

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	
<b>Style:</b>	Wide ranging. 1 level could be 4 cards, 2 level 5+.
<b>Responses:</b>	New suit INV, NF, raises natural, cue forcing
<b>Reopening:</b>	Less wide ranging, jumps intermediate.
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	
<b>2<sup>nd</sup> position:</b>	15+ to 18-
<b>Responses:</b>	As for 1NT opening
<b>4<sup>th</sup> position:</b>	Unusual – more shapely than double
<b>Reopening:</b>	10-14
<b>Responses:</b>	As for 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
<b>Style:</b>	Weak, 6 cards, about 5-9 HCP (NV vs VUL) Intermediate, about 9-15 HCP (equal VUL) Strongish, 14-18 HCP (VUL vs NV)
<b>Unusual NT:</b>	Lowest 2-suits
<b>Reopening:</b>	2NT=20-22
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
<b>Style:</b>	Michaels, weak or strong. Jump cue = STR 1-suiter Responses- cheapest=weak, 3NT=stop, other= values.
<b>Responses:</b>	To Michaels: 2NT=F, else better M, right level
<b>Reopening:</b>	As 2nd
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
<b>Strong/Weak:</b>	DBL=PEN, 2♣=♥+?, 2♦=♠+?, Anchor to weaker major with both 2NT = two suiter, at least 6-5
<b>Reopening:</b>	as direct
<b>PH:</b>	as direct; DBL=6-card minor, 8-11 HCP
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
DBL= T/O. 3NT to play. (WK2)-2NT = 16-19 (less in 4 <sup>th</sup> )	
MICHAELS (3m-4m= ♥+♠, 3♥/4♥= ♠+m etc.)	
4m over any weak 2/3 bid= 5m+ 4 of an unbid M.; 3M-4N=minors	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
(1♣): DBL=♥+♠, 1NT=♣+♦, 2♣=♣+♠, 2♦=♦+♥ WEAK JUMP OVERCALLS	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
Bid ignoring double	
RDBL = 9+, ability to penalise at least 2 suits	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , 2 <sup>nd</sup> from bad suits	4 <sup>th</sup> , 2 <sup>nd</sup> from bad suits	
NT	As above	As above	
Subseq	As above	As above	
Other: Strong 10s v NT; A & Q ask for reverse attitude; K asks for reverse count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(K)x, asks rev. attitude	Asks for rev. attitude	
King	AKx, KQx, asks rev.count	Asks for unblock/rev count.	
Queen	Q(x), QJ(xxx)	KQx also poss.asks rev att	
Jack	J(x), J10x(x), KJ10x	As suits (no higher honour)	
10	109(x), 10x, K109x,Q109x	As suits, plus (A/K)J10x	
9	9(x)	9(x), 109x(x)	
Hi-X	Sx, xSx, xSxx	Sx, xSx, xSxx	
Lo-X	HxS, HxxS, HxxSx	HxS, HxxS, HxxSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=DISCRG	Hi/lo=Odd	Hi=DISCRG
Suit 2	Hi/lo=Odd	S/P	S/P
3	S/P		
1	Hi=DISCRG	Hi=DISCRG T1 lead	Hi=Odd
NT 2	Hi/lo=odd	Hi/lo=Odd	S/P
3	S/P	S/P	
<b>Signals (including Trumps):</b>			
REVERSE SMITH PETER (NT); S/P in TRUMPS			
IF SINGLETON/VOID IN DUMMY, then S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Style:</b> With good shape may be light, esp. NV. Flat 19+ or v. strong 1 suiter also possible.			
<b>Responses:</b> Cue F to suit agreement.			
<b>Reopening:</b> May be slightly shaded			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEG DBL THRU 3♠; USEFUL VALUES DOUBLE over 4♣+.			
Most low level doubles competitive, or lead directional (e.g. over cue bid, Stayman, etc)			
LIGHTNER DBL			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	<b>GREEN</b>
<b>NCBO:</b>	<b>SCOTLAND</b>
<b>EVENT:</b>	<b>European Teams Championship 2008</b>
<b>PLAYERS:</b>	<b>MICHELE ALEXANDER &amp; JOYCE BENSON</b>
<b>SYSTEM SUMMARY</b>	
<b>NATURAL, Acol-based</b>	
Natural - 4 card suits	
Weak two openings in ♦/♥/♠	
Light openings if unbalanced	
Reverse attitude signals & discards. Reverse count.	
<b>1NT Opening:</b>	11-14 (NV) 12-14 (VUL)
<b>2 over 1 response:</b>	F1, does not promise rebid
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
Weak two openings in ♦/♥/♠	
3NT = solid minor, little outside	
2-level jump shifts are WEAK (also in competition)	
LEBENSÖHL-SLOW	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
High level disputed contracts. Pass is F, DBL shows 1 trick.	
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
We do not pass when unclear	
<b>PSYCHICS: Very rare</b>	

OPENING	ARTIFICIAL	MIN. NO CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		4	3♠	10-21, natural	2♦/♥/♠=PRE; 2NT=good raise to 3 or 16+ 3♣=PRE; 3♦/♥/♠=SPL; 3NT=13-15 BAL	Long suit trial bids after raises or 2NT. After 2NT response, 3NT by either side shows 16+	New suit=NF Jump=FIT	
1♦		4	3♠	10-21, natural	2♥/♠=PRE; 2NT=good raise to 3 or 16+ 3♦=PRE; 3♣=STR; 3♥/♠=SPL; 3NT=13-15 BAL	Long suit trial bids after raises or 2NT. After 2NT response, 3NT by either side shows 16+	New suit=NF Jump=FIT	
1♥		4	3♠	10-21, natural	2♠=PRE; 2NT=good raise to 3 or 16+ 3♥=PRE; 3♣/♦=STR; 3♠=SPL; 3NT=13-15 BAL	Long suit trial bids after raises or 2NT. After 2NT response, 3NT by either side shows 16+	New suit=NF Jump=FIT	
1♠		4	3♥	10-21, natural	2NT=good raise to 3 or 16+ 3♠=PRE; 3♣/♦/♥=STR; 3NT=13-15 BAL	Long suit trial bids after raises or 2NT. After 2NT response, 3NT by either side shows 16+	New suit=NF Jump=FIT	
1NT				NV 11-14 HCP V: 12-14 HCP May hold 5M or 6m	PUPPET STAYMAN; 2♦/♥/♠/NT=TRANSF 3X=SHORTAGE; 4X=SLAM TRY	TRANF BREAK WITH SUPPORT (PEN DBL) RDBL=5+ suit, 2X=X+higher		
2♣	YES			23+ BAL or any FG	2♦=RELAY, 7+HCP; 2♥=0-4 HCP; 2NT=5+♥, 8+	After 2NT rebid, bid as 2NT opening		
2♦		6 (5)		5-10 HCP STRONG in 4 <sup>th</sup> seat	RAISE=T/P; NEW SUIT=INV; 2NT=RELAY	2NT: 3♣=min; 3♦=good suit, poor hand; 3♥=good hand, poor suit; 3♠=max		
2♥		6 (5)		5-10 HCP STRONG in 4 <sup>th</sup> seat	RAISE=T/P; NEW SUIT=INV; 2NT=RELAY	2NT: 3♣=min; 3♦=good suit, poor hand; 3♥=good hand, poor suit; 3♠=max		
2♠		6 (5)		5-10 HCP STRONG in 4 <sup>th</sup> seat	RAISE=T/P; NEW SUIT=INV; 2NT=RELAY	2NT: 3♣=min; 3♦=good suit, poor hand; 3♥=good hand, poor suit; 3♠=max		
2NT				20-22 BAL (5M possible)	3♣=PUPP STAYMAN, 3♦/3♥=TRANSF; 3♠=MINOR SUIT STAYMAN;	Break transfer if max., to an Ace.		
3♣		7		6-12 HCP 2 of top 3 in 1 <sup>st</sup> /2 <sup>nd</sup> VUL May be very weak NV	NEW SUIT=F1; GAME=T/P; 4NT=RKCB			
3♦		7						
3♥		7						
3♠		7						
3NT				GAMBLING no outside A/K	4♣=PASS OR CORRECT; 4♦=RELAY			
4X				PRE-EMPTIVE				
4NT				SPECIFIC ACE ASKING	5♣=NO ACES, 5♦/5♥/5♠/6♣ shows ace			
5♣		7				<b>HIGH LEVEL BIDDING</b>		
5♦		7				ROMAN KEYCARD 4130		
5♥		7		Bid 6 with ♥A or ♥K		King ask asks for no.of side Kings. DOPI/ROPI; 5NT GSF		
5♠		7		Bid 6 with ♠A or ♠K		CUE BID 1ST BEFORE 2ND		