DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGNALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)						
New suit=F1 except in comp		Lead In Partner's			CATEGORY: Green	
2 level raises can be weak.	Suit	$4^{\text{th}}$	Fror	n xxx(x), high if supp	NCBO: Australia	
Inv+ raises: cue raise (3supp), or jump cue (4+ mixed raise)	NT	Attitude /4 <sup>th</sup>	Low	otherwisse	PLAYERS: David Beauchamp, Maurits van der Vlugt	
Fit showing jumps	Subseq		marily attitude same		EVENT Seniors	
	Other: Ki	ng for count at 5/6 lev	vel or when they oper	n/overcall 4M		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
INT overcall 15-18	Lead	Vs. Suit	T	/s. NT	SISTEM SUMMART	
Reopening: 1NT=14-16, X and bid NT=17-18; 2NT=19-21	Ace	AKx(+), Ax(+)		Same	GENERAL APPROACH AND STYLE	
After INT/2NT overcall sys on.	King	KQx(+), x		Same, or AKJ(+)	(14) 15-17 1NT, $5+Major$ , $4(3)+D$ , $3+C$ , semi-F 1NT	
	Oueen	$\frac{QJ(+), X}{QJ(+), QX}$		Same, or KQT(+)	2/1 GF	
	Jack	JT(+), A/KJ		Same	2C FG or 23+Bal; 2 D/H/S NAT wk 2 (5+ NV)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9(+), HT9(		Same	Will open most 11 counts NV, preempts relatively sound	
NV: weak; VUL intermediate	9	9x		9xx, 9x	especially VUL, but can be very weak $1^{st}/3^{rd}$ FAV.	
IVV. weak, VOL interinediate	J Hi-X	xSxx(+)		Sxx, xSxx(+)		
	Lo-X	HxS, HxxS(-		Same		
Reopen: intermediate		S IN ORDER OF PI		June	41 1	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	SIGNAL	Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cue bid of opener's bid is Michaels: $1C (2C) / (1D) 2D=MM; (1m)$	1	ATT (low=enc)	Reverse present CT	ATT (low=enc)	Many Fit Showing Jumps in competition	
2NT = om/H; (1M) $2M = oM/m;$ (1M) $2NT = mm;$		Reverse present CT	Reverse present CT	Reverse present CT	Many 14t Showing Jumps in competition	
Cue bid of responder's suit is NAT	3	Reverse present CT				
Jump cues of opener: stopper ask	1	ATT (low=enc)	Reverse present CT			
VS. NT (vs. Strong/Weak; Reopening; PH)		Reverse present CT	Reverse present e r			
Double= pen (then next X takeout)	3	Reverse present e r				
2C=MM: rest NAT	Signala (i	naludina Trumna).				
	Signals (including Trumps):				┥┝────┤	
	Suit preference where obvious					
	DOUBLES					
	DOUDLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		UT DOUBLES (Styl	e; Responses; Reope	ening)		
Over wk two: LEB, 4m=leaping michaels, cue =stopper ask		onsive dbls up to 4S				
Over multi 2D: XXX, LEB, leaping Michaels; Over 3 lvl pre:		nd to show Majors				
X=takeout	After tak	eout X, cue-bid for	ces to suit agreeme	ent		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES	
Over 1C: X=MM; 1/2NT=mm; weak jumps		L, ARTIFICIAL &				
Over 2C: X=C, 2NT=mm; weak jumps	After our	opening, support X/X	XX for M up to 2M;			
· -	Game Try doubles if no INV bid available					
OVER OPPONENTS' TAKEOUT DOUBLE		of 3NT bid by us is a		IMPORTANT NOTES		
Sys on after X.	Pass over	XX to play after we	open			
XX= values, next X pen						
					PSYCHICS: rare	

ტ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 <b>♣</b> 1♦		3	4S 4S	33 in minors, open 1C	After 1 level opening: 1NT semi-F; M first unless INV+ After 1m: 2m FG supp; jump om 9-11 supp; 3m 5-8 supp; 2M 6+M 8-10 hcp; 3L=splinter, 2NT INV, no 4M; 3NT 12-15 bal, no 4M;	4SFG; 1NT rebid: 2-way Checkback; 2NT jump rebid: new m F. After 1m 2M or 1H 2S: 2NT=ENQ (see 2 openings) After 1m 2m: steps show pts then shortage (NLMH)	In comp: ignore X, else sys mostly off; 2/1 F1R In comp: cue raises, INT=9-11; FSJ, 2NT=nat (minors) or 4+supp, inv+		
1		5				1m 1M, 2M=3cd supp; then 2NT=INV+ ENQ; 1m 1H 1NT 2S=4/4 INV; 1m 1H 2NT 3S=4/4	Passed hand: 2m=wk raise; 3m=7-10; 2NT=inv raise, 2 lvl jump=NAT, INV		
1♥ 1♠		5 5	4S 4S		After 1M: 2M 5-9, 3 supp; 3C 7-9, 4+supp or 3+supp inv; 3D 10-11, 4+supp; 3M <7, 4+supp; 2NT 4+supp FG; After 1S: 3H=6cd, 9-11; 3NT=D spl; 4H=to play; After 1H: 2S=6cd, 9-11; 3NT=H spl, 4S=to play	After 1M 2m or 1S 2H: 2M=default min then 2NT ENQ; 2NT=16+; 2S/3X = extras After 1M 2NT steps show pts then shortage	In comp: supp X/XX; cue=3cd supp; 2NT=8+, 4 cd supp; 1NT=nat; Passed hand:2C/D 3/4 cd Drury; 3Y fit showing jumps;		
INT			4S	(14) 15-17,bal	2C=stayman+smolen; 2D/H/S/NT=tfr H/S/C/D; 3C=puppet stayman, 3D=5/5 minors, 3H/S=singleton, 4C/D=tfr H/S 4M=to play, 4NT=quant	2C 2D 2H=wk 5M/4oM; 2C 2X 2S=S inv; 2C 2M 3oM=sets M; 2D 2H 2S=tfr to2NT, 5/4 shape; 2H 2S 3H=5/5 slam interest; 2N, 3C 3D=trf;	Sys on after X (non pen) and 2C; LEB; dbl =TO 1NT (x=pen): XX=wk C or D		
2*	$\checkmark$	0		FG or 23+bal	2D=waiting, 2X= Nat, good suit. No Kokish		After intervention: dbl/rdbl = 0-5, rest 6+		
2♦ 2♥ 2♠		6 5-6 NV	X=pen	< opening bid:except 0-7 at fav 9-12 in 4 <sup>th</sup> seat	NV: new suit NF; 2NT ENQ V: new suit F1R; 2NT ENG Fit showing jumps	NV: 2X-2NT; 3C=5crd min, 3D=5crd max, 3H=6crd min, 3S=6crd max. V: 2X-2NT; 3Y=shortage, 3X=min no shortage, 3NT- max no shortage After 2NT, 4C=slam try (KC responses 0,1, 1+, 2, 2+)	2X (2Y) 2NT= ENQ Fit showing jumps		
2NT			4S	20-22, bal	3C=stayman & smolen; 3D/H=tfr H/S; 3S=mm, 4C/D=tfr H/S, 4H/S=tfr C/D, 4NT=quant	After 3C: 3D=no 4M, 3H=4+H, 3S=4+S not4H 3C 3D: 3M=4M/5oM; 3C 3H 3S or 3C 3S 4H= sets suit; 3C 3X 4m=NAT; 3C 3X 4m 4NT=to play, new suit cue	In comp, pass=weak, X=values t/o		
3 <b>↓</b> 3♦ 3♥ 3♠		6	X=pen	pre-emptive	3L= nat F1; 3NT=to play; 4C (4D after 3C)=slam try (KC responses 0,1, 1+Q, 2, 2+Q)	After 3X 3Y: 3Z=feature; 4m=spl, supp	After X, pass and X=penalty		
3NT			X=pen	7+minor AKQ, no outside card					
4 <b>*</b> 4♦ 4♥			V			HIGH LEVEL BIDDING			
4▲ 5♣ 5◆		6	X=pen	pre-emptive.		<ul> <li>4NT=KCB, responses 1430, next step=Q ask, 5NT=specific king ask. After Q ask: trump suit=denies; suit=Q+K</li> <li>Exclusion KCB responses: 0, 1, 1+Q, 2, 2+Q etc Steps after interference</li> <li>Cue 1<sup>st</sup> or 2<sup>nd</sup>, in competition: pass=slam interest, XX=1<sup>st</sup> round ctrl, new suit=cue, trump suit=sign off</li> <li>In competition, 4NT is often 2 places to play</li> <li>Pass and pull in GF auctions, stronger than direct action</li> </ul>			