1	t				<u> </u>		
DEFENSIVE AND COMPETITIVE BIDDING	LEADS AN	LEADS AND SIGNALS			ļ		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING	LEADS STYLE				WBF Convention Card 2.18	
AGRESSIVE = REASONABLE SUIT		Lead	In Partner's	In Partner's Suit			
RAISES = PRE-EMPT [OVER 1 MAJOR 3C / 3D = LIMIT RAISE]	Suit	3rd & 5th Mud Journalist	3rd & 5th M	ud Journalist			
CUE BID = SUPPORT or GOOD HAND	NT	3rd & 5th Mud Journalist	3rd & 5th M	ud Journalist	Category:		
JUMP SHIFT = GOOD SUIT 2/3 TOP HONOURS & SUPPORT	Subseq	3rd & 5th Mud Journalist	3rd & 5th M	ud Journalist	Country:	IRELAND	
NEW SUIT = FORCE 1 ROUND [SELF SUPPORTING IF NO FIT]	Other:				Event:	CAMROSE	
					Players:	Michael Coffey & John Lavery	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS	LEADS			SYSTEM SUMMARY		
16 - 18 RESPONSES AS 1NT OPENING	Lead	Vs. Suit	Vs. NT		GENERAL AP	PROACH AND STYLE	
11 - 15 IN 4th SEAT [11 - 16 OVER 1S]	Ace	Asks for Attitude	Asks for At	titude	MODIFIED PR	ECISION	
IF BOTH OPPONENTS HAVE BID 1NT = WEAK 5+/5+ other Suits	King	Asks for Count	Asks for Co	ount	AGRESSIVE (COMPETITIVE STYLE	
	Queen	KQx{+} Except Shortage	KQT{+}		SPECIALIZED	2 LEVEL OPENINGS	
	Jack	QJx{+} Except Shortage	QJx{+} AQJ	х	PRE-EMPT RA	ANDOM IN 3rd SEAT COULD BE TACTICAL	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	JTx{+} Except Shortage	JTx{+} HJTx	·{+}	ie QUITE STR	ONG	
1-Suit: WEAK - GOOD SUIT VULNERABLE MAY BE 5 CARD SUIT N.V.	9	T9x{+} Except Shortage	T9x{+} HT9:	x{+}			
2-Suit:	Hi-x	Even No. Cards	Even No. C	ards	1NT Openings	: 14-16 H.C.P. may have a 5 Card Major	
	Lo-x	MUD	MUD		2 OVER 1 Res	ponses: 12 + pts	
Reopen:	SIGNALS I	N ORDER OF PRIORITY	•		SPECIAL BIDS	S THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1D May be 4	1405	
GHESTEM	Suit:1st	ATTITUDE	ATTITUDE	ATTITUDE	2C 13-16 6	S+C or 4 - 10 5 + D	
CUE BID = EXTREMES	2nd	COUNT	COUNT	COUNT		S+D or 4-10 5+H	
2NT = 2 LOWEST SUITS	3rd	SUIT PREFERENCE	SUIT PREFERENCE	SUIT PREFERENCE		+Hearts & 5+ Spades, Clubs or Diamonds	
3C = DENIES C's & SUIT OPENED	NT: 1st	ATTITUDE	COUNT	ATTITUDE	2S 4-10 5	· · · · · · · · · · · · · · · · · · ·	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	COUNT	ATTITUDE	COUNT	-	5+Spades & 5+ Either Minor	
Vs STRONG [13 - 15 +] X = SINGLE SUITER 2C = C & A.N.O.	3rd	SUIT PREFERENCE	SUIT PREFERENCE	SUIT PREFERENCE		orspaces & or Eliter Million	
2D = D & MAJOR, 2H = MAJORS,			IS PETERS [i.e. Low Odd (
2S = S's [Weaker Than X then 2S]	Oigridio (inc	Judania Transpoj.	10 1 E 1 E 1 C 1.0. E 0 W O d d 1	Sura - Enoburago,			
Vs WEAK NT X = PENALTIES 2C = SINGLE SUITER							
2D = D & MAJOR, 2H = H & S/C, 2S = S & C, 2NT = MINORS	DOUBLES						
25 - 5 a Mindoll, 211 - 11 a dio, 25 - 5 a o , 211 - Mindollo		DOLIBLES (Style: Beenenee	· Pagnaning)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	1	TAKEOUT DOUBLES (Style; Responses; Reopening) SHAPE SUITABLE OPENING BID or TO STRONG TO OVERCALL					
X = TAKE OUT, 2NT = 16 - 19 BALANCED	0.0.0						
LEBHENSOL OVER DOUBLE OF WEAK 2							
OVER WEAK 2H/S 4 minor = 5+/5+ THAT SUIT & OTHER MAJOR					SPECIAL FOR	CING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,	ARTIFICIAL AND COMPETIT	IVE DOUBLES/REDOUBLE	S			
Vs 1C X = H', 1D = S, 1H = 2 same COLOUR, 1S = 2 same RANK		ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES After 1C - X - XX - ANY - Pass = FORCING E DOUBLE WITHOUT 5 CARD SUIT to 4S After 1C - Overcall - Bid - New Suit - PASS = Force to 2 NT					
1NT = 2 ODD SUITS		IVE & COMPETITIVE to 4D					
Vs 2C X = H, 2D = S, 2H = 2 same colour, 2S = 2 same RANK		DOUBLE OF 1C = 16+ H.C.P. UNBALANCED 19+ BALANCED			IMPORTANT I	NOTES THAT DON'T FIT ELSEWHERE	
2NT = 2 ODD SUITS. VS 2D X = EITHER MAJOR		OF 1C [STRONG] = HEAR					
OVER OPPONENTS' TAKE OUT DOUBLE		OF STRONG 2C = HEART					
XX = 9+ H.C.P. PENALTY ORIENTATE,		OF STRONG 2D = EITHER					
EXCEPT OVER 1C - X - XX = 5 to 7 H.C.P. & 4+C		OF 1NT = SINGLE SUITER		1	Psychics:	Rare Except N.V. Vs VUL in 3rd Seat	
NEW SUIT =NATURAL & F1, 2NT = GOOD RAISE				•	.,		
RAISES = PRE-EMPT, JUMP SHIFT = GOOD SUIT & FIT,							

	D DESCRIPTI		1				
ening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding
	YES	0	4S	16+ IF Unbalanced	1D =0-7; 1H =5+H;1NT =5+S; 1S = 8+ Bal;2m =5+m 8+pts	1C - 1D; (1); 1C - 1H/1Nt: (2) 1C - 1S; (3); 1C -2m (4)	Same
				17+ IF Balanced	2M = 4 -7 6 Card Suit; 2NT = 8 -11 4441; 3Nt = 12+ 4441	1C - 2NT(5): 1C - 3NT (6); 1C - 2M (7): 1C - 3 Any (8)	
					3 Any = 4 -7 & 7 Suit; 4 Any = 4 -7 & 8 Suit; 1C -4Nt =BW	1C - 4 Any (9):	
	YES 0 4S		4S	10 -15 No 5M or 6m	1H/S = 8+ 4Suit or 4+ 5+ suit; 1NT = 8-11; 2m =11+ 4+Suit	1D - 1M- 1NT = 10-13; (10): 1C -1M -2M- 2NT = G.F.	2m = 7 -10 & 5+m
					2H/S = G.F. 14+ pts (2/3 Hon) : 2 NT = 16+ Balanced	1D -2m (11) ;	
					3 Any = Nat & Pre-Empt ; 3 NT = 14/15 Bal No 4M or 5m		
		5	4S	10 - 15, no longer Suit	1S = 8+ : 1NT =8-11: 2H =8-11 3H: 2m = 11+	1H - 2H - New Suit = Long Suit Trial Bid	
					2NT =GF 4+H; 3C = 7-10 4H: 3D =11/12 4H		
					3H =0 -6 4; 4H= 0-7 5H or No Slam Int;		
		5	4S	10 - 15, no longer suit	1NT = 8-11, 2H = 11+ 5H, Rest as 1H opening	1S - 2S - New Suit = Long Suit Trial Bid	
г			4S	14 - 16 Bal.	2C = Stayman or Raise to 2NT: 4 Suit Transfer	1NT - Break TRF =Max & 4+ Support	
-				may have 5M or 6m	3Any = TRF Linked M/m Slam Int (2/3 Hon)	1NT - Jump in TRF Suit = min & 4+ Support	
	YES	0	2S	13-16 6 Clubs or weak 5/6 Dimonds	2D =NF; 2M = NFoppD's; 2NT=GFopp C's: 3/4/5m =PC	After 2NT 3C=#-# 3D=Weak, 3M=Clubs +M, 3NT = Clubs Max	
	YES	0	2S	13-16 6Diamonds or weak 5/6 Hearts	2H = NF:2S =Nat NFop H's 2NT= G oppD's;3/4/5D =PC	After 2NT, 3C=Weak Hearts, Otherwise 2-8 Diams and Suit Bid, 3NT=D+C	
	YES	0	3D	4-10 5+Hearts & 5+ Spades, Clubs, Diamonds	2S= NF;2H -2NT F Enq; 3C =PC:3D =inv Maj.3H=PC		
		5		4 - 10 5+ S (6+S Vul 0	2NT = Forcing Enquiry; 4S = Weak or No Slam Int	3C = min 5S, 3D = Max 5S, 3H = min 6S, 3S = Max 6S	
Г	YES			4-10 5+Spades & 5+ either Minor	3/4 m = P/C: 3S/4M = P/C: 3H = Forcing Relay	3 Spades = min, 4 Minor = Max Spades + Bid Minor	
		6		PRE-EMPT			
		6		PRE-EMPT			
		6		PRE-EMPT			
		6		PRE-EMPT			
Т	YES			Solid minor (may have A/K in3rd)			
	YES	0		Either Solid H or 1 Ace Outside	4D = INQUIRY		
	YES	0		Either Solid S or 1 Ace Outside	4H = INQUIRY		
		7		PRE-EMPT	New Suit Asks Opener to bid 6 of His Suit with 2nd Rd.	Cue bid Another Suit if You have 1st Round Control	
		7		PRE-EMPT	Control of that Suit	of Responders Suit	
Т				Specific ACE ASK	5C = No Ace, 5NT = 2 Aces, 6C = Ace of C's		
		8		PRE-EMPT			
		8		PRE-EMPT			
T							
	. BIDDING	,	1	· _		•	•
CB 1430	; DOPI, ROPI,	Roman Gerber	(1430) Over NT	Opening			
			, ,	uble Jump shows Void			
		l before 2nd. A		· · · · · · · · · · · · · · · · · · ·			
				os or Contol of Opp's			
			C = Ace or King	**			
				* ****			