


OVERCALLS (Style, Responses, ½ Level, Reopening)
<b>Style:</b> Wide ranging. Sound at 2 level
<b>Responses:</b> Raises natural. Unassuming cue. New suit by unpassed hand is F1. Jump fits.
<b>Reopening: Nat, but limited as intermediate jump available</b>
Responses as 2nd
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Responses, re-opening)</b>
<b>2<sup>nd</sup> position = 15-18 Responses:</b> As over opening 1NT
<b>4<sup>th</sup> position:</b> 11-14 Responses as over opening 1NT.
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> WEAK, with sound 6 card suit.
Bids at 3 level promise a sound suit, possibly 7 cards
<b>Responses:</b> Natural. Cue = F
.
<b>Unusual notrump:</b> 2nd pos. = lower 2 unbid suits . Cue= F1
Reopening: Intermediate jump in suit.
<b>2NT = 19 - 22</b> Respond as for 2NT opener.
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style: 2-suited 5/5.</b> 2m = both M. 2M = other M + m.
Jump cue= big 1-suiter. Now 3NT= stop, relay= weak, bid= vals
Responses: Natural.
Reopening: As 2nd.
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong &amp; Weak:</b> X = penalty. 2C = Majors. 2D= 6-card Major
2M = 5M/4m+, 2NT= m/m or any strong 2-suiter.
<b>Reopening:</b> As 2nd
<b>Passed Hand:</b> As above, except X = 6-card minor..
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
X = takeout, 2NT/3NT natural. 2/3 level suits natural.
3 level cue (e.g. 2H-3H) = "Michaels" style 2-suiter, M/m.
2M or 3M- 4m = 6 card minor + 4 of other major
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong 1C/1D - Weak jumps; Simple bid = suit.</b>
x = Majors ; 1NT= minors..
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
XX= support over m, shortage over M. 2NT= nat. over minor
and limit raise+ over Major.

OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	4th highest, 2 <sup>nd</sup> from xxx..	Same, but may lead small from xxx	
NT	As for suit	As for suit	
Subseq	Attitude overtones	Attitude overtones	
L E A D S			
<b>Lead</b>	vs.. Suit	vs. NT	
Ace	Asks rev. attitude signal	as suits	
King	Asks for rev. count	Asks for unblock or count	
Queen	For attitude (KQ+ poss)	as suits	
Jack	J10x(+) or Jx	as suits	
10	K/Q109x, KJ10x, 10x	K/Q109x, KJ10x, 10x,	
9	109x(+) or 9x	as suits	
8	4th or 2nd	as suits	
small x	usually 4th, or Hxx	as suits	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>ST</sup>	Distributional*	Distributional*	1st disc = attitude
2 <sup>ND</sup>	Att. if A/Q/J led	Suit Pref.-	Distributional*
3 <sup>RD</sup>	s. pref if switch	-	2nd card suit pref
NT: 1 <sup>ST</sup>	Distributional*	Distributional*	1st disc = attitude
2 <sup>ND</sup>	Count on king	Suit Pref	Distributional*
3 <sup>RD</sup>	Attitude A/Q/J	-	2nd card suit pref
NOTE- * Distributional signals REVERSED (hi-lo= ODD no.),			
* Attitude signals REVERSED (lo = encouraging):			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
<b>Style:</b> Can be light with good distribution. Emphasis on other M			
Can be 2 suited with lowest suit missing.			
<b>Responses: Cue F to suit agreement. 2NT sometimes scramble</b>			
<b>Reopening: As 2nd. Possibly shaded.</b>			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Negative double through 3S			
Responsive X after takeout double and raise (or NT)			
Most low level doubles in competition are takeout			
Support doubles and redoubles			

WBF CONVENTION CARD 	
<b>Category:</b> GREEN	
<b>NBO (Country):</b> SCOTLAND	
<b>Event:</b> All International events	
<b>Players:</b> Samantha Punch and Anne Symons	
GENERAL APPROACH AND STYLE:	
<b>NATURAL - 5-card Majors, 3+ card minors.</b>	
With 3C/3D open 1C. 1D = 3 only if 4432 .	
With 4C/4D may open either. Suit strength or rebid are issues..	
Openings, particularly 1M may be light in points with shape.	
<b>1NT opening:</b> (14) 15-17 (6m or singleton possible).	
<b>2 over 1 Response: Game Forcing</b>	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
<b>Openings:</b>	
1 Major openings can be light on hep (9+) if shapely.	
2D opening = EKREN. 5-10. 5/4+ Majors (either way).	
2H/2S = WEAK (5-10, usually 6 cards)	
2C= art. GF, except 22-23 flat.	
SPECIAL FORCING PASS SEQUENCES	
Where we have not reached the level to which we have forced.	
Opponents compete over our game bid on high card values.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
We can respond to openings with very light values.	
<b>Psychics:</b> Very unusual	

Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1C	-	3	3S	11+ hcp, NATURAL	New= nat. Inv. raises. 1NT= 6-10. 2M= weak j-shift	Conv. after 1C -2C.	Natural
1D	-	3	3S	11+ hcp, NATURAL	As for 1C. 3 only if 4432	Conv. after 1D- 2D.	Natural
1H	-	5	3S	9+ hcp, NATURAL	1NT+ "semi-F"; Bergen raises;. 2/1 = GF.	Gazilli variant. 2C rebid = nat or 15+	Drury, mini-spl, Jump fits.
1S	-	5	3S	9+ hcp, NATURAL	As 1H	As 1H	As 1H
1NT	-	-	-	15-17, singleton, 6m poss. 5-Major unlikely	2C= asks for M; 4 transfers.; 3M= inv.; 3m slam try	TRF to m then M = shortage. After 2D response to 2C, 3M= 5 other Major.	As unpassed
2C	Yes	-	-	GF except 2NT rebid	2D waiting, Others sound positive	2C- 2D- 2H = H or 24+ bal. 2NT rebid = 22-23.	--
2D	Yes	-	3S	5-10, (5/4+), H+S	Raises or 3m to play. 2NT asks, usually strong.		--
2H	-	6(5)	3S	5-10, 6H usually.	Raises to play. 2NT asks, usually strong. New = F1.		
2S	-	6(5)	3S	5-10, 6S usually	As for 2H..		
2NT	-	-	-	20-21 singleton, 5M, 6m all possible	3C= asks for 4-card M; 3D/3H= TRFs; 3S TRF to 3NT, to play or various minor suited hands.	After 2NT-3C-3D, 3M= 5 other M.	
3C	-	7(6)	-	All 3x bids -	Raises pre-emptive, new suit F1. 3D slam try		
3D	-	7(6)	-	6+ cards, wide-ranging	Raises pre-emptive, new suit F1. 4C slam try		
3H	-	7(6)	-	4-11 hcp approx.	Raises pre-emptive, new suit F1. 4C slam try		
3S	-	7(6)	-	Sound 2nd, 3rd= flex	Raises pre-emptive, new suit F1. 4C slam try		
3NT	Yes	7+	-	Solid minor, little else	4C/4D/5C = pass or convert.		
4C	-	8(7)	-	Pre-emptive in C	4M to play; 4NT= RKC		
4D	-	8(7)	-	Pre-emptive in D	4M to play; 4NT = RKC		
4H	-	6+	-	To play	4S= to play. 4NT= RKC		
4S	-	6+	-	To play	4NT= RKC.		
4NT	yes	-	-	Asking specific aces	5C=none; 5other = ace. higher=2.	<b>HIGH LEVEL BIDDING</b>	
5C	-	7	-	To play		Roman Key Card Blackwood. 4NT 5C= 1/4 aces, 5D= 0/3 aces (trump K= 5th ace). 5H= 2/5 aces. 5S= 2/5 aces + trump Queen 5NT=0-2 aces plus void. 6any= 1-3 aces + void as bid. Follow-ups ask for Trump Q and Kings.	
5D	-	7	-	To play			
5H/S	-	6+	-	Bid 6/7 with HT/TAK			