DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					W B F CONVENTION CA	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE	OPENING LEADS STYLE						
Standard style, may be aggressive.		Lead		In Par	tner's Suit	ABF	CATEG	
New suit by responder forcing unless passed hand.	Suit	Top of sequ	ence, 4 th best	Same		NCBO: AUSTRALIA	Bridge Federation	
Cue = limit raise / better, 3+ support. Jump cue = 6 -9, 4-card support		Same		Same		PLAYERS: Avinash K	ANETKAR & Davi	
NT bids = natural. Jump new suit = fit showing	Subsequent	Same		Same		& Paul LAVINGS		
	Other:					EVENT	SENIORS	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						CTERA CHRARA DV	
15-18 direct, 11-14 reopening	Lead	Vs. Suit	Vs. Suit		Γ			
Responses as to opening 1NT	Ace	A(x) / AK(x)		Same Same		GENERAL APPROAC		
	King		K(x) / KQ(x)			Standard, strong NT, 5-	card Majors	
	Queen	Q(x) / QJ(x)		Same		Weak 2 ♦ / 2 ♥ / 2 ♠		
	Jack	J(x) / J10(x)		Same		_		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10(x) / 109(x), H109(x)	Same		_		
1-suit: weak direct, intermediate reopening, strong over pre-empt	9	9x, 2 nd of ba		Same				
2-suit: 2NT = 5-5 lowest unbid suits	Hi-X		iit or 4 th best	Same		1NT Opening: 1NT = 1	15-17, 5M possible	
	Lo-X		iit or 4 th best	Same		2 over 1 response: All	natural 10+	
	SIGNALS IN							
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		er's Lead	Declarer's Le		Discarding	SPECIAL BIDS THA		
$(1m)$ 2m = 5 ♠ + 5 ∇ . $(1M)$ 2M = 5 OM + 5m – wide strength		ENCRG	Hi = E origin	al	Hi=ENCRG	3NT = minimum openii	ıg 5 ♠ & 6♡	
2NT response = asks for other suit and strength, $3 = P/C$	Suit 2 Hi =	E original	S/P		Hi = E original	_		
	3 S/P				S/P	- 		
		ENCRG	Hi = E origin	al	Hi=ENCRG	- 		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Hi =	<u>E original</u>	S/P		Hi = E original			
X of 1NT = Penalty	3 S/P				S/P	_		
2 ♣ = 1 suited	Signals (includ	ling Trumps):	Standard attitu	de / Stan	dard count	<u> </u>		
2 ♦ = ♥ & ♠	<u> </u>					_		
$2 \nabla / 2 \triangleq \text{suit} = M + m$	<u> </u>					_		
	_		T./// RT RC					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO							
X = T/O		Over Multi-20 and some other artificial calls we play C/T/P doubles						
		s, T = Takeout,	SPECIAL FORCING					
	Support Double	es and Redoubl	es at one-level	only		At high level, pass ofter	F at unfav vul: pass-	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						_		
umps: weak	SPECIAL, AR	TIFICIAL &	COMPETITI	VE DBL	S/RDLS			
X of strong $1 - majors$, $1NT = minors$	4					IMPORTANT NOTES		
	╣ ├───					HCP ranges shown on t		
OVER OPPONENTS' TAKEOUT DOUBLE	-					but we may vary HCP d	epending on hand qua	
XX = penalty oriented, others = unchanged	 					PSYCHICS:		
	 					In 3 rd seat, we may depa		
						Suggest a lead or obstru	ct opponents.	

CARD

EGORY: Green

avid BEAUCHAMP

DEFENSE

ss-then-pull = slam try

lication of meaning

uality & context.

l requirements to

OPENING	TICK IF ARTIFICIAL	MINIMUM 3 OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		3	4♥	11+, 3+ ♣	$1NT = 6-10 \text{ bal}, 2 \clubsuit = 10+4+ \clubsuit, 3 \clubsuit = \text{weak } 5+ \clubsuit$	Over $1 - 1x$, $1NT:2 - checkback$	Same. Maybe not normal		
					2x = natural, slam interest, 2NT = 11-12, NF	2M reverse = natural, invite, NF, 2NT = puppet to 3 ♣.	shape/strength		
					$3x = splinter, GF 5 + \clubsuit$	Jump to 3 level = natural slam try.			
						4 th suit = FG. Jump shift after 1M resp = mini splinter			
1♦		3	4♥	11+, 4+ ♦ (or 4:4:3:2)	As over 1 ♣	As over 1 ♣	As over 1 ♣		
1♥		5	4\$	11+, 5 ♥	$1NT = 6-10, 2 \ \nabla = 6-9, 2m = 10+$		As above, except 2 ♦ by passed		
					2 ♠ = invitational, 3 card ♥ support		hand is invitational		
					$2NT = GF - 4\nabla, 3 = 10 - 12 & 4\nabla, 3 = 6 - 9 & 4\nabla$				
1 🖍		5	4♥	11+, 5 ♠	As after 1♥, 3♥ = invitational 3 card ♠ support	As after 1 ♥	As after 1 ♥		
INT			4♥	15-17 Bal (maybe 14 -long suit)	$2 \clubsuit = \text{Stayman}, 2 \diamondsuit = 5 + \heartsuit, 2 \heartsuit = 5 + \spadesuit$				
				Maybe 5M / 6m or 5422 Maybe singleton A or K	$2 \clubsuit = 6+ \clubsuit$, 2NT = 6+D ♦ 3x = natural, slam interest		Same		
2*	Y	0	4\$	Game force	$2 \diamondsuit = $ waiting, others = natural positive				
2♦		6 (5)	pen	Weak 2, 6 cards normal 6 - 10	2NT = ask		Same		
2♥		6 (5)	pen	Weak 2, 6 cards normal 6 - 10	2NT = ask		Same		
24		6 (5)	pen	Weak 2, 6 cards normal 6 - 10	2NT = ask				
2NT			pen	20-22 balanced / semi balanced	$3 \clubsuit$ = puppet Stayman, $3 \diamondsuit /3 \heartsuit$ = trf, $3 \clubsuit$ = minors				
3.		6	pen	Natural					
3♦		6	pen	Natural					
3♥		6	pen	Natural					
3♠		6	pen	Natural					
3NT	Y		pen	Minimum opening 5 ♠ 6 ♡	$4 \clubsuit = \operatorname{sets} \heartsuit, 4 \diamondsuit = \operatorname{sets} \spadesuit, 4M = \operatorname{to play}$				
4 . *		7	pen	Natural	Natural				
4♦		7	pen	Natural	Natural				
4♥		6	pen	Natural	Natural				
4		6	pen	Natural	Natural				
4NT	Y		pen	Minors, typically 6-6 good suits					
5 .			pen	Natural	Natural	HIGH LEVEL BIDDING			
5♦			pen	Natural	Natural	Key card ask depends on suit: fast 4NT sets last suit for KC's.			
5♥			pen	Natural	Natural	Else: 4NT asks when ♠ is set. 4 ♠ asks when ♥ set.			
5♠			pen	Natural	Natural	When minor set, 4m asks when owner of suit bids it, otherwise next step asks.			
						KC responses are 1430, 2, 2+Q. Unusual jump may be voidwood.			
						Tend to cue bid 1 st round controls before second, unless that would create a problem			