DEFENSIVE AND COMPETITIVE BIDDING	EFENSIVE AND COMPETITIVE BIDDING LEADS AND SIGNALS						
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE	EADS STYLE Pa			ested	W B F CONVENTION CARD	
Sound at 2-level, can be very light at 1-level NV	Lead In Partner's Suit					CATEGORY: GREEN	
NS NF	Suit	4 th			rom xxx after	NCBO: USBF	
Jump cuebid = Mixed Raise	NT	High from xxx. Second highest from xxxx(x). Fourth from Hxxx(x)		4 th best.		PLAYERS: Ava Donnellan and Margot Donnellan	
Jump raises weak	Subseq	Usually att	titude	Usually at	titude	EVENT Rona Cup	
	Other:					2023 Youth Team Championships	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15+-18 in direct and Sandwich seats. Systems on	Lead	l Vs. Suit Vs. NT					
11-16 in balancing seat. Systems on. 2♣ is 3-way size Stayman	Ace	AKx		AK		GENERAL APPROACH AND STYLE	
Weak 2-suited takeout BPH	King	KQ(x); AK		AK or KQ. K is power lead		2/1 GF, 5-card majors. 15-17 1NT. Strong 2♣	
	Queen	QJ(x)		KQ or QJ		Preempts are very seat and vulnerability dependent	
	Jack	JT, KJT		JT, KJT, A	AJT	1♣ could be 2, but only with 4=4=3=2	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T98, KT9, QT9		T9, AT9, 1	KT9, QT9	Very aggressive with shapely hands and at favorable vulnerability	
Preemptive, very vulnerability dependent.	9	9x		9x, 9xx, 98xx			
2NT is 2 lowest unbid suits. Off in balancing seat	Hi-X Sx			Sxx, SSxx(x).			
	Lo-X	xxx, xxxS,	xxxSx	HxS, Hxx	S(x)		
Reopen: Intermediate. 2NT = 19-20	SIGNALS IN	ORDER OF PRI	ORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Declarer's Le			SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels. Wide range.	1 Attitude		Count		titude	Gambling 3NT	
After (1M) 2M: $3 \clubsuit = p/c$, $3 \spadesuit = \text{strong raise of M}$,	Suit 2 Count		Suit Preference		it Preference	Favorable pre-empts and overcalls can be very light	
2NT = values, 3/4M = preemptive, 4 th suit = natural	3 Suit Preference					The state of the s	
(1m) 3m = natural, PRE.	1 Attitude		Count		titude		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Count		Suit Preference		it Preference		
Vs strong (includes 16): DONT		Suit Preference					
$2 \clubsuit = + $	Signals (including Trumps):					1X-2Y jump shift is weak	
Dbl = 1 suit	Upside-down count and attitude.					1X-3Y jump shift is INV	
Dui – 1 Suit	Standard Suit Preference in trump suit.					1A-51 Jump smit is nv v	
Vs weak: Landy Dbl = PEN, 2♣ = majors, others natural	DOUBLES					2NT often takeout in COMP auctions	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT D	OUBLES (Style;	Responses; Rec				
Doubles generally takeout, cuebids generally Michaels	At least 3 in other suits. Generally sound						
Lebensohl after (2x) Dbl (P)	Cue = Forcing	to game					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
Mathe vs strong 1♣ and 1♣-1♦	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						
	Support Doubles						
	Negative Doubles						
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive Doubles					IMPORTANT NOTES	
Jordan. NS NF at 2-level	Maximal Doubles					Very aggressive NV, especially favorable	
XX could be 3-card raise							
						PSYCHICS: rare	

75	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	2 7♠ 2 only if 4=4=3=2		2 only if 4=4=3=2	1M F1, could have longer diamonds if <gf< td=""><td>1/2NT rebid could have 4-card major(s)</td><td></td></gf<>	1/2NT rebid could have 4-card major(s)				
					1NT = 6=10, 2NT = 10-12, 3NT = 13-15 Inverted minors forcing to 3m 3m raise = 6-10 1 ◆-3 ★ is NAT and INV 1m - 3M is a splinter	Two-way NMF after 1NT rebid NMF after 2NT rebid Fourth suit game forcing Support Dbl if 4 th hand bids After reverse, 2NT = neg			
1♦		4	7♠	Sometimes 1♦ with 4 ♦ and 5 ♣	Same as 1♣	Same as 1♣			
1♥/1♠		5	7♠	Not 5332 15-17 or 20-21 Occasionally 4 in 3 rd /4 th seats	1NT semi-forcing. 2NT = INV+, 4+ support DJS = splinter 3M Weak/Mixed based on VUL	Natural game tries after raise to 2M Two-way NMF after 1♥-1♠; 1NT	PH: Drury		
INT			7♠	15-17. Frequent upgrading and downgrading. Singleton honor, 6322 and 5422 possible	2/1 GF (2♣ = 2+), 3/1 J/S = INV Stayman, Transfers, Texas, Smolen 2♠ = size ask or ♠. 2NT = ♦ or weak minors 3♠ = Puppet. 3♦ = GF minors.	If Stayman dbled, pass denies stopper If transfer dbled, pass denies fit 1NT-2♣; 2♦-2♥ = weak majors	(1x) P (P) 1NT = 11-15 Sandwich 1NT BPH = takeout Lebensohl, NEG DBL System on over dbl/2♣		
2*	X			Strong, Art, forcing 22+ if BAL	2♦ waiting, then 3♣ negative.	2NT = 22-24	Dbl/Rdbl negative		
2 ♦ /♥/♠		5		Weak 2. Strength and length dependent on seat/vulnerability. Could be 5 NV	NS F1, 2NT = Ogust		Responder's X and XX penalty		
2NT				20-22. Frequent upgrading/downgrading Could be slightly off shape	3♠ forces 3NT for NAT minor-suit slam try Stayman, TRF, Texas, Smolen, Gerber				
3♣/♦/♥/♠		6		Seat/vulnerability dependent NS F1					
3NT	X			1 st /2 nd seat: Gambling. AKQxxxx and out. 3 rd /4 th seat: to play, based on running suit	4/5♣ = P/C 4♦ asks SPL 4M to play				
4♣/♦/♥/♠		7		Seat/vulnerability dependent					
						HIGH LEVEL BIDDING 1430 RKB, 4m+1 = RKB. Exclusion (01122) First- and second-round controls up the line Non-Serious 3NT in major-suit slam auctions. Last Train 5NT generally Pick A Slam DOPI/DEPO			