks for M suit distribution		
	 			3 =  puppet to 3nt and now $4 = /4$ Keycard in that suit		
3*			Pre-emptive	New suit forcing; 4 keycard		
3♦	 		Pre-emptive	New suit forcing; 4 keycard		
3♥			Pre-emptive	New suit forcing; 4 keycard		
3 <b>▲</b>			Pre-emptive	New suit forcing; 4 keycard		
3NT			Solid m no outside stop	4♣ pass or correct; 4♦ asks for singleton		
4 <b>*</b>			Namyats • with something outside			
4 <b>♦</b>			Namyats A with something outside			
4♥			Pre-emptive, ♥, Weaker than 4♣ Pre-emptive, ♠, Weaker than 4 ♦			
4▲ 4NT			Specific A Ask	5. none 5. 4. A in those suits 5. 1 2 A's		
5 <b>*</b>			Pre-emptive	5♣ none, 5♦♥♠6♣, A in those suits, 5nt 2 A's	HICH I EVEL BI	DDING
5 <b>★</b> 5♦			Pre-emptive		HIGH LEVEL BIDDING Keycard 1430, over interference Dope, and Italian style cue bids i.e.	
5♦ 5♥			11 tricks missing 2 of the top 3 H.	Bid 6 with 1of the top three honours, bid 7 with 2	Below game level can be either $1^{st}$ or $2^{nd}$ round control.	
5 <b>↓</b>			11 tricks missing 2 of the top 3 H.	Bid 6 with 1 of the top three honours, bid 7 with 2 Bid 6 with 1 of the top three honours, bid 7 with 2	If doubled rdbl = $1^{\text{st}}$ round control	control.
<u> </u>					5nt = pick a slam part	
					F CONTRACTOR	