

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Usually 5+ cards at one level = 6-16 non-vul, 10-16 vul.
Usually 5+ cards (6+ if minor) and constructive at 2 level. 10-16 non-vul, 12-16 vul.
New suit responses = F1
After partner's overcall, a bid of the opps suit = invitational values if RHO passes
After partner's overcall, a bid of the opps suit = a points based raise if RHO bids
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2nd position = 15-17 with stopper
4th position = 10-14 with stopper
Responses are identical to 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 level jump in a suit = 5+-5+ in that suit and next higher
1 level jump in NT = GF in unspecified 2 suiter
Reopen: Same as above. Responder bids lowest un-bid suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue bid by opener/responder = General force
Jump cue bid = stop ask
Direct cue of opening bid = 6-10 with 6 cards in suit above
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = diamonds or both majors
2♦ = 5+ hearts or 4 spades with a longer minor
2♥ = 4 hearts with a longer minor
2♠ = 5+ spades
2NT = Both minors
Double = 15+ or clubs if a passed hand
2-way Jump Overcalls - Intermediate/Strong
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = Take out
At 4-level Cue Bid = 2 suiter with 5+ cards in the un-bid major(s)
Else, if OP show one suit then cue = general force. if two suits then cue = stop show
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Obstructive style over 1♣/2♣
Dbl = ♦ or Ms; 1♦/2♦ = ♥ (or ♠ + m) 1♥/2♥ = ♠ + m
1♣/2♣ = ♠, 1NT/2NT=ms
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Suit bids = F1
Redouble = 9+ and promises and further bid if partner passes
2NT = Limit Raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	2nd & 4th	2nd & 4th	
NT	2nd & 4th	2nd & 4th	
Subseq	2nd & 4th/attitude	2nd & 4th/attitude	
Other:			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	A, AK; asks for attitude	A, AK; asks for attitude	
King	AK, KQ; asks for count	AK, KQ; asks for count/unblock	
Queen	QJ; asks for count	KQ, QJ; asks for attitude	
Jack	J10(x), KJ10(x), J(x)	AJ10(x), KJ10(x), J10(x), J(x)	
10	K109(x), Q109(x), 109(x), 10(x)	A109(x), K109(x), Q109(x), 109(x)	
9	9(x)	A987, K987, Q987, J987, 9x	
Hi-X	Xx, xXx, xXxx	Xx, xXx, xXxx	
Lo-X	HxX(X)	HxX(X)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
1	Count (Hi/Lo=even)	Count (Hi/Lo=even)	Count (Hi/Lo=even)
Suit 2	Attitude/Suit pref.	Attitude/Suit pref.	Attitude/Suit pref.
3			
1	Count (Hi/Lo=even)	See below	Count (Hi/Lo=even)
NT 2	Attitude/Suit pref.	Attitude/Suit pref.	Attitude/Suit pref.
3			
Signals (including Trumps): Standard count, suit preference/attitude when switch needed. High-low in trumps shows 3+ and ruff prospects			
Card on first suit played by declarer in NT is either attitude to lead (Hi enc) or count (Hi/Lo=even) depending on dummy			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light (9+) with classic shape			
Negative and Responsive to 4♥			
T/O when 1NT overcalled with natural suit			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner Doubles			
Lead-directing doubles			
Most low level doubles of suit contracts are take out/game tries			
Double of an artificial overcall of opening 1NT = competitive			
Responsive doubles tend to deny the un-bid major			
When partner doubles 1NT, dbl of RHO = points			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Ireland</b>
<b>PLAYERS: Ranald Milne &amp; B.J. O'Brien</b>
<b>EVENT : Teltcher trials</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
ACOL 4 card suits ; 12-14 NT
Weak Twos in the Majors
4th leads, standard count and attitude
Hand evaluation subject to personal assessment
2 over 1 responses promise a rebid unless opener shows min.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♠ = 8+ playing tricks or 23-24 balanced
2♦ = GF, ART
2M = 4-10 pts N.V, 8-10 Vul 5+ suit
3NT = Long solid minor
Non-jump cue-bid overcall = 3-way weak in next suit up
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Very seldom</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♥	10-20 pts	1 suit = NAT; 1NT=8-10; Jump Shift = Strong 2NT = 16+ BAL	1NT rebid = 15-18 then 2♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	<b>PH:</b> Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♦		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	<b>PH:</b> Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♥		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	<b>PH:</b> Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre-emptive
1♠		4	4♥	10-20 pts	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
1NT			4♥	12-14 BAL	2♣ = NP Stayman; 2♦/2♥ = Transfer 2♠ = Minor suit relay; 2NT = 18+ BAL 3♣/3♦/3♥/3♠ = Slam tries 4♣/4♥=hearts, 4♦/4♠=spades, 4NT=quantitative	Suit upwards over 2NT response  Suits up when accepting 4NT	<b>PH:</b> 2NT = Weak Take out in a minor  Dbl=T/O over nat. o/calls, 2NT=Puppet, cue=Stayman
2♣			4♥	8+ Playing tricks or Strong BAL	2♦ =Relay; 2M = 8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 23-24; 3NT Rebid =27-18	
2♦			4♥	GF or Strong BAL	2♥=Relay; 2♠ = 8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 25-26; 3NT Rebid = 29+	
2♥		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1		
2♠		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1		
2NT			4♥	21-22 BAL	3♣ = Suits up; 3♦/3♥=Transfer; 3♠= 5♠+4♥ 4 any = slam try, 4NT = Quantitative	Suits up if 4NT Quantitative accepted	
3♣		6+		Pre-empt			
3♦		6+		Pre-empt			
3♥		6+		Pre-empt			
3♠		6+		Pre-empt			
3NT				Long solid minor	4♣ for correction; 4♦ void asking		
4♣		7+		Pre-empt			
4♦		7+		Pre-empt			
4♥		7+		Pre-empt			
4♠		7+		Pre-empt			
4NT				Asking for specific aces	5♣ = 0; 5NT=2		
5♣		8+		Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦		8+		Pre-empt		RKCB = 1430 for Majors; 3041 for minors then 5NT asks for number of kings	
5♥				Unused		DOPI/ROPI	
5♠				Unused		1st and 2nd round controls shown below game	
5NT				Unused		Exclusion Blackwood	

