DEFENSIVE AND COMPETITIVE BIDDING	+	LEA	DS AND SIGN	ALS	W B F CONVENTION CARD			
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN(JEADS STYLE						
8-17HCP		Lead In Partner's Suit			CATEGORY:	06/05/2022		
Aggressive at 1-level; Constructive at 2-level; Weak and	Suit	Hi-lo (doublet	on)	Low from 3/4 to an honour	NCBO:			
Intermediate jumps; MIchaels (weak or strong when majors) [2];		3rd and 5th	,					
Unassuming Cuebids -	NT	4 th , MUD (cod	led 9 and 10s	3/4, MUD, Hi-lo	PLAYERS:	KATHLEEN VAUGHAN		
Reopening: Natural, 4+ card suit	Subseq.	Original rev O	Count			HUEY DALY		
1 NT response – 10-12	Other:	v NT High ca	rd lead discourag	es rev Smith peter				
2NT response 13-14								
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS							
15-17 h.c.p.s; System on.	Lead	Vs Suit		Vs NT		SYSTEM SUMMARY		
Protective: 10-15 h.c.p.s. System on.	Ace	Asks for reverse a	ttitude	Asks for reverse attitude	GENERAL AP	PROACH AND STYLE:		
Reopening: 10/11 h.c.p.s. System on.	King	Asks for count		Asks for count				
	Queen	Asks for reverse a	ttitude	Reverse attitude or unblock	Natural			
	Jack	KJT; JTx+		AJTx+; KJTx+; JTx+; Jx	5-card Majors			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of seq., or internal seq.; 10 x		As vs Suit	1NT Opening - 15-17 h.c.p.s May contain singleton			
Suits – Weak - Intermediate when non-vulnerable, Intermediate	9	9 x		As vs Suit	2/1 GF			
when vulnerable;	┛┣───					5-11 HCP semi-forcing		
Michaels (weak or strong,) [2]; When showing the majors	Hi-X	xXxx, or Xx		xXxx, Xxx	Transfers Over	1 & Opening		
2NT only forcing response to all		Lo-X MUD; Hx <u>x;</u> Hxx <u>x</u>		MUD; Hx <u>x;</u> Hxx <u>x</u>				
		SIGNALS IN ORDER OF PRIORITY				Standard puppet on over big 2NT or overcall of 2NT showing16/18		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	l Discarding	SPECIAL BID	S THAT MAY REQUIRE DEFENCE		
Direct Cue = Michaels(weak or strong) [2];		Rev Attitude	revCount	Suit Preference				
Jump Cuebid is stopper-asking for NT		Suit Pref	Suit pref	Count	2♦ Multi			
	3rd		Suit Pref	Count	2♥ Majors			
	NT: 1st	Same as Suit	Same as Suit	Same as Suit	2♠ Spades & M	inor		
VS. NT (vs. Strong/Weak; Reopening; PH)	2nd				Michaels			
X of Strong long Minor and 4 Major 18+; X of Weak = Penalty. Vs	s 3rd				Smolen			
both –								
2D ♥&♠								
$2c = single-suited D \lor or \bigstar 6 Card$	┨┣━━━┷				↓			
$2 \mathbf{v} = \mathbf{v} \& a \min \mathbf{or}$	Signals (ir	cluding Trumps):						
$2 \bigstar = \bigstar \& a minor$	Low encou	ıraging						
Reopening/Passed Hand: X = Same Convention Applies								
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	T DOUBLES (Sty	le; Responses; R	eopening)				
Double = takeout ; cue of minor at 4-level = 5/5 Majors	Neg Doub	Neg Double Up to, and including, 4♥; shape-showing; jump/cue bid =						
	strong han	strong hand						
; Leaping Michaels; 3NT to play	Reopening	Reopening = 9 + h.c.p.s						
	┛┝───							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FOR	CING PASS SEQUENCES		
Vs 1 \bigstar - X = takeout; 1 \bigstar / \bigstar / \bigstar = natural; 1NT = higher Major +	SPECIAL	, ARTIFICIAL &	COMPETITIV	E DBLS/RDLS	where we own the	he hand at game level		
higher minor, or, lower Major + lower minor; $2 \clubsuit$ = black suits;	Support de	oubles up to 2♠; Ga	ame-try; Lighter	er against 3NT or slam				
$2 \bullet = \text{red suits}; \ 2 \Psi/ \bullet = \text{weak}, 6\text{-card suit.}$		edouble up to 2♠.						
					IMPORTANT	NOTES		
OVER OPPONENTS' TAKEOUT DOUBLE						NOTES		
OVER OPPONENTS' TAKEOUT DOUBLE Redouble = 9+ h.c.p.s, penalty-oriented; 1x = natural, forcing for	┫┠────							

	I	MIN. NO. OF CARDS					
OPENING	OPENING TICK IF A BTHEICIAI		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣ 1 ♦		1 5	4♥ 4♥	11+ h.c.p.s 1 A May be as short as 1	Transfers Over 1♣ Only System on over X or 1♦/♥; 3NT to play;	4 th suit forcing to Game;	
1♥ 1♠		5 5	4♥ 4♥	11+ h.c.p.s	Natural; 2-level response forcing to game; .; 2NT (12+ h.c.p.s and 4 card support); delayed Splinters; R.K.C.B. [10]	Natural; 4 th suit forcing to Game; delayed Splinters; cuebids; R.K.C.B.[10]	Two Way Reverse Drury [7] 3 rd & 4 th Seat
INT			4♥	15-17 h.c.p.s may contain singleton	Staymanic [8]; 4 suit Transfers, with super-acceptance [9]; Smolen [3]; Quantitative; 3♣/♠ [6]		
2*	~		4♥	23+ h.c.p.s;; or, Game Force or 8 Playing tricks in any suit & 16+ HCP or weak 2♦	2♦ = Relay & Partner will pass with a weak 2 in diamonds If you don't want P to pass bid something else	Kokish replies	
2 ♦	~	4/4	4♥	6-10 HCP & 6 Card M or 20-22HCP i	- 2♥ 0-14 2★ interest in ♥ game 2NT forcing enquiry 14+	Transfers after the Enquiry.	
2♥	~	6	4♥	6-11 h.c.p.s and 4-4 5-4 4-5 5-5 in Majors	Pass or correct or 2NT forcing enquiry		
2♠	~	6	4¥	6-11 h.c.p.s and Spades & Minor 5-5	2NT forcing enquiry		
2NT			4♥	Both minors weak			
3 ♣ 3♦ 3♥		7	4♥	Pre-empt; 2 top honours in 1st and 2nd seat [12]	New suit forcing; 3NT to play; Minor Suit Keycard [10]		
3♠				Pre empt			
3NT	✓			Gambling 3NT without outside stop			
4*	~	7		♥ pre-empt, 3 KC	Suit bid shows Slam interest with that A [11]; 4♥ to play; R.K.C.B. [10]		
4 ♦	~	7		▲ pre-empt, 3 KC	Suit bid shows Slam interest with that A [11]; 4♠ to play; R.K.C.B. [10]		
4 💙		7		Pre-empt, less than 3 KC [12]	R.K.C.B. [10		
4♠		7		Pre-empt, less than 3 KC [12]	R.K.C.B. [10]		
4NT	~			Asking for specific Aces	$5 \bigstar = 0; 5 \bigstar = \bigstar A; 5 \bigstar = \bigstar A; 5 \bigstar = \bigstar A; 5 NT = 2; 6 \bigstar = \bigstar A$		
5*		8		Pre-empt		HIGH LEVEL BII	DDING
5 ♦		8		Pre-empt		R.K.C.B. (1/4 3/0)	
5 🗸		6		Bid 6 with top honour		D.O.P.I. [13]; R.O.P.I. [13]	
5♠		6		Bid 6 with top honour			