DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYLE				
Usually $5 + \text{ cards at one level} = 8-15$		Lead		In Partner's	s Suit	CATEGORY: Green
New suit responses = $F1$	Suit	2nd & 4th		2nd & 4th		PLAYERS: LizAnn Doyle & Nicola O'Dowd
UCB 3+ cards fit 10+ pts	NT	2nd & 4th		2nd & 4th		EVENT:
Responding to partners UCB	Subseq	2nd & 4th		2nd & 4th		
Assume Partner has 8ltc,	Other: Sta	andard, top of seq., si	ingleton, etc			
Raise to game with 6lt, 3L 7ltc, rebid 5cd suit with 8ltc						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2nd position = 15-17 with stopper		Vs. Suit		Vs. NT		
4th position = 10-14 with stopper	Ace A, AK; asks for attitude		A, AK; asks for attitude		GENERAL APPROACH AND STYLE	
Responses are identical to 1NT opening		KQJ;Top of seq, KA	A Doubleton			ACOL 4 card suits ; 12-14 NT
		QJx;Top of seq		QJ10;Top of seq		Weak Twos in the Majors (Benji Twos)
		J10x, KJ10x, Jx		AJ10x, KJ10x, J10xx, Jx		4th leads, reverse attitude & odds & even discards
JUMP OVERCALLS (Style; Responses; Unusual NT)				09x, Q109x, 109x	Hand evaluation subject to personal assessment Jacoby 2NT 4 card support for major GF. Rebids - show a	
Ghestem / Direct Cue bid = highest & lowest suits	9	9x, KJ9		9x, KJ9		void or singleton bid any other suit @ 3 level;
2NT = two lowest suits						11-14 pts 7 Losers bid 4 of agreed major
3♣ = two highest suits (also 2♦ over 1♣)	U: V	V		V.,V.,	V	15-17 pts 6 Losers bid 3NT
2♥/2♠ - 6-10 pts - 7/8 loser			AXX	18-19 pts 5 Losers bid 3 of agreed major		
Lo-X HxX			DIODITY	HxX		4L other suit Good 2 nd Suit 5+
Reopen:	SIGNALS IN ORDER OF PRIORITY					UCB 3+ cards fit 10+ pts
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's	Land	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Splinters	1	Reverse Attit.	Declarers	Leau	Odds (like) Even (sp)	2 = 8 + playing tricks or 21-22 balanced
Sprinters		Reverse Attit.			Odds (like) Even (sp)	$2 \bullet = 8 + \text{ playing micks of } 21 - 22 \text{ balanced}$ $2 \bullet = \text{GF}, \text{ Powerhouse}$
		Reverse Attit.			Odds (like) Even (sp)	2 = 610 pts - 7/8 loser
		Reverse Attit.			Odds (like) Even (sp)	3NT = Long solid minor (no outside stopper)
VS. NT (vs. Strong/Weak; Reopening; PH)		Reverse Attit.			Odds (like) Even (sp)	Ghestem overcalls 8-14 points
Landy = $5/4$ majors - $8-15$ pts		Reverse Attit.			Odds (like) Even (sp)	Onestern overeans 8-14 points
$\frac{\text{Landy} = 5/4 \text{ majors} = 8-13 \text{ pts}}{\text{Unusual 2NT} = \text{Both minors 8-14 pts}}$	Signals (including Trumps): Occasionally count			aquat	Weak jump overcalls 6-10 points 6+ cards 7/8 loser hand	
*	Signals (I	netuding Trumps): C	occasionally	count		Landy over NT = $5/4$ majors 8-15 pts
Double = 15+						Landy over $NT = 5/4$ majors 8-15 pts
			DOUBLE	FS		
			DOUDLI	2.3		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLES (Styl	le: Respons	es: Reoneni	ng)	
Dbl = Take out				, neopeni		
Dbl = Penalty at 4-level	May be light (11+) with classic shape					
	Negative and Responsive to 2					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+						SPECIAL FORCING PASS SEQUENCES
Dbl = Take out						-
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					Helvic
OVER OPPONENTS' TAKEOUT DOUBLE		•				
New Suit = F1, 3L raise $-6-9$ pts 4 cd support,	Lead-directing doubles					
Redouble = 9+ and promises and further bid if partner passes (No fit in opener's suit)	Most low level doubles of suit contracts are take out				IMPORTANT NOTES	
2NT = genuine raise to 3-level in opener's suit						PSYCHICS: Very Seldom

U	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		4		11-19 pts	1 suit = NAT; 1NT= 8-10; Jump Shift = Strong;					
1 •		4		11-19 pts	1 suit = NAT; 1NT= 6-9; Jump Shift = Strong;					
1♥		4		11-19 pts	1 suit = NAT; 1NT= 6-9; Jump Shift = Strong; 2NT = Jacoby					
1 🔺		4		11-19 pts	1 suit = NAT; 1NT= 6-9; Jump Shift = Strong; 2NT = Jacoby					
INT				12-14 BAL	2♣ = Stayman; 2♦/2♥ = Transfer; 2♣ = 11-12 pts; 2NT = transfer to minor. 3♣ - GF Puppet Stayman looking for 5cm 3♦/3♥/3♣ = Slam tries; 4NT=quantitative					
2*				8+ Playing tricks or Strong BAL	2 = Relay; 2M = 8 + pts NAT	2NT Rebid = 21-22; 3NT Rebid = 25-26				
2 ♦				GF or Strong BAL	2♥ =Relay; 2♠ = 8+ pts NAT	2NT Rebid = 23-24; 3NT Rebid = 27-28				
2♥		6		6-10 pts - 7/8 loser	2NT Enquiry, Ogust Response Minor Min: Major MAX; ♣ new suit = F1					
2		6		6-10 pts - 7/8 loser	2NT Enquiry, Ogust Response Minor Min: Major MAX; 3NT – AKQ opened suit. new suit = F1					
2NT				20 pts	3♣ = Puppet Stayman; 3♦/3♥=Transfer; 3♣= 5♣+4♥ 4 any = slam try, 4NT = Quantitative					
3*		7+		Pre-empt						
3.		7+		Pre-empt						
3♥		7+		Pre-empt						
3♠		7+		Pre-empt						
3NT		7+		Gambling	4♣ for correction					
4*		7+		Pre-empt						
4 ♦		7+		Pre-empt						
4♥	1	7+		Pre-empt						
4		7+		Pre-empt						
4NT				Asking for specific aces	5 = 0; 5NT = 2; 6 = Ace					
5*		8+		Pre-empt		HIGH LEVEL BIDDING				
5 ♦				Pre-empt		RKCB = 1430 for Majors 5NT asks for number of kings				
5 🗸				Unused		Response				
5♠				Unused		6♣ = 0; 6♦ =1; 6♥ = 2; 6♠ =3				