DEFENSIVE AND COMPETITIVE BIDDING			LEADS A	ND SIGNALS	W B F CONVENTION CARD			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS ST						
Can be very aggressive especially NV			Lead		In Partner's Suit		CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
Simple responses are not forcing	Suit		3rd/5th		3 rd /5th		NCBO: USA 1	
•	NT		4th		3 rd /5th		PLAYERS: Kevin Bathurst John Hurd	
	Subseq						EVENT (Open/Women/Senior/Transnational)	
	Other:2 nd /4 th	THRU D	DECLARER in a	n unbroken suit	11			
							11	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
15-18, 11-15/16	Lead		Vs. Suit		Vs. NT			
Systems on	Ace	Ace		Short A, AK short, A+			GENERAL APPROACH AND STYLE	
	King		AK+, short King (KQ dub possible)		Asks UNBLOCK		2/1	
	Queen		KQ+, short Q (KQ dub eithe) KQ+		Aggressive openings possible	
	Jack		QJ+, short J (QJ dub either)		QJ+, KQJ+, AQJ		Slightly Variable 1NT opening 14-16 NV or 15-17 V or 4 th seat	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10		JT+, HJT, short 10 (JT dub either)		Т		
weak	9	9		109+, H109, short 9		9, top		
2N=2 lowest unbid	Hi-X	Hi-X		3 ^{ra} /5th				
	Lo-X		3 rd /5th		Top/2/4 4th			
Reopen:shows values not weakness	SIGNALS IN	ORDEF	OF PRIORIT	Y				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's Lead	1	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels, jump cue of major =asks stop (or of D when 4+)		1 attitude		count	Attitude		2D over 1N opening or overcall=1 major	
Jump in reopen=values	Suit 2	Suit 2 count		SP	SP		1minor-p-2H=5S/4-5H non invite1 minor-p-2S=5S+4-5H invite	
When 1D pre is 0+ or 1+ natural 2D, 2H michaels, 3D big michaels		3 SP			count			
		1 attitude		SP			By PH, 1m-2H=5/5 majors	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	NT 2 count		count				
2C=majors 2D= 1 major, 2H/S=major +minor, DB=PENALTY	3 SP							
	Signals (including Trumps): STANDARD AT TRICK 1 ONLY							
Ph, DB=4M+5m	UDCA (including present count) NO SMITH—SUIT PREFERENCE							
	On declarers lead							
			DO	OUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLE	S (Style; Respo	onses; Reopenin				
Cue vs preeempt=michaels, jumps are value showing, NT natural except 4 level	Normal, can b	e aggress	ive. Cue bid pro	mises another bi				
Better minor LEB over 2M-X	Low level dou	bles=gen	erally T/O					
	Some please bid 3NT/extras DBL as well when we get jammed							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	•			<u> </u>			SPECIAL FORCING PASS SEQUENCES	
Dbl=majors NT=minors, 2D=1 Maj, 2M=M+minor (1C)	SPECIAL, A	RTIFICI	AL & COMPE	TITIVE DBLS	When a PH raises a NV 3 rd seat preempt to 5 levelP-P-3C-X-5C			
Dbl=majors, NT=minors (2C or 2D)	Negative/respo	onsive/sn	apdragon					
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES	
transfers								
							PSYCHICS:rare	

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OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		3	4M	Clubs, weak NT, 17-19 bal	2C=10-15 clubs, 2D=16+ clubs, 2M=reverse flannery, 2N=heavy invite		reverse flannery on (2H), fit jump in comp			
1 ♦		3	4M	Diamonds, weak NT, 17-19 bal	Similar to 1C responses, 3C=nat inv					
			12.12	Diamonds, Weater(1, 1, 1, 5 cm	Emmar to 18 18sponses, 88 mar in 1		2 way drury constr+			
1♥		5	4	5 card majors	3D=limit, 3M=mixed, 3S=unknown short Direct SPL=void, jacoby 2N		Fit jumps by PH			
1 🛦		455	4		1s-3h=inv natural					
INT			4	Singleton H ok, 5M ok, 6m ok	Stay/jacoby/2s=size/2N=pup/3C=D/3D=slam try (31)(54)/3M=m55 short	Transfers after transfers, garbage stayman	Lots of transfers if interfere over 1N			
2*	GF ART		all	GF unless 2N rebid	2D=wait, otherwise natural	Transfer Kokish	Neg doubles			
2♦		5+		Possibly 5 NV, usually 6 (90%+)	2N ask, 3c=good, 3d=not 3M=4 other Major		Transfers over doubles starts 2N			
				Over NV response is NF at 2 level	3N=AKJ/AKQ/AQJ suit 6+					
2♥		5+			2N=ask, 3C=best (3d ask bal/l/m/h short)					
2 :		-			3D=medium, 3 other major natural, 3N=suit					
2.		5+					Neg doubles, transfers or flip at 3 level			
2NT				Bal or semi balanced 19-21	3S=C or minors, 4C=diamonds		inp at 3 level			
					Puppet version					
3♣		6								
3♦		6		Can be aggressive NV	4C=PRE RKC					
3♥		6		Not crazy unless state of match	New suits forcing					
3♠		6								
3NT		7		gambling	4D asks short, bid 5m with Other minor short					
4.		pre	-							
4♦		pre								
4♥		pre		Opp PH can be good hands						
4 ^		pre								
4NT		-								
5 .						HIGH LEVEL BIDDING				
5♦						Kickback, 4N in comp is frequently 2 places to	play unless suit is known			
5♥						Non serious 3S/3N when major suit is found and we are GF				
5♠										