DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS STYLE 2				
1/1=NF, 2/1=NF, 2/2=F1, 3/2=F1		Lead		In Par	ner's Suit	CATEGORY: Green
Jump in a new suit = weak with 6+ cards	Suit	4 th (2 nd from	bad suits)		from bad suits)	NCBO: ENGLAND
Jump in Opp's suit = SPLINTER	NT	4 th (2 nd from			from bad suits)	PLAYERS: Kim Hudson & Lucy Norman
	Subseq		/		/	EVENT U26W World Bridge Team Championships
	Other:	•		•		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					.SYSTEM SUMMARY
1N = 15-18 systems on	Lead	Vs. Suit		Vs. N		
· · · · · ·	Ace	AK+		AK+		GENERAL APPROACH AND STYLE
	King	AK; KQ+		KQ+		5 card Majors, 15-17 NT, 2 OVER 1 = Game Force
	Queen	QJ+		QJ+		2 = weak 2 in a major, 2 / 2 = 5 in major, 4 + in minor weak
	Jack	HJ10+; J10+	-	HJ10+	; J10+	With 3-3 mm we open 1 ♣
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109+; 109-	÷	H109+	; 109+	With 4-4 mm we open 1
Weak except in 4 th seat then 12-15 hcp	9	9x+		9x+	,	
Unusual $2N = $ two lowest unbid suits 55	Hi-X	xSx; xSxx+		xSx; x	Sxx+	
	Lo-X	HxS; HxxS+	-	HxS; I		
Reopen:	SIGNAL	S IN ORDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's L	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1♣)-2♣ = 55+ Majors; (1♦)-2♦ = 55+ Majors;	Suit 1	Attitude (low=ENC)	Count (low=	=even)	Attitude (low=ENC)	
$(1 \lor) - 2 \lor = 5 + \bigstar/5 + m; (1 \bigstar) - 2 \bigstar = 5 + \lor/5 + m$	2	Count (low=even)	, , , , , , , , , , , , , , , , , , ,	,	Count (low=even)	
		Suit preference			, ,	
		Attitude (low=ENC)	Count (low=	even)	Attitude (low=ENC)	
VS. NT (vs. Strong/Weak; Reopening; PH)	2.)		
DBL = Penalty	3					
2.* =MM	Signals (ir	cluding Trumps):				
$2 \neq =$ One Major then $2 \neq / = P/C$; 2N asks strong enquiry	orginalo (il	teruuning Transpo).				
2M = 5M & 4m						
	DOUBLES					
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOI	T DOUBLES (Styl	o. Bosnonsos	· Reonen		
Double = T/O	TAKEUU	T DOUDLES (Styl	c, responses	, reopen	"š <i>j</i>	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+						SPECIAL FORCING PASS SEQUENCES
Double = Majors, 1N = minors other bids are natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					-
		erally T/O when no f				
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES
Redouble = points no fit; New suit = F1; 2N/3m=system on after we						
open 1M						
						PSYCHICS: Rare

U	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		3	4♠		$2 = 4 + $ INV+; $2 \neq / \neq / = $ weak	2♣ /♦ checkback after 1N rebid 3m = natural FG after 1♣-1♦-2N				
1♦		3	4 ♠		$2 = 4 + iNV + ; 2 \neq / = weak$	3. checkback after 1m-1M-2N				
1•		5	4 ♠		$2N=4+\forall$ FG Swedish Jacoby; $3 \Rightarrow = 8-11$ HCP $4+\forall$ $3 \Rightarrow = 6-7$ HCP $4+\forall$, $3 \Rightarrow/4m =$ splinter	2♣ /♦ checkback after 1N rebid 3♣ checkback after jump 2N rebid	$2 \neq / = 3/4$ card INV+ raises after we open 1M			
1 🔺		5	4 ♠		2N=4+♠ FG Swedish Jacoby; 3♣ = 8-11HCP 4+♠ 3♦ = 6-7HCP 4+♠, 3♥=nat inv, 3N=4333, 4m/♥=spl					
INT				15-17 hcp can have 6m or 5M	$2 = \text{STAYMAN}, 2 \neq = \text{TRANSFER } \neq 2 = \text{sign off in } $		Transfer LEB style from 2N			
2*	Х	0		22+ or any Game Force	$2 \bullet = negative or waiting$					
2♦		0		5-10 hcp 6 cards in major	2N = asking bid; $2M/3M = p/c$, $4 = transfer$ responder to major; $4 = bid$ major, $4 = to play$	After 2NT: $3 \bigstar = \max$ hearts, $3 \bigstar = \max$ spades, $3 \bigstar/3 \bigstar = \min$ with that suit	DBL of major = p/c			
2♥		5		5-10 hcp 5♥ + 4m	2N (ARTIFICIAL minor ask) 3 = p/c	After 2NT: $3 \bigstar / \bigstar = \min$ with that suit, $3 \bigstar = \max$ with clubs, $3 \bigstar = \max$ with diamonds	DBL=Penalty			
2		5		5-10 hcp 5♠ + 4m	2N (ARTIFICIAL minor ask) 3 = p/c	After 2NT: $3 \bigstar / \blacklozenge = \min$ with that suit, $3 \bigstar = \max$ with clubs, $3 \bigstar = \max$ with diamonds	DBL=Penalty			
2NT				20-21 may have 6M or 5M	Puppet Stayman; Transfers; 3♠=mm; 4♣/♦/♥/♠=♥/♠/♠/♦ S/T					
3*		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty			
3♦		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty			
3♥		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty			
3♠		(6) 7		PRE – usually good 7 card suit	New Suit = F1		DBL=Penalty			
3NT	Х			7+ card solid minor with no	4♣=Pass/Correct, 4M = TO PLAY		DBL=Penalty			
				Side Ace or King	$5 \pm 6 = Pass/Correct to opener's minor$					
4*		7		PRE - Usually good 7+ cards	$4 \diamond = 6 + \text{ cards FG}, 4M = 6 + \text{ cards NF}, 4N = RKCB$		DBL=Penalty			
4♦		7		PRE - Usually good 7+ cards	4M = 6+ cards NF, 4N = RKCB		DBL=Penalty			
4♥		7		PRE - Usually good 7+ cards	$4 \triangleq$ = TO PLAY (6+cards), 4N=RKCB		DBL=Penalty			
4♠		7		PRE - Usually good 7+ cards	4N = RKCB		DBL=Penalty			
4NT	Х			Asks for Specific Aces	5♣=0, 5♦=♦A, 5♥=♥A, 5♠=♠A, 5N=Two, 6♣=♣A					
5*		7		PRE - Usually good 8 card suit		HIGH LEVEL B	IDDING			
5♦		7		PRE - Usually good 8 card suit		4N=RKCB (1430), After 5. for Kings. Bid cheapest King.				
						After 4N(X) ignore Dbl, After Opp Bid then I	Dbl=0 KC, Pass =1 KC, 2, 2+Q, 3, 4.			