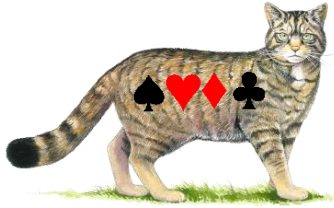


DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level usually 5+ card suit, 8+ HCP
2 level 5+ card suit, 10+ HCP
Re-opening may be lighter
Responses to overcalls: New suit forcing, direct raise of partner is weak, <b>unassuming cue-bid</b> (UCB) with good hand (see next page)
Overcalling a short 1♣ opening: treat it as natural. A hand with Clubs can pass then bid Clubs on second round if partner has also passed
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 (11-14 in passout seat)
Responses: <b>Stayman</b> and major <b>transfers</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, 5-10, 6+ suit
(1m)-2NT <b>Unusual 2nt</b>
5+/5+ other minor and a major; strength wide ranging
(1M)-2NT 5+/5+ both minors; strength wide ranging
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m)-2m is <b>Michaels Cue Bid</b> 5+/5+ both majors; strength wide ranging
(1M)-2M also <b>Michaels</b> = 5+/5+ other major and a minor; strength wide ranging. 2NT enquiry asks which minor
<b>VS. NT (vs. Strong/Weak, Reopening, Passed Hand)</b>
Natural Overcalls
X of all opposition NT bids are penalty
(INT)-X-(P)-2x: weak hand; long suit
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double=Takeout
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double=majors; 1NT/2NT=minors
(1♣) - P - (1♦) - ? Double=majors, 1NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Weak raises
New suits are forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	<b>Top of sequence, low from good suit, high from bad, top of doubleton, MUD</b>	Same	
NT	Often 4 <sup>th</sup> highest from good suit		
Subsequent	Same		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x), AKQ(x)	AKx(x), AKQ(x)	
King	AK, KQx(+)	AK	
Queen	QJx(+)		
Jack	J10x(+) KJ10(+)	J10x(+), (A/K)J10(+)	
10	10x 109x(+), (K/Q)109(+)	10x 109x(+), (A/K/Q)109(+)	
9	9x, 987x(+),	9x, 987x(+)	
Hi-X	xx, xxx(+)	xx xxx(+)	
Lo-X	Hxx(+)	Hxx(+), KQx(+), QJx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude <b>(High=Encouraging)</b>	Count <b>(High=Even)</b>	Attitude <b>(High=Encouraging)</b>
2	Suit Preference	Suit Preference	Suit Preference
NT 1	Attitude (As above)	Count (As above)	Attitude (As above)
2	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
DOUBLES			
Typically double with 16+ rather than overcall			
Doubles emphasise majors			
Doubles after partner opens 1NT or a weak two are penalty			
DEFENCE TO UNUSUAL CONVENTIONS			
Against transfer response to 1♣: X shows that suit. Bidding transfer suit is takeout, e.g (1♣) Pass (1♦=hearts) 1♥=takeout of hearts			
Against Multi 2♦: X is 13-16 bal or 18+ (next double takeout)			
Against weak 2♦ showing Majors: X is 15+ (next double penalties), 2NT minors.			
Against Polish 1♣: X is 12-14 bal or 18+			
Against 2NT showing minors: X both majors (next double takeout), 3♣ both majors with more Hearts, 3♦ both majors with more Spades			

CONVENTION CARD	
CATEGORY:	<b>GREEN</b>
NCBO:	SCOTLAND
EVENT:	PEGGY BAYER 2026 (Prestwick)
Artem Belikov (22941)      Shiva Viswanathan (22421)	
	
SYSTEM SUMMARY	
1NT opening 12-14	
4 card majors	
2♦/2♥/2♠ openings weak	
Natural style	
Standard attitude and count	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
Jacoby 2NT	
2/1 responses are only 10+	
Fourth suit forcing to game	
PSYCHICS	

OPEN-ING	Artificial	Min No	Neg Double Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	3♠	Natural, 11+	Limit raises (e.g. 1♣-2♣=6-9, 1♣-3♣=10-12, 1♣-1NT=6-9, 1♣-2NT=10-12) <b>Strong jump shifts</b> (e.g. 1♣-2♥ = 16+ good Hearts) 1♦-2♣ = 4+ Clubs, 10+ points	<b>Reverses</b> – e.g. opening 1♦ and rebidding 2♥ shows 16-19 and at least 5-4 shape. A high reverse (e.g. opening 1♦ and rebidding 3♣) is 18-19 and at least 5-4 shape  Jacoby 2NT responses: 3x shortage, 3M good hand, 3NT balanced, 4x shortage, 4M sign off (Jacoby 2NT not on after double or overcall)	<b>Unassuming Cue Bids (UCB):</b> e.g. 1♥-(1♠)-2♠ shows at least a good raise to at least 3♥
1♦							
1♥							
1♠							
INT				12-14 balanced or semi-bal May include 5M or 6m	2♣ <b>Stayman</b> , 2♦/2♥ are <b>transfers</b> 2NT=10-12 invitational, 3x=natural 16+	Stayman can be weak if short in Clubs, or with both majors (1NT-2♣; 2♦-2M; Pass)	After 1NT-(X), natural bidding. After 1NT-(2x), X=penalties, 2 level natural, 3 level strong, can bid enemy suit with good hand
2♣	Yes	0		23+ balanced or semi-bal Or any game forcing hand	2♦ = waiting	Opener rebids BAL: 2NT=23-24, 3NT=25-26 Unbalanced: bid suit or jump if one suited Stayman and transfers after NT rebid	
2♦		6		Weak, 5-9	Raise of partners suit usually weak (or game bids) New suits are forcing 2NT/3NT natural non-forcing 4NT = <b>Blackwood</b>		
2♥							
2♠							
2NT				20-22 balanced or semi-bal May have 5M or 6m	Stayman, 3♦/3♥=transfer, 3NT=natural 4NT=Invitational to 6NT		
3♣		6		Weak with 6/7 card suit	Same as over Weak 2♦/2♥/2♠		
3♦							
3♥							
3♠							
3NT							
4♣		7		Weak with 7/8 card suit	4NT = Blackwood		
4♦							
4♥							
4♠							
4NT							
<b>HIGH LEVEL BIDDING</b>							
5♣		7		Very distributional		<b>Blackwood 1430</b> (5♣=1/4 keycards, 5♦=0/3, 5♥=2 no trump queen, 5♠=2 with trump queen). 5NT follow up asks how many Kings outside trumps (6♣=0, 6♦=1, 6♥=2, 6♠=3) 4NT immediately after 1NT/2NT/3NT is invitational to 6NT	
5♦							
5♥							
5♠							