DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	IALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LI	EADS STYLE				
Natural overcalls		Lead		In Partner's Suit	CATEGORY: Green	
Treat possible short 1m as natural	Suit	2 <sup>nd</sup> /4 <sup>th</sup> , MUE		2 <sup>nd</sup> /4 <sup>th</sup> , MUD	NCBO: Wales	
	NT	2 <sup>nd</sup> /4 <sup>th</sup> , MUD		2 <sup>nd</sup> /4 <sup>th</sup> , MUD	PLAYERS: Andrea Knox and Loretta Murphy WBU Numbers 910096 and 912422	
	Subseq	Low =Honor	ur (from 3/4/5)	Low=Honour (from 3/4/5)	EVENT: WBF Teams	
	Other:					
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
Direct=15-18, Protective=11-15, in each case system then on	Lead Vs. Suit		Vs. NT			
System on over a 1NT overcall	Ace	A or AK Att		A or AK Attitude ask	GENERAL APPROACH AND STYLE	
	King	AK or KQ C		AK or KQ Count ask	ACOL 4 Card Majors 12-14 NT (11-14NV) in all positions	
	Queen		e or Qx att ask	Top sequence or Qx att ask	Three Weak Twos	
	Jack	Top sequenc		Top sequence or Jx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top sequenc		Top sequence or 10x		
NV=Weakish 6+ cards, Vul=Intermediate and decent suit, Wideranging if partner = passed hand	9	Top sequenc	e or MUD	Top sequence or MUD		
	Hi-X	Even		Even		
	Lo-X	Hxx or Hxxx		Hxx or Hxxx		
Reopen: Intermediate		ORDER OF PI	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Lea		SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Strong asking to take out or for stop and bid NT		Attitude	rev Attitude	rev Attitude		
	Suit 2 Std		Std Count	Std Count	2C always GF except 2C-2D-2NT, so 2C-2D-2NT GF system on as if opened 2NT	
		Suit Preference	Std Suit Prefer	rence Std Suit Preference		
		Attitude	rev Attitude	rev Attitude		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Std	Count	Std Count	Std Count		
X=Pen, 2C= majors, 2D single suited M,2H 5H + 4+m,	3 Std	Suit Preference	Std Suit Prefer	rence Std Suit Preference		
2S = 5S + 4+m, 2NT=Minors 5/5+	Signals (includ	ing Trumps):				
			DOUBLES			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		OUBLES (Styl	e; Responses; l	Reopening)		
Over 4 level suit opening:  X = values i.e. can take out or leave in for penalties	Negative doub	les to 3S				
Bid of a suit = decent suit natural	<b> </b>					
4NT = pick a slam, over 3 level X = primarily T/O	<b>↓</b>					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
Vs Strong 1C: X=Majors, 1NT=Minors				TE DBLS/RDLS		
Vs 2D multi: $x = 12/15$ bal, $2NT = 16-19$ bal		X =9+ No imm		4		
	So opening bio	l – intervention -	-X = 9 + points	by responder	1	
OVER OPPONENTS' TAKEOUT DOUBLE	4				IMPORTANT NOTES	
XX = 9+ points no immediate fit						
					PSYCHICS: Rare	

OPENIN G	TICK IF ARTIFIC	MIN. NO. OF CARDS	NEG.DB L THRU							
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		4								
1♦		4								
1♥										
*		4								
1 🛦		4								
INT				Bal 11(NV) 12(V) - 14	2C=Stayman, 2D =H=transfer, 2H=S transfer S= minor (responder bids 3C pass or correct or 2NT enquiry so bid 3NT if good), 2NT is invitation to 3NT					
2.		0		Strong 23+ or other GF	Only 2C-2D-2NT is passable Respond to 2NT rebid as it that was opened					
2♦		6		Weak	2M=NF, 2NT enquiry= show feature if good points					
2♥		6		Weak	2M=NF, 2NT enquiry= show feature if good points					
2♠		6		Weak	2M=NF, 2NT enquiry= show feature if good points					
2NT				Bal 20-22	3C= ordinary Stayman 3D= transfer to H, 3H transfer to S					
3 <b>.</b>		7			3X= Nat F for 1 round					
3♦		7			3X= Nat F for 1 round					
3♥		7			3S= Nat F for 1 round					
3♠		7			4C/4D Nat GF 5+ of them, $4H = NF$					
3NT				Solid Minor 1 <sup>st</sup> + 2 <sup>nd</sup> seats						
				To Play 3 <sup>rd</sup> + 4 <sup>th</sup> seats						
4.		8								
<b>4</b> ♦		8								
4♥ 4♠		8								
4NT		3								
5 <b>.</b>		8				HIGH LEVEL BI	DDING			
5♦		8				Ordinary blackwood NOT RKCB- 0,1,2,3 etc.				
5♥		8				5NT asks for Kings – 0,1,2,3 etc.				
5♠		8				Quantitative NT if NT is a place to play				