

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>			
Aggressive 1 Level, Sound 2 level (no weak NT hands)		<b>Lead</b>	<b>in Partner's Suit</b>	
New suits are NF but constructive advancing a 1 level overcall	<b>Suit</b>	4th/2 <sup>nd</sup>	3rd/ Reverse Attitude (If Raised)	<b>Category:</b> Green
A cue may contain a hand with minimal support and GF values with no stopper	<b>NT</b>	4th/2 <sup>nd</sup>	3rd/ Reverse Attitude (If Raised)	<b>Country:</b> Scotland
New suits are Forcing as advancer to a 2 level overcall	<b>Subseq</b>	Reverse Attitude	Reverse Attitude	<b>Event:</b> Europeans 201C
	<b>Other:</b>	In general give reverse attitude on K lead give reverse coun		<b>Players:</b> Jim Hay & Frazer Morgan
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
15-18, Will usually be upper end when partner is a passed hanc	<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>
System on	<b>Ace</b>	AK	AK	(11)12+ HCP to open balanced hands, a 1/2NT rebid may contain 4h
Reopening: 11-14	<b>King</b>	KQ or AKQ or KQJ	KQ or AKQ or KQJ	5 Card Majors 1D=4+ 1C=2+, 1D opener may have longer clubs if 11-11
System on	<b>Queen</b>	QJ or KQ	QJ or KQ	Weak Jump Shifts at the 2 level in Majors, over 1m opene
	<b>Jack</b>	JT	JT	Intermediate Jump shifts in minors, over 1M opene
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>	<b>10</b>	T9	T9	Preempts are random
1-Suit: 5-10 NV 8-12 VUL: Following which 2NT Feature ask, invite-	<b>9</b>	98	98	<b>1NT Openings:</b> 15-17
2-Suit: 2NT= Lowest 2 suits, Weak/Strong	<b>Hi-x</b>	2 <sup>nd</sup> from 3 or 4 small	2 <sup>nd</sup> from 3 or 4 small	<b>2 OVER 1 Responses:</b> GF except 1D-2C
Reopening: Strong: 18-20	<b>Lo-x</b>	shortage or honor	shortage or honor	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>	<b>SIGNALS IN ORDER OF PRIORITY</b>			1x-1M-1y-? 2C: Puppet to 2D 1c-1d-1x-1
Jump= Sold minor + stopper ask		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	2D: GF 2D: Invite with Diamond
Direct: Michaels, Majors or Major+ a Minor, Weak/Strong	<b>Suit:1st</b>	Reverse attitude	Standard Count	Some artificial raises over 1 level openers
	<b>2nd</b>	Current Count	Suit Preference	3 weak 2s
	<b>3rd</b>	Suit Preference	Suit preference	1M-1NT is Semi-Forcing
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	<b>NT: 1st</b>	Reverse attitude	Standard Count	Gambling 3NT
Strong (14-16+): X= 5+m 4+M 10+HCP, 2C= Majors	<b>2nd</b>	Current Count	Suit Preference	Lebensol- Fast shows
Weak (13-15) - : X= Penalty 2C= Majors, X as a passed hand is 5+m 4+M 8+HCP	<b>3rd</b>	Suit Preference	Suit preference	Blackout over a reverse: 2NT or Unbid Major= Weak
Penalty doubles will not be made with speculative balanced 14 count:	<b>Signals (incl Suit Preference in trumps</b>			Competitive 2NT rebid by opener shows 15+ and 6+ of their sui
	Suit Preference when giving a Ruff			
	When a suit is dead based on dummies holding we show reverse attitude			
	<b>DOUBLES</b>			
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	Cue forcing to suit agreement			
Major Preempt: L/NL Michaels, Cue= Strong Single Suite	Doubles may be light with classic shape			
Minor Preempt: Cue= Majors, Others=Natural	Responses at the 1 level may be up to 11HCP			<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			Whenever we are GF or have freely bid a game preemptively
Strong 1C-X= Majors 1NT= Minors	Support doubles up to 2M, Higher Xs show Extras and no clear bid			When we are forced to a certain contract by a UCB that is the weakest bid, pass is !
2-Way Club X= 12+ 3/4H 3/4S or 18+, others= standard, 2C= Nature	X of their artificial bids show the suit bid, Bidding an opponents transfer= Michael:			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Strong 2C: X= Majors 2NT= Minors	X of Artificial raises are takeout			1M may be 4 Cards in 3 <sup>rd</sup> Seat
The above apply after 1C-1D and 2C-2D	XX or X as advancer shows values if an equal level UCB is unavailable			1M frequently light in 3 <sup>rd</sup> seat
<b>OVER OPPONET'S TAKE OUT DOUBLE</b>	DOPI ROPI			
1M-(X)-2D= Good Raise	Lightner Xs			<b>Psychics:</b> RARE
1C -(X)-XX= 4C 6+HCP no 4cM 1D-(X)-XX= 5+C 6+ HCP	X of Splinters shows that suit			Cuebids & 3 <sup>rd</sup> Hand openers are very rarely psyched
1H-(X)-XX=5+D 6+ HCP 1S-(X)-XX=5+D 6+ HCP	Xs by a hand that bid game preemptively shows extra value:			

