DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYLE			
Vul NV		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
2 level $-5+(6)$ cards 10+ HCP 2L $-5+(6)$ cards 7+ HCP	Suit	2/4 <sup>th</sup> 2/4 <sup>th</sup>		3/5 <sup>th</sup> 2/4 <sup>th</sup>	INCBO:   PLAYERS: Sam ANOYRKATIS / Daniel Winter
1 level – 5+ cards 8+ HCP 1L- 5+ cards 6+HCP	NT	2/4 <sup>th</sup>		2/4 <sup>th</sup>	JUNIOR
	Subseq Other:	2/4"		2/4 <sup>m</sup>	JUNIOR
	Oulor.				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
$2^{nd}/4^{th} = 15-18 \text{ bal} - \text{SYSTEM ON}$	Lead	Vs. Suit		Vs. NT	
PASSED HAND = The other 2 suits	Ace	AKxx		AKxx	GENERAL APPROACH AND STYLE
PASS OUT = 11-14 HCP bal – system on	King	AKx(xx)/ K	Ox(xx)	AKQ10(x)/ KQJ10(x)	15-17 NT
	Queen	KQx(xx)/Q.		QJ10(x)/ KQ10x	5cM
	Jack	J10x(xx)		J109(xx)/J108(xx)	3 Weak twos
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(xx)/H1	09(xx)	H109x/1098(xx)	2/1 GF
Weak – 5-9 HCP 5+cards, intermediate in 4th position	9	H98x/9x		H98x/9x	
2NT - lowest two unbid suits 5+/5+9+HCP (4th = 19-21 bal)	Hi-X	Xxxx/xx/Hx	vvv	Xxxx/xx	
2111 - 10005t two unoid suits $5+75+7+1101 (4 - 17-21  bar)$	Lo-X	Hxxx/Hxx	ΛΛΛ	Hxxx/Hxx	
Reopen:		S IN ORDER OF PI	RIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Cue = MAJORS / Other Major and a minor 55, 9+ HCP	1	Count	Count	Attitude	N/A
Jump = STOPPER ASK – usually a running minor	Suit 2		SP	Count	
		Attitude	Attitude	SP	
	1	Count	Count	Attitude	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2		SP	Count	
X = pen vs weak / 5m4M vs strong		Attitude	Attitude	So	
2C = 4 + /4 + majors		ncluding Trumps):	1 1000000	50	
2D = one major			mps, count sig	nals are lo-hi=even, hi-lo=odd	
2H/S = 5+H/S and $4+$ minor		signals are hi-lo=even			
	DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		UT DOUBLES (Style			
X = t/o up to 4S		ggressive when reoper			
3NT = nat / 4NT = Two suiter		lay (Lebensohl) when	game is in the	e picture	
	Else 2NT	= two places to play			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠					SPECIAL FORCING PASS SEQUENCES
X = Majors / NT = minors		L, ARTIFICIAL & (			After we have bid constructively to game
			1X-(P)-1Y-(x)-xx = support		After 2c opener or 2/1 GF
	Game try	doubles after 1M-(P)	-2M-intervent	ion	At game level, after 2/1
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
2NT = 10+ good raise $3+$ cards (over 1L)					
					PSYCHICS: Rare

	TI CK IF	MIN	NE G.D BL TH RU							
OPEN ING	AR TI FI CI AL	NO. OF CAR DS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1♣		3	4♥	10+ HCP	2m = 10 + HCP 4 + card support F1	Next bid up = wk/nat NT/ 2NT = $18-19$ bal	UCB			
					2N = weak raise 0-4 HCP	3L = features / 4L = spl				
1♦		3	4♥	10+ HCP	3m = mixed raise 5-8 HCP	3L = features / 4L = spl				
					Wk jump shifts	Nat & forcing				
1♥		5	4♥	10+ HCP	2NT = 4+ card raise $12+$ HCP // $3M+1 =$ any spl.	3C min/ 3D max/ spl up the line // 3M+2 relay	UCB/ 2NT good 4card raise			
					3C/3D = 3 or 4 card limit raise	Long suit trials/ last train				
1♠		5	4♥	10+ HCP	3M = mixed/pre raise vul/NV	Cue bids				
INT			4♥	(14)15-17 HCP bal/semi-bal	2C = Stayman, 2D/2H/2S/2N Transfers	Jump in major $= 4-5$ in the majors	Lebensohl – fast shows			
					3C=MM,3D=mm 3H/3S = 13(54)/31(54)	Break to shortage/complete for fit				
2♣	*		4♥	23+ any shape	2D relay	2H = relay (25 + bal route)	X/XX = 0-4 HCP			
				Or game in own hand						
2♦		5		Weak 5+ HCP	2NT feature ask	3D min/ 3N AKQ/AQJ in diamonds/else feat				
2♥		5		Weak 5+HCP	2NT shortage ask	3M min/ 2N no shortage Max/ else short Max				
2♠		5		Weak 5+ HCP	()	()				
2NT			4♥	20-21 bal	3C stayman/ 3H/3S GF xfer / 3S minor stayman 4L is two suits up slam try	Middle suit accept/ RCKB				
3 <b>♣</b>		6		Pre						
3♦		6		Pre						
3♥		6		Pre						
3♠		6		Pre						
3NT				7/8 card solid minor (gambling)	4C p/c					
4 <b>♣</b>		6		Pre						
4♦		6		Pre						
4♥		6		Pre						
4♠		6		Pre						
4NT	*			Ace ask	Bid specific ACES					
5 <b>♣</b>		6		Pre		HIGH LEVEL BI	DDING			
5 <b>♦</b>		6		Pre		Exclusion KCB – 30/41				
5♥ 5 <b>≜</b>		6		Ask for top honours		RKCP – 14/30 (30/41 for clubs)				
9 <b>2</b>		6		Ask for top honours		Cue bids $-1^{st}/2^{nd}$ round				
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