DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGN	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE			
Sound 2 over 1		Lead		In Partner's Suit	CATEGORY: Green
Fit jumps	Suit	A,2,4		3rd & 5th	NCBO: Wales
UCB	NT	Strong K,10),9	3rd & 5th	PLAYERS: Paul Denning, Adrian Thomas
2NT good raise	Subseq	A,2,4		3rd & 5th	11
Leaping and non-leaping Michaels	Other: K ask	Other: K asks for CT, A or Q asks for ATT]
	Vs N	Γ Q may be from	weak KQ holdi	ing] [
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	-			SYSTEM SUMMARY
15-18, responses as after opening 1NT	Lead	Vs. Suit		Vs. NT	
Reopening: 11-14 responses as over opening 1NT	Ace	AK(x) fo	or attitude	AK(x)	GENERAL APPROACH AND STYLE
	King		KQ(J)() for	KQJxx, KQ10xx, AKQxx , AKJxx	Strong NT, 5 card Majors, weak twos in ♦, ♥ and ♠
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ(x), Q:	X	QJ(10), KQx(), KQJx	Inverted minors, 2 over 1 game force
1-suited: weak, usually 6-cards	Jack	J10(x), J2		J10(9), Jx	1. opener can be two cards if balanced
2-suited: 2NT lowest two unbid suits but 19-20 BAL in 4th	10	H109(x). I	HJ10(x), 10x	H109(x), HJ10(x), 10x	2♣ opener is strong, but 2♣–2♦-3M can be passed
	9		109x(x), 9x	H98(x), 109x(x), 9x	2NT 20-22 Bal
Reopen: Intermediate – six card suit	Hi-X	(x)x, x(x)x,		(x)x, x(x)x, x(x)xx	3NT gambling
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Lo-X	Hx(x), Hxx		Hx(x), Hxx(x)	January Samoning
1m-2m shows Majors; 1M-2M shows other Major plus a minor		N ORDER OF F		1111(11), 11111(11)	
1x-3x asks for stop for NT		rtner's Lead	Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1x-4x shows 9+ tricks in a Major		HO (LEHD)	LEHO (s/p)	LEHD	1
1X 1X Shows 7. tricks in a Major		HO (LEHD)	LEHO (s/p)	LEHO	$1 \checkmark - 2 \checkmark = 311 \checkmark 3 \checkmark 3 $ $1 \checkmark - 2 \checkmark and 1 \checkmark - 2 N = 1 limited three card raise$
VS. NT (vs. Strong/Weak; Reopening;PH)		HO (LEHD)	LEHO (s/p)	LEHO	$1 \checkmark - 2 \checkmark \text{ and } 1 \checkmark - 2 \checkmark \text{ immed three card raise}$ $1 \checkmark - 2 \text{N and } 1 \checkmark - 3 \checkmark = GF \text{ raise}$
2♣ is both Majors; 2♦ is single suited Major		HO (LEHD)	Smith peter	LEHD	1X - 1Y - 1NT - 2C/D/N are XYZ relays
2M is 5+ M and 4+ m; 2NT is minors		HO (LEHD)	LEHO (s/p)	LEHO	Pass $-1M - 2D = 3 + \text{ card INV raise}$
DBLE penalties		HO (LEHD)	LEHO (s/p)	LEHO	2NT in competition often conventional
3X = good long suit			\ <u>*</u> /	LEHO	21V1 in competition often conventional
3A = good long suit	Signais (incit	iding Trumps): S	smith peters		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)					
Vs WK 2 DBL is T/O with Lebensohl, 2NT = 17-20			DOUBLES		SPECIAL FORCING PASS SEQUENCES
4C/D over 2M shows 5+/5+ m bid + oM forcing					(1NT)-DBL-(2♣ or 2♦)-PASS is F
3D over 2D 5+5+ MM, 4C over 2D & 4D over 3C 5+/5+ m bid +	H				
Cue bid over 2M asks for a stop	Takeout to 4	•			IMPORTANT NOTES
Vs WK 3 DBL is T/O, non-leaping Michaels					Halmic after 1NT-DBL
Vs 4 level openings x is values.					
4NT NAT over a minor, two suited over a Major					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 *					
Vs strong 1♣: DBLE= Majors; 1/2NT=minors; DONT	SPECIAL, A	RTIFICIAL &	COMPETITIV	VE DBLS/RDLS	
* .	Game try DB	Ls			
	Co-operative				
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner DB				
RDBL is 9+; new suit is F1; jump in new suit is fit;		T shows doubt			
Jump raise is pre-emptive; 2NT is good raise	KDDL 01 3N	1 SHOWS GOUDT			
gamp raise is pre-emphyee, 21v1 is good raise					PSYCHICS: Possible but rare
L					1 51 CHICS, I OSSIOIC OULTUIC

OPEN ING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NEG .DB L THR U						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.4		2	4♥	Natural, 12-14 or 18-19 bal	2♣ inverted not GF; 2NT is 16+ BAL; 3any NAT	1♣ - 2♣ - 2♦ is 12-14 or 18-19 balanced	Lebensohl after 1 *- (2M)		
1 ♦		4	4♥	Natural	2♦ is inverted not GF; 2NT is 16+ BAL, splinters	After 2 over 1 response 2NT rebid is 16+			
1♥		5	4♥	Natural	2♠ is limited 3 card raise; 2NT is fit, FG; 3m invit; 3♠ is any splinter; 3NT is void ♠; 4♠/♦ are voids	After 2 over 1 response 2NT rebid is 16+ 1M-1N then transfers	P – 1M – 2♦ good 3 card raise Fit jumps by a passed hand		
1 🛦		5	4♥	Natural	2N is limited 3 card raise; 3♥ is fit, FG; 3m invit; 3NT is any splinter, 4♣/♦/♥ are voids	After 2 over 1 response 2NT rebid is 16+			
1NT			4♥	15-17	2♣ is Stayman; 2♠/♥ are TFRS; 2♠ is Baron; 2N demands 3♠; 3m is Nat/Invit; 3M is shortage; 4♣ is Gerber; 4♠/♥ are TFRS		After overcall at 2L, 2N TRF 3C either competitive single suited or GF with a stop. 3N no M no stop.		
							If 1N-(p)-2C-(X) pass=club stop		
2*	V			G/F or 23/24 BAL	2♦ relay;	After 222.NT as opening 2NT 222. is hearts or 25+ BAL (2S asks) 223M is 8+½ playing tricks NF Second negatives.			
2 •		5		Weak 6(5) cards	2NT asks for feature				
2♥		5		Weak 6(5) cards	2NT asks for shortage				
2♠		5		Weak 6(5) cards	2NT asks for shortage				
2NT				20-22	3♣ is 5 card Stayman; 3♦/♥ are TFRS; 3♠ is minors. 4♣ is ♦ slam try, 4♦/♥ are TFRS, 4♠ is ♣ slam try				
3.*		6		Pre-empt	New suit forcing, 4♦ is keycard				
3♦		6		Pre-empt	3M is forcing; 4. is keycard				
3♥		6		Pre-empt	New suit forcing				
3♠ 3NT		6		Pre-empt Gambling, solid minor	New suit forcing 4♣ P/C; 4♦ asks for singleton	After 4♦, 4♥ is 0/1 ♥, 4♠ is 0/1 ♠, 4NT is 7222, 5♠ is 0/1 ♦, 5♦ is 0/1 ♠			
4.		7	<u> </u>	Pre-empt	4♦ is keycard	, , , , , , , , , , , , , , , , , , , ,			
4 •	İ	7	İ	Pre-empt					
4♥		6		Pre-empt	Suit bid asks for control in steps				
4 🖍		6		Pre-empt	Suit bid asks for control in steps				
4NT				Bid suit with A	5♣ is none, 5NT is two, 6♣ is A♣				
5*				Pre-empt		HIGH LEVEL BIDDING			
5♦				Pre-empt		Josephine GSF			
5 ♥ 5♠			Missing AK♥ Missing AK♠			RKCB 5♣ is 1 or 4, 5♦ is 0 or 3; then 5NT asks for specific kings DOPI, ROPI after interference			