| DEFENSIVE AND COMPETITIVE BIDDING   |   |   |              |                                   |                             |  |   |  |
|---|---|---|--------------|-----------------------------------|-----------------------------|--|---|--|
| OVERCALLS (Style; Responses; 1/2 Level; Reopening)                                    | LEADS AN  | LEADS AND SIGNALS   |              |                                   |                             |  |   |  |
| Usually 5+ cards with a wide range at the 1 level                                     | OPENING   | PENING LEADS STYLE  |              |                                   |                             |  | WBF Convention Card 2.19  |  |
| Usually 5+ cards (6+ if minor) and constructive at 2 level                            |   | Lead  |              | In Partner's                      | Suit                        |  |   |  |
| New suit responses = F1   | Suit  | 2nd & 4th   |              | 2nd & 4th                         |                             | Category:  | Green   |  |
| Unassuming cue bids   | NT  | 2nd & 4th   |              | 2nd & 4th                         |                             | Country:   | Ireland   |  |
|   | Subseq  | 2nd & 4th/attitude  |              | 2nd & 4th/At                      | litude                      | Event:   | Camrose   |  |
|   |   |   |              | 1                                 |                             | Players:   | B.J. O'Brien & Ranald Milne   |  |
| 1NT OVERCALL (2ND/4TH Live; Responses; Reopening)                                     | LEADS   |   |              |                                   |                             | SYSTEM SU  | MMARY   |  |
| 2nd position = 15-17 with stopper   | Lead  | Vs. Suit  |              | Vs. NT                            |                             | GENERAL APPROACH AND STYLE                               |   |  |
| 4th position = 10-14 with stopper   | Ace   | A, AK; asks for attitude  |              | A, AK; asks f                     | or attitude                 | ACOL 4 card  | suits ; Weak NT   |  |
| Responses are identical to 1NT opening  | King  | AK, KQ; asks for count  |              | AK, KQ; asks for count/unblock    |                             | Benjamin Twos  |   |  |
|   | Queen   | QJ; asks for count  |              | KQ, QJ; asks                      | s for attitude              | 4th leads, sto   | d count and attitude  |  |
|   | Jack  | J10(x), KJ10(x), J(x)   |              | AJ10(x), KJ10(x), J10x(x), J(x)   |                             |  |   |  |
| JUMP OVERCALLS (Style; Responses; Unusual NT)   | 10  | K109(x), Q109(x), 109(x),   | 10(x)        | A109(x), K109(x), Q109(x), 109(x) |                             |  |   |  |
| 2-Suit: 1 level jump in a suit = 5+-5+ in that suit and next higher                   | 9   | 9(x)  |              | A987, K987, Q987, J987, 9x        |                             |  |   |  |
| 1 level jump in NT = GF in unspecified 2 suiter                                       | Hi-x  | Xx, xXx, xXxx   |              | Xx, xXx, xXx                      | x                           | 1NT Opening  | gs: 11-14 HCP   |  |
| Reopen: 1 level jump in a suit = 5+5+ in that suit and next higher                    | Lo-x  | HxX(X)  |              | HxX(X)                            | HxX(X) 2                    |  | 2 OVER 1 ResponsesPromises a rebid unless opener shows minimum                |  |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)                                   | SIGNALS   | LS IN ORDER OF PRIORITY SPEC  |              | SPECIAL BI                        | DS THAT MAY REQUIRE DEFENCE |  |   |  |
| Direct Cue bid by opener/responder = General force                                    |   | Partners Lead   | Declarer's   | Lead                              | Discarding                  | 2 <b>♣</b> = 8+ play                                     | ing tricks or 23-24 balanced  |  |
| Jump cue bid = stop ask   | Suit:1st  | Count   | Count        |                                   | Count                       | 2\$ = GF, AR   | Т   |  |
| Direct cue of opening bid = 6-10 with 6 cards in suit above                           | 2nd   | Attitude/Suit preference  | e Attitude/S | uit preference                    | Attitude/Suit preference    | 2M = 4-10 pt   | s N.V, 8-10 Vul 5+ suit   |  |
|   | 3rd   |   |              |                                   |                             | 3NT = Long :   | solid minor   |  |
| VS. NT (vs. Strong / Weak; Reopening; PH)   | NT: 1st   | Count   | Count/Sm     | ith Peters                        | Count                       |  |   |  |
| 2♣ = diamonds or both majors  | 2nd   | Attitude/Suit preference  | e Attitude/S | uit preference                    | Attitude/Suit preference    |  |   |  |
| 2◊ = 5+ hearts or 4 spades with a longer minor  | 3rd   |   |              |                                   |                             |  |   |  |
| 2♥ = 4 hearts with a longer minor   | Signals (in   | cluding Trumps): Standa   | ard count, s | uit preference/                   | attitude when switch nee    |  |   |  |
| 2♠ = 5+ spades  |   | High-Ic   | ow in trumps | s shows 3 and                     | ruff prospects              |  |   |  |
| 2NT = Both minors   |   | Smith I   | Peters with  | discretion in N                   | IT                          |  |   |  |
| Double = 15+ or clubs if a passed hand  | DOUBLES   | JBLES   |              |                                   |                             |  |   |  |
| 2-way Jump Overcalls - Intermediate/Strong  |   | EOUT DOUBLES (Style; Responses; Reopening)  |              |                                   |                             |  |   |  |
| VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)                                     |   | y be light (9+) with classic shape  |              |                                   |                             |  |   |  |
| Dbl = Take out  | •   | egative and Responsive to 4♥  |              |                                   |                             |  |   |  |
| At 4-level Cue Bid = 2 suiter with 5+ cards in the unbid major(s)                     |   | O when 1NT overcalled with natural suit   |              |                                   |                             |  |   |  |
| Else, if OP show one suit then cue = general force. if two suits then cue = stop show |   | PECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES  |              |                                   |                             |  | RCING PASS SEQUENCES  |  |
| VS. ARTIFICIAL STRONG OPENINGS  |   | htner Double  |              |                                   |                             | If game has I  | been bid to make then pass of an overcall is forcing                          |  |
| Obstructive style over 1&/2&  |   | ting doubles  |              |                                   |                             |  |   |  |
| Dbl = ◊ or Ms; 1◊/2◊ = ♡ (or ▲ + m) 1♡/2♡ = ♡ + m                                     |   | w level doubles of suit contracts are take out/game tries IMPORTANT NOTES THAT DON'T FIT ELSEWHEF |              |                                   |                             |  |   |  |
| 1♠/2♠ = ♠, 1NT/2NT=ms   | Double of an artificial overcall of opening 1NT = competitive |   |              |                                   |                             |  | except at 1 level)  |  |
|   | Negative to 49  |   |              |                                   |                             | 1♥ - 3♣ = Splinter with unspecified singleton - 3NT asks |   |  |
|   |   | esponsive to 4♥. Tends to deny the un-bid major   |              |                                   |                             | 1♥ - 3NT = Splinter with a void spade                    |   |  |
| Suit bids = F1  | When part   | ner doubles 1NT, dbl of Rl  | HO = points  | \$                                |                             |  | plinter with unspecified singleton - 4♣ asks; 1♠ - 4 suit = Spinter with void |  |
| Redouble = 9+ and promises and further bid if partner passes                          |   |   |              |                                   |                             | Psychics:  |   |  |
| 2NT = Limit Raise   | DEFENSI   | /E AND COMPETITIVE B  | IDDING       |                                   |                             |  |   |  |

| pening    | Artificial    | Min.       | Neg Dble thr    | Description                    | Responses  | Subsequent Auction                                   | Passed Hand Bidding                        |  |  |  |
|-----------|---------------|------------|-----------------|--------------------------------|--|--|--|--|--|--|
|           |               | 4          | 4◊              | 10-20 pts; at least 4 <b>ஆ</b> | 1 suit = NAT; 1NT=8-10; Jump Shift = Strong                    | 1NT rebid = 15-18 then 2 <b>&amp;</b> = ART asking   | Jump Shift = Weak 6+ suit; 2NT = 11-12 BAL |  |  |  |
|           |               |            |                 |                                | 2NT = 16+ BAL  | Jump 2NT rebid = 19-20                               |  |  |  |  |
|           |               | 4          | 4◊              | 10-20 pts; at least 4◊         | 1 suit = NAT; 1NT=6-9; Jump Shift = Strong                     | 1NT/non-jump 2NT rebid = 15-18 then 2/3& = ART askin | Jump Shift = Weak 6+ suit; 2NT = 11-12 BAL |  |  |  |
|           |               |            |                 |                                | 2NT = 16+ BAL Jump 2NT rebid = 19-20                           |  |  |  |  |  |
|           |               | 4          | 4\$             | 10-20 pts; at least 4 <b>♡</b> | 1 suit = NAT; 1NT=6-9; Jump Shift = Strong                     | askingJump Shift = Weak 6+ suit; 2NT = 11-12 BAL     |  |  |  |  |
| ,         |               |            |                 |                                | 2NT = 16+ BAL  | Jump 2NT rebid = 19-20                               |  |  |  |  |
| ,         |               | 4          | 4\$             | 10-20 pts; at least 4 <b>≜</b> | 1NT=6-9; Jump Shift = Strong; 2NT = 16+ BAL                    | 2NT rebid = 15-18 then 3♣ = ART asking               | Jump Shift = Weak 6+ suit; 2NT = 11-12 BAL |  |  |  |
| IT        |               |            | 4◊              | 11-14 HCP BAL                  | 2 <b>Ֆ</b> = NP Stayman; 2≬/2 <b>♡</b> = Transfer              | Dbl=T/O over nat. o/calls, 2NT=Puppet, cue=Stayman   |  |  |  |  |
| IT        |               |            |                 |                                | 2♠ = Minor suit relay; 2NT = 18+ BAL                           | Suit upwards over 2NT response                       | 2NT = Weak Take out in a minor             |  |  |  |
| IT        |               |            |                 |                                | 3 <b>≗</b> /3◊/3 <b>♡</b> /3◊ = Slam tries                     |  |  |  |  |  |
| T         |               |            |                 |                                | 4 <b>≗</b> /4♡=hearts, 4◊/4 <b>≜</b> =spades, 4NT=quantitative | Suits up when accepting 4NT                          |  |  |  |  |
|           |               |            | 4\$             | 8+ Playng tricks or Strong BAL | 2♦ =Relay; 2M = 8+ pts NAT; 3 suit = semi-solid suit           | 2NT Rebid = 23-24; 3NT Rebid =27-18                  |  |  |  |  |
|           |               | 1          | 4\$             | GF or Strong BAL               | 2♥ =Relay; 2♠ = 8+ pts NAT; 3 suit = semi-solid suit           | 2NT Rebid = 25-26; 3NT Rebid = 29+                   |  |  |  |  |
| ,         |               | 5          |                 | 4-10 pts. N.V., 8-10 pts. Vul  | 2NT asks for a feature if MAX; new suit = F1                   |  |  |  |  |  |
| ,         |               | 5          |                 | 4-10 pts. N.V., 8-10 pts. Vul  | 2NT asks for a feature if MAX; new suit = F1                   |  |  |  |  |  |
| IT        |               |            | 4\$             | 21-22 BAL                      | 3 <b>♣</b> = Suits up; 3◊/3♡ = Transfer; 3♠ = 5♠+4♡            |  |  |  |  |  |
| Т         |               |            |                 |                                | 4 any = slam try, 4NT = QU                                     | Suits up if 4NT QUantitative accepted                |  |  |  |  |
|           |               | 6          |                 | Pre-empt                       |  |  |  |  |  |  |
|           |               | 6          |                 | Pre-empt                       |  |  |  |  |  |  |
|           |               | 6          |                 | Pre-empt                       |  |  |  |  |  |  |
|           |               | 6          |                 | Pre-empt                       |  |  |  |  |  |  |
| Т         |               |            |                 | Long solid minor               | 4♣ for correction; 4◊ void asking                              |  |  |  |  |  |
| ,         |               | 7          |                 | Pre-empt                       |  |  |  |  |  |  |
|           |               | 7          |                 | Pre-empt                       |  |  |  |  |  |  |
| ,         |               | 7          |                 | Pre-empt                       |  |  |  |  |  |  |
| ,         |               | 7          |                 | Pre-empt                       |  |  |  |  |  |  |
| Г         |               |            |                 | Asking for specific aces       | 5 <b>♣</b> = 0; 5NT=2  |  |  |  |  |  |
|           |               | 8          |                 | Pre-empt                       |  |  |  |  |  |  |
|           |               | 8          |                 | Pre-empt                       |  |  |  |  |  |  |
| )         |               | 1          |                 |                                |  |  |  |  |  |  |
|           |               |            |                 |                                |  |  |  |  |  |  |
| Т         |               |            |                 |                                |  |  |  |  |  |  |
| GH LEVEI  | BIDDING       |            |                 |                                |  |  | •  |  |  |  |
| CB = 143  | 0 for Majors; | 3041 for r | ninors then 5NT | asks for number of kings       |  |  |  |  |  |  |
| PI/ROPI   |               |            |                 |                                |  |  |  |  |  |  |
| and 2nd   | round contro  | ls shown b | elow game       |                                |  |  |  |  |  |  |
| lusion Bl | ackwood       |            |                 |                                |  |  |  |  |  |  |
|           |               |            |                 |                                |  |  |  |  |  |  |
|           |               |            |                 |                                |  |  |  |  |  |  |
|           |               |            |                 |                                |  |  |  |  |  |  |