DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	G LEADS STYI	LE				
		Lead			ner's Suit	CATEGORY: Green	
Natural, 2NT good raise after 1M (unless protective overcall then natural), ucb, jump cue=mixed raise	Suit	3 rd and le		3 rd and		NCBO: England	
In competition 2NT is a good raise if no cue available.	NT	2 nd and 4		3 rd and	l low	PLAYERS: John Atthey / Neil Rosen	
	Subsea	More att	itude				
	Other: Top from xxx when supported partners suit						
	2 nd and 4 th is British style so top from XX						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY		
	Lead	Vs. Suit		Vs. N7			
15-18 (15-19) in sandwich position	Ace	AK Ax		AK Ax		GENERAL APPROACH AND STYLE	
11-14 over 1m, 11-16 over 1M in protective position	King	AK KQ		unbloc	QJ KQT (asks k of any honour)	Strong NT (15-17), upgrade a number of 14's with 5 card suit	
Systems on, except over 11-16 range when 2♣ is enquiry	Queen	QΊ			QT QJ (can be KQ not g unblock)	5 card majors	
	Jack	Jx KJT J	T	AJT K	JT Jx JT	2/1 GF	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	НТ9 Т9		НТ9 Т	9	Short ♣ with transfer responses (can have 5♦ and weak NT)	
Over short ♣, 2♦=majors	9	H98 9x		H98 9x		1♦ opening either 18-19 bal with 5♦ or unbalanced	
Weak, 2NT response is forcing, cue=good raise	Hi-X	3rd and le	ow	2 nd and 4 th		3 Weak 2's	
2NT jump overcall is unusual showing lowest 2 suites	Lo-X	Lo-X 3 rd and low 2 nd and 4 th		1 4 th			
Reopen: Intermediate jump overcalls, 2NT in protective 19-21	SIGNALS	IN ORDER O	F PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	J	Partner's Lead	Declarer's L	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Over short ♣, 2♣= natural, 2♦=majors	1 1	Rev att	Count		Rev att		
Michaels – $(1m)$ 2m = both majors, $(1M)$ 2M = other M & a minor	Suit 2	Count	Suit pref		Count	1 ♣ - 1 ♠ no major	
Jump cue ask for a stopper for 3NT (except over short ♣)	3 Suit pref						
		Rev att	Smith peter		Rev att		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 (Count	Count		Count		
$2 \clubsuit = ♥ + \text{ other, } 2d = ♠ + \text{ other, } 2M = \text{ natural, } 2NT = \text{minors of GF 2}$ suiter	3 5	Suit pref	Suit pref				
If both majors anchor to the weaker	Signals (in	cluding Trumps):		1		
As passed hand			IT (high-low from both players likes the lead)				
$X= + \text{ other, } 2 = \text{ and } / , 2 = \text$							
, ,	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (Style; Responses	; Reopeni	ng)		
X=t/o with 2NT response (asking for X's better minor) unless strong hand held							
Jumps overcalls show 2 suiter, other M plus minor bid	Mostly tak	eout.					
4m overcalls after 3 level pre-empts show minor bid plus other M	Some low	level X transfers	s especially after 1	level ope			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
	SPECIAL	, ARTIFICIAL	& COMPETITI	IVE DBL	S/RDLS		
X=majors, 1NT=minors							
	Support do						
OVER OPPONENTS' TAKEOUT DOUBLE	Some artificial doubles/redoubles in after opening and opponents overcall					IMPORTANT NOTES	
Transfers in most situations, often including XX, 1NT natural	,						
Pass then X is penalties						PSYCHICS: Rare	

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OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		2 4♥ 11-14 bal, 18-19 bal or natural		11-14 bal, 18-19 bal or natural	$1 \spadesuit = 4 + \blacktriangledown$, $1 \blacktriangledown = 4 + \clubsuit$, $1 \clubsuit = \text{no major}$, $1NT = \spadesuit GF$, $2 \clubsuit = \text{nat GF}$, $2 \spadesuit / \blacktriangledown / \spadesuit = \text{weak}$, $2NT = \text{natural}$, $3x$ weak	Completing transfer shows weak NT generally without 4 card support (can have singleton honour or min with 4 trumps)	Lots of transfers in competition 1NT as a passed hand is invitational			
1♦		4	4♥	18-19 balanced with 5♦ or unbalanced	2♣=GF, 2♦=F, 2♥/♠=weak, 2NT=natural 3♣=nat(invite),	1NT rebid=15+ artificial,	Lots of transfers in competition			
1♥		5	4♥		1NT=wide range NF, 2/1 2♣=2+, 2♠=GF raise, 2NT=mixed raise, 3♣/♦=limit with 3/4 trumps, 3♠=splinter in any suit, 3NT/4♣/4♦=void ♠/♣/♦	Transfers after 1 ♥-1NT (2♣ either minor)	Lots of transfers in competition Drury by a passed hand			
1 🛦		5	4♥		1NT=wide range NF, 2/1 2♣=2+, 2NT=GF raise, 3♣/♦=limit with 3 /4 trumps, 3♥=nat (invite) 3NT=splinter in any suit, 4X=void	Transfer after 1 ♣-1NT (2♣ either minor)	Lots of transfers in competition Drury by a passed hand			
INT				15-17 balanced	Stayman, transfers, $2 \triangleq 4$, $2NT=5$ card stayman, $3 \triangleq 4$, $3 \triangleq 4$ minors GF, $3M=$ fragment, $4 \triangleq 4 \neq 4$		X=t/o, 2NT and above are invite+ in suit above			
2*				Strong	$2 \bullet = \text{neg/waiting}, 2M = \text{nat}, 2NT = \clubsuit, 3 \clubsuit = \blacklozenge,$ $3 \bullet = 5/5M, 3M = 4M + 5 + \blacklozenge$	Jump to 3M=4M+5+♦ after a 2♦response				
2♦		5		Weak	2♥/♠=NF, 2NT=nat NF, 3♣=enquiry (bids show values in suit)					
2♥		5		Weak	2♠=NF, 2NT=strength ask, 3♣/♦=NF					
2♠		5		Weak	2NT=strength ask, 3x=NF					
2NT				20-22	Stayman, transfers, 3 ♠=minors, 4 level is slam try in suit 2 higher	3M =Smolen after stayman and 3 ♦ response (showing 4M & 5+ in the other major)				
3♣		6		Weak	New suit is F1					
3♦		6		Weak	New suit is F1, 4♣=maybe art slam try					
3♥		6		Weak	New suit is F1, 4♣=maybe art slam try					
3♠		6		Weak	New suit is F1, 4♣=maybe art slam try					
3NT				Running minor	4/5 = p/c, $4 = shortage ask$, $4M = to play$					
4♣		6								
4♦		6								
4♥		6								
4 ∧ 4NT		6								
4N1 5 *						HIGH LEVEL BIDDING	<u> </u>			
5 * 5 ♦						IIIGII LEVEL BIDDING				
5 ♦ 5 ♥						RKCB (14/30) except when clubs trumps				
5 ♦						RKCB (03/14) when clubs trumps				
J •••						Exclusion RKCB				
						GSF (5♠ unless ♠ are trumps then 5NT)				