DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND S	IGNALS	WBF Convention Card	
				war Convention Caru	
OVERCALLS		OPENING LEADS A	ND SIGNALS		
Style: Aggressive NV; aggressive 1 level, sound 2 level VUL;				Category: GREEN	
good 4 card suit at 1 level				· -	
Fit-showing jumps except over 1S		Lead	In Partner's suit		
Responses: natural	Suit	3 <sup>rd</sup> & 5 <sup>th</sup>	Same	NBO (Country): SCOTLAND	
Reopening: aggressive	NT	4th; 2nd if weak suit	Same	Event: All 2019	
	Subseq As above		Same	Players: Harry SMITH SCO4070	
1NT OVERCALL	Other:			Roy BENNETT SCO1454	
2 <sup>nd</sup> position: 15-17	]			SYSTEM SUMMARY	
Responses: as over 1NT opening	LEADS			Version of 9th September 2019	
	Lead	vs. Suit	vs. NT	GENERAL APPROACH AND STYLE:	
4th position: live:11-14 No Stop guarantee; reopen: 10/11	Ace	AKx(x); Ax	AKx; Ax;	ACOL based system: 5-card ♠, 4-card ♥; 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 *	Jack	JT; JTx;	JT; JTx	Specialised 2 ♦ opening;	
Responses: new suit F1	10	T9x; KJT+	T9x; A/KJT+	Weak 2 V/2♠ openings – 6-card OR 5-card with minor	
Unusual notrump: 2 <sup>nd</sup> position: Unusual – near GF or weak	9	9x; QT9+; KJ9+	9x;KQ9+; HT9x(x);	Frequent non-penalty doubles	
4 <sup>th</sup> position: 18-20; responses as over 2NT opening	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;	
Reopening: Unusual	Lo-X as for			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. Over 1C(=2+), 2D is Michaels		Partner's Lead Decla	arer's Lead Discarding	Openings:	
jump cue asks for stopper	Suit:1st		Lo = Even Hi-Lo = Even*	2 ♦ opening	
Responses: Michaels: natural; jump cue: 3NT with stopper	2 <sup>nd</sup> Lo = Encourage Lo = Encourage Lo = Encourage				
<b>Reopening:</b> two suiter 5+/5+	3 <sup>rd</sup>	Suit preference Suit			
VS. NT	NT: 1st		$Lo = Even$ Hi- $Lo = Even^*$		
$X = \text{penalty}; 2 \clubsuit = \lor + \spadesuit; 2 \blacklozenge = \lor \text{ or } \spadesuit; 2 \lor = \lor + m;$	2 <sup>nd</sup>	Lo = Encourage Lo =			
2♠ = ♠ + m; 2NT response = suit and/or range enquiry	3 <sup>rd</sup>		preference   Suit preference		
$2NT = 4 + (10 + \text{ cards})$ ; above applies in $2^{\text{nd}}$ and $4^{\text{th}}$ position	In Trumps; Hi-Lo = Odd				
Reopening: : as above except X always 5+m + 4 M		Lead of A/Q & 1st discard			
Passed Hand: as above except X always 5+m + 4 M	Smith Peters v NT (both peter to encourage)				
VS. PREEMPTS	4	DOUBLI	ES		
X = takeout up to 4♠; Cue-bid: as above; (Non)Leaping Michael	5	THE AVERAGE TO A	VIDV DO	SPECIAL FORCING PASS SEQUENCES	
over weak 2s; Non-LM over 2♦ (multi): X = ♥ or 19+,		TAKEOUT DO	DUBLES		
2 <b>v</b> = ♠ or both m, 2♠ = 13-15 bal, 2NT = 16-18 bal					
of other major and may be 4 cards; NT bids are natural		be light with classic shape	<del>)</del>		
VS. ARTIFICIAL STRONG OPENINGS		: natural responses		NAME OF A STREET O	
vs strong $1 : X = M$ ; $1NT = m$ ; $2 = natural overcall$ ;	Reopening			IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
also over 1♣ P 1 ♦: 2♦ = natural overcall	<b>-</b>		OMPETITIVE DOUBLES	Lower of 4th suit or 2NT warn-off after 2-level reverse or jump	
OVER OPPONENTS' TAKE OUT DOUBLE	_	ouble to 4♥; 1♣/1 ♦ - (1♠)		Completion after double of Stayman/Transfer or other artificial ask	
New suit = forcing; Jumps = pre-emptive; 1NT = 7-9 balanced;		e double to 34; competitive	double; Lightner double;	shows no stop in ssking suit	
XX = 9+; $2NT = $ sound raise to $3+M$ ; Raises = pre-emptive	Support do	uble to 3♥			
	<b>-</b>			<b>Psychics:</b> Very infrequent, but frequent light openings in 3rd seat	
	J L				

Opening	Arti ficial	Min.	Neg. Double	Description	Response		Subsequent Auction	Passed Hand Bidding	
1 🚓		3/4	4♥	Only 3-card if 4 <b>A</b> -3-3-3 and 15 – 19. 10-22.	(subsequent 3♣ NI		1NT = 15-17, Checkback (2-way)2NT = 18-19, Checkback.	New suit = NF	
1 •		4	4♥	10-22	Up the line; $1NT = 5-8$ ; $2NT = GF$ bal; $2 • 10+, 4+ •$ (subsequent $3 • NF$ ); fit jumps		As above; after 2 level response: 2NT over 2C= 15-19	New suit = NF;	
1♥		4	4 •	10-22; may be 4 ♥ + 4 ♠	unknown void spli	= 5-8; 2NT = GF support; 3 \( \bigs = \) inter limited; 3NT = singleton \( \bigs \) singleton splinter; fit jumps	As above; Over 2NT, 4♥ poor, 3♥ 18-19 but no shortage, 3NT 15=-17 bal, 3 suit shortage, 4 suit good suit	New suit = NF	
1 🖍		5	4♥	10-22	1/2NT as over 1H. 2/3H 6-8/9+ 3-card S. 3C/D/S 10-12/7-9/6- 4+card S. 3m NF.		As above.	2♣/♦ Drury. Fit jumps. Other NF	
1NT				11(NV)12(V)-14 balanced; 5M or 6m OK	Stayman (non-promissory) with special 5M responses; 4 suit transfers: 2 ♠ → 3 ♣; 2NT → 3 ♦; 3 ♣/♦ set suit SI+; 3 ♥/3 ♠ = 5+5+ minors: ♥ slam interest; 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	Same as for UPH except 3m = 6 cards to AK, AQ, KQ	
2*	Yes	0	4♥	Unbalanced game force or 24+ balanced;	2 ◆ = neutral; 2 ♥ neg; 2 ♠ thro' 3 ◆ = 5 cards to 3/4 top honours or 6 cards to 2/3 top honours; 2NT = same in ♥; 3NT = solid suit		Suit = 8/9 playing tricks; 2NT = 25+: responses as 2NT opener	As for UPH	
2 •	Yes	0		Both M weak or 20-21 balanced	2NT asks; 4 minor slam try in major		Over 2NT, 3♣ max equal or min unequal; 3♦ min equal, 3♥/♠/NT max	Good minor or 20-21 balanced	
2♥		5	3♠	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>	2♠ = enquiry; $3$ ♥, $4$ ♥ = pre-empt or to make		3♣/♦ = 5-card ♥ & suit; 2NT = min 6- card suit; 3♠/NT = max/shortage; 3♥= max/no shortage	As for UPH	
2♠		5	3♥	As 2♥	As 2♥, but 2NT enquiry		Similar to 2♥	As for UPH	
2NT				22-23 balanced; 5M or 6m OK	Puppet Stayman; transfers; 3NT = 5♠/4♥ NF; 4suit Transfer or RKC; 4♣/4NT/5NT as 1NT		Puppet Stayman; transfer break: HHx/Hxxx	As for UPH	
3♣		6		Pre-empt: loose NV; sound VUL	Raise = pre-empt or to make; new suit = F1;		Raise or splinter = Hxx; otherwise rebid suit	As for UPH	
3♦		6		As 3.	As above		As above	As for UPH	
3♥		6		As 3.	As above		As above	As for UPH	
3♠		6		As 3♣	As above		As above	As for UPH	
3NT	Yes	7		Solid minor	4♣ pass/convert; 4♦ ask			As for UPH	
4 <b>.</b>		8		Pre-empt: sound NV/ VUL	Raise = pre-empt or to make				
4♦		8		As 4.	As above				
4♥		7		As 4.	New suit = F1				
4 🖍		7		As 4.	As above				
4NT	Yes			Ace asking	See HLB		HIGH LEVEL BIDDING		
5♣		8		Pre-empt: sound NV/ VUL	As above	4NT opening: $5 \clubsuit = \text{no Ace}$ ; $5 \spadesuit = \spadesuit A$ ; $5 \heartsuit = \heartsuit A$ ; $5 \spadesuit = \clubsuit A$ ; $5 \text{NT} = 2 A$ ; $6 \clubsuit = \clubsuit A$ ; Cue 1st round before			
5♦		8		As 5.	As above	2 <sup>nd</sup> round; RKCB: $1^{st}$ step = 1 or 4; $2^{nd}$ step = 0 or 3; $3^{rd}$ step = 2 no TQ; $4^{th}$ = 2 with TQ; DOPI; GSF;			
5♥				Solid suit lacking AK with no losers outside	Raise per trump holding	Lightner Double			
5♠				As for 5♥	As above				
5NT									