

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Usually natural 5+ and non-forcing
1 level overcalls may be weaker – lead directing
New suit response is forcing/non-forcing?
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 2 nd ; 10-14 protective; systems on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (NV) and intermediate (V)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5/5 or better
VS. NT (vs. Strong/Weak; Reopening;PH)
Penalty doubles
2C for Majors; 2D/H/S natural
2NT = 5/5 + minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X for take out
NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Weak jump overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
XX shows 9+ points; implies no fit or desire to penalise opps;
single raise 0-5; double raise 6-9; 4 card support;
2NT Sound raise to 3; New suit forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from 4/5/bad; MUD	2 nd from 4 bad, MUD	
NT	4 th ; 2 nd from 4/5/bad; TON	TON	
Subseq	Usually remaining count	Usually remaining count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude; usually K	Same	
King	Asks for count; usually Q/A	same	
Queen	Promises J	same	
Jack	Promises T	same	
10	Promises 9 or Tx	Same	
9	Top of sequence or 9x	same	
Hi-X	Sx xSx xSxx(+)	same	
Lo-X	HxS HxSx HxxxS	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit preference
Suit 2	Count	Count	Suit preference
3			
1	Count	Count	SP
NT 2	Count	Count	SP
3			
Signals (including Trumps):			
Suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually sound – opening points or better; may be weaker if shape-suitable			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Showing values			

W B F CONVENTION CARD
CATEGORY: i.e. Green
NCBO: Northern Ireland Bridge Union
PLAYERS: Florence Boyd Shelagh McCaughan
EVENT Lady Milne
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol; Weak NT and 4 card suits
Multi 2D
2M shows 8 playing tricks in the suit
LAW in competitive auctions
UCB
2 over 1 generally sound 10+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT – 5/5 minors 5-11pts
MULTI 2D (6M, 6-10; 20-22 BAL)
Any rescue method after 1NT is doubled?
SPECIAL FORCING PASS SEQUENCES
When we have bid constructively to game
IMPORTANT NOTES
PSYCHICS: rare

