

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	<b>OPENING LEADS STYLE</b>	<b>CATEGORY: Green</b> <b>NCBO: Canada</b> <b>PLAYERS: Joan Eaton and Karen Cumpstone</b>		
CUE = limit raise or better	Lead		In Partner's Suit	
JUMP CUE = Mixed Raise, 4 card support	Suit	3rd and 5th	Low from xxx if no raise	
JUMP RAISE = PRE	NT	Attitude	Low from xxx	
New Suit F by UPH	Subseq	As above		
(1x) - 1M - (DBL), Transfer Advances (Note 2)	Other: Vs NT, A asks Unblock or count, K asks attitude			
	At game level or higher, A asks ATT and K asks count.			
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	<b>LEADS</b>	<b>SYSTEM SUMMARY</b>		
Direct: 15 - 18 HCP, System on, Rescues on (Note 1)	Lead	Vs. Suit	Vs. NT	
Balancing INT = 11-15 system on.	Ace	Ax(+), AKx(+)	Asks attitude	
Balancing 2NT = 20 - 21, 2NT system on.	King	Kx, KQx(+)	Asks count or unblock	
(1x) - P - (1y) - 1NT = takeout, may be weak, (5/4) minimum	Queen	Qx, QJ, QJx(+)	Attitude or unblock J	
	Jack	Jx, J10x, KJ10x	Jx, J10x, KJ10x	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	10	10x, 109, K/Q109	10x, 109, A/K/Q109	
1 suit: Weak, usually 6 cards. New Suit F1	9	9x, 98xx	9x, 98xx	
2 suits: (1m) - 2NT = ♥ + om; (1M) - 2NT = ♠ + ♦	Hi-X	Xx,	Xx, Xxx(+), xXxxx	
(2M) - 4m = 5m + 5OM; (2♦) - 4♣ = ♠ + ♥ / 4♦ = ♠ + ♠	Lo-X	HxX, HxXx, HxxxX,xxX	HxxX, HHxX, HxxxX	
Reopen: BAL JS = Intermediate	<b>SIGNALS IN ORDER OF PRIORITY</b>			
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		Partner's Lead	Declarer's Lead	Discarding
Direct CUE = Michaels; (1M) - 2M- (P) - 2NT=Inv in M; 3♠=P/C	Suit	1 Hi = Discourage	Hi / Lo = odd	Hi = Discourage
Direct CUE over OPP WK 2M asks stopper.		2 Hi Lo = Odd	Suit Pref.	
(1x) - P - (1Y) - 2x/y = NATURAL		3 Suit Pref		
	NT	1 Hi = Discourage	Rev Smith Echo	Hi = Discourage
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		2 Hi Lo = Odd	Hi Lo = Odd	
VS Strong: DBL= 1 suit, 2♣ = ♠ + higher, 2♦ = ♦ + M, 2♥ = Ms, 2♠ = Nat.		3 Suit Pref	Suit Pref	
	Signals (including Trumps):			
VS Weak: DBL = Penalty, 2♣ = single suit, 2♦ = Ms., 2M = M + m	Upside down remainder count. REV SMITH ECHO			
By PH, DBL = Clubs	Hi Lo in trumps looks for ruff.			
Systems on for reopening and by PH except as noted above.	<b>DOUBLES</b>			
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
DBL = TO through 4♥; 2NT = 15 - 18, 2NT system on.	Equal Level Conversion			
Lebensohl over WK 2 after Direct DBL only.	(1m) - DBL - (RDBL) - Pass = Penalty			
(3x) - 3NT (P) 4♣ = Stay; 4♦/♥/♠/♣ = transfer, 4NT=QUANT.	1♣ (1♦) DBL = both M			
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	1♣ / ♦ (1♥) DBL = 4 ♠			
VS Strong ♣; DBL=♣, 1♦/♥/♠=Nat, Constructive; 1NT=1 suit	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
2♣=♠ + higher, 2♦=♦ + M, 2♥ = Ms, 2♠ = ♠ + longer m; 2NT=ms	NEG DBL and RESP DBL through 4 ♥			
(1♣) - P - (1♦) DBL = constr. ♦, other bids as above	MAX OVERCALL, COMPETITIVE, Game Try			
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	DBL / RDBL = Strong NT in comp.			
New suits F1; RDBL = 10+; Reverse Drury; 1m (DBL) 2♠ = WK	(1x) 1Y (1/2 z) DBL = 4th suit and tolerance for Y			
Jump Raise = PRE; 2NT= limit or better; 1M (DBL) 3m = FIT	(1m) X (1M) X = penalty; (1NT) P (3NT) DBL = lead short M.			
1m (DBL) 2♥ conventional; Advances Note 2	DBL of Splinter = lead lowest unbid suit.			
	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>			
	Rescues when our NT is doubled - Note 1			
	Sandwich 1NT - distributional TO, can be weak.			
	1m-1M///2m-2/3 om = Art, GF			
	Transfer advances over our 1M (opener or overcall) Dbl. - Note 2			
	<b>SPECIAL FORCING PASS SEQUENCES</b>			
	(INT wk) DBL (any) P= F through 2♦			
	2♣ (any) P = F			
	<b>IMPORTANT NOTES</b>			
	Equal level conversion after our TO DBL			
	<b>PSYCHICS: very rare</b>			

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Nat, 11+	1NT=8-10, 2NT=11-12, 3NT=13-15; 2♣=LR+ 1♦ can be 3; bypass ♦ to bid M 2♥=5♠, 4♥, 5-8 HCP, 2♠=single raise	1NT rebid=15-17, 4SGF, Xfers/2NT 3 way NMF;	
1♦		3	4♥	Nat, 11+	1NT=6-10, 2NT=11-12, 3NT=13-15; 2♦=LR+ 2♥=5♠, 4♥, 5-8 HCP, 2♠=single raise	1NT rebid=15-17, 4SGF, Xfers/2NT 3 way NMF;	
1♥		5 (4)	4♥	Nat, 11+	1NT = semi-F, "Bergen", 2//1 GF 2NT = Jacoby, GF; 2♠ = 3 card LR	1NT rebid = 14-17; 3 way NMF 2NT rebid/1NT = non 5/5 JS, 1♥-2♥//2♠=GT	Rev. Drury, 2C=const + with 4 2D= limit with 3
1♠		5 (4)	4♥	Nat, 11+	1NT = semi-F, "Bergen", 2//1 GF 2NT = Jacoby GF; 3♥ = 3 card LR	1NT rebid = 14-17; 3 way NMF 2NT rebid/1NT=non 5/5 JS, 1♠-2♠//2NT=GT	Rev. Drury, 2C=const + with 4 2D= limit with 3
INT			2M	11-14 (12-14 VUL) 5M, or 6m possible	2 way STAY, 2♥/♠ to play; 2NT =mm (wk or str) 3♣/♦ to play, 3M = INV; 4♦/♥/♠ to play	2NT=Baron Corollary (asks exact shape)	1NT (2M) DBL = neg; LEB (fast denies)
2♣	✓	0	4♥	STR ART. 22+ if BAL	2♦ = Wait; 2♥ = DBL NEG; 2♠=8-11 BAL	Kokish 2♥ relay 2♣ - 2♦/// 3M = 4 card M and 6 ♦	
2♦		5		Nat, 5-9	OGUST, 4♠ = RKCB 0/1/1/2/2 New suit = Nat, F		
2♥		5		Nat, 5-9	OGUST; 4♣ = RKCB 0/1/1/2/2 New suit = Nat, F		If OPP DBL, new suit=raise and lead directing; 2NT relay to 3♣
2♠		5		Nat, 5-9	OGUST; 4♣ = RKCB 0/1/1/2/2 New suit = Nat, F		If OPP DBL, new suit=raise and lead directing; 2NT relay to 3♣
2NT				20-21 HCP, 5M or 6m possible	3♣= Puppet STAY, 3♦/♥ = xfers; 3♠=minor suit STAY; 4♦/♥/♠ and 5♣ = xfers.		
3♣		6		Nat, PRE	New suits Nat, F1, 4♦=RKCB 0/1/1/2/2		
3♦		6		Nat, PRE	New suits Nat, F1; 4♣ = RKCB 0/1/1/2/2		
3♥		6		Nat, PRE	New suits Nat, F1; 4♣ = RKCB 0/1/1/2/2		
3♠		6		Nat, PRE	New suits Nat, F1; 4♣ = RKCB 0/1/1/2/2		
3NT	✓	7		Solid 7 card m, no outside A/K	4♣ = P/C, 4♦ asks Shortness, 4♥/♠ to play		
4♣		7		Nat, PRE			
4♦		7		Nat, PRE		<b>HIGH LEVEL BIDDING</b>	
4♥		7		Nat, PRE		RKCB 1430; 5NT asks specific Ks	
4♠		7		Nat, PRE		Exclusion KCB - 0314	
4NT				ACE ask		Minorwood - 1430	
						4♣ = Gerber if directly over NT, then 4♦=1/4, 4♥=3/0, 4♠= 2 Min, 4NT = 2 Max	
						Over 5 level interference, DBL/RDBL = 1/4, P = 0/3, next suit = 2, no Q etc.	
						Over 6 level interference, DBL/RDBL = even KC, P = odd KC (DEPO)	
						In Forcing Pass situation, P then Pull is strongest action.	

## Supplementary Notes - Joan Eaton and Karen Cumpstone (Canada)

### Note 1: RESCUES IF WEAK NT OPENER DOUBLED

1NT (DBL) 2♣ = ♣+♦, 4-4 or more, or (rare) 3-3-(4/3) and very bad hand  
2♦ = ♦+♥, 4-4 or more, 0 - 10 HCP  
2♥ = ♥+♠, 4-4 or more, 0 - 10 HCP  
2♠ = ♠+♣, 4-5 or more, competitive values, not INV.

RDBL is a relay to 2♣. Responder will pass or bid a suit to play.  
0 - 10 HCP

Pass forces RDBL. Responder will either pass this or:

2♣ = ♣+M, 0 - 10 HCP  
2♦ = ♦+♠, 0 - 10 HCP  
2M = Nat, competitive values, not INV.

1NT (P) P (DBL)  
P (P) 2♣ = ♣ + higher suit, 4-4 or more, 0 - 10 HCP  
2♦ = ♦ + M, 4-4 or more, 0 - 10 HCP  
2♥ = Ms, 4-4 or more, 0 = 10 HCP  
RDB = relay to 2♣, single suit hand, usually ♣ or ♦

### RESCUES IF NT OVERCALL (15-18 HCP) IS DOUBLED:

(1x) 1NT (DBL) RDBL is relay to 2C – single suit  
2y shows that suit and one higher.  
Pass – nothing to say

### Note 2: ADVANCES AFTER OUR 1M (DBL)

1M (DBL) 2M = minimum raise  
xfer to M = constructive raise  
RDBL = 10+, implies no fit  
1NT = natural  
2NT = 4 card limit raise or better  
JS = FIT  
Double JS = Splinter  
Transfer to M and then raise = 3 card limit raise  
Transfer to M and then bid new suit = 3 card forcing raise

The above meanings are also on if the auction is

(1x) 1M (DBL)

And (1x) P (P) 1M (DBL) ....

## **SUPPLEMENTARY NOTES – JUDY HARRIS AND JULIE SMITH (CANADA)**

1. Artificial asking bids after 1m-1H -2H, 1m-1S-2S, or 1H-1S-2S:

A bid by responder of the next step asks about opener's strength and number of trumps

Then Opener's responses:

- 3 trumps, minimum values = rebid original minor suit
  - 3 trumps, maximum values = bid a new suit with concentration of values
  - 4 trumps, minimum values = rebid Major suit
  - 4 trumps, maximum values = bid 4 of the Major, bid 3NT with 4+ controls, splinter or rebid very good opening minor suit
2. Unusual versus Unusual
    - Cheapest cuebid for our lower suit
    - Higher cuebid constructive NF for our higher suit
    - Bids in 4<sup>th</sup> suit = forcing