DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS	STYLE			
Aggressive, rarely 4 cards	Le	ad	In Partner's Suit	CATEGORY: Green	
Fit jumps	Suit 2,4		2,4	NCBO: Wales	
UCB	NT 2,4		2,4	PLAYERS: Alan Stephenson, Peter Kaufmann	
2NT good raise	Subseq				
Leaping and non-leaping Michaels	Other: K asks for CT	/UB, A or Q asks for AT	Т]	
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1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	~ ·		SYSTEM SUMMARY	
15-18, responses as after opening 1NT		. Suit	Vs. NT		
Reopening: 11-14 responses as over opening 1NT		K(x) for attitude	AK(x)	GENERAL APPROACH AND STYLE	
	COL	K(x) or KQ(J)() for ant	KQJxx, KQ10xx, AKQxx , AKJxx	Strong NT, 5 card Majors, prepared ♠ (2+), 2♦ multi weak M or strong m, 2♥ 5+5+m weak, 2♠ 5+5+ other weak	
		(x), Qx	QJ(10), KQx(), KQJx	Inverted minors, 2 over 1 forcing to 2NT or suit agreement	
)(x), Jx	J10(9), Jx	1 * opener can be 2 if balanced (can include 4(3)-3(4)-4-2 type)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 H1	09(x), HJ10(x), 10x	H109(x), HJ10(x) , 10x	2. opener is strong	
1-suited: weak, usually 6-cards	9 H9	8(x), 109x(x), 9x	H98(x), 109x(x), 9x		
2-suited: 2NT lowest two unbid suits but 19-20 BAL in 4th		, xSx, xSxx	Sx, xSx, xSxx		
	Lo-X Hx	S, HxxS(+)	HxS, HxxS(+)		
Reopen: Intermediate – six card suit	SIGNALS IN ORD	ER OF PRIORITY	·		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's I	Lead Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m-2m shows Majors; 1M-2M shows other Major plus a minor	1 Hi/Lo=E	Hi/Lo=E	Hi/Lo=E	2♦ multi weak M or strong m,	
1x-3x asks for stop for NT	Suit 2 Hi=Enc.	Hi=Enc.	Hi=Enc	2 ♥ 5+5+m weak, 2 ♦ 5+5+ other weak	
1x-4x shows 9+ tricks in a Major	3 S/P	S/P	S/P	SPECIAL FORCING PASS SEQUENCES	
	1 Hi/Lo=E	Hi/Lo=E	Hi/Lo=E	(1NT)-DBL-(2♣ or 2♦)-PASS is F	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Att. Hi=Er	nc Hi=Enc	Hi=Enc		
2♣ is either single suited ♦ or both M	3 S/P	S/P	S/P		
2♦ is single suited ♥ or ♠ + m	Signals (including Tr	umps):		IMPORTANT NOTES	
2♥ is 5♥ and 4+ m				After 1NT rebid then 2 ⁺ demands 2 ⁺	
2 ♠ is ♠				After 1NT rebid then 2 is GF, not natural	
		DOUBLES		After 1NT rebid then 2NT demands 3.	
			D •)	4	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		LES (Style; Responses;	Reopening)		
Vs WK 2 DBL is T/O then 2NT is transfer to 3 [*] to play at 3 level	Takeout to 4♥				
4m is that m 5+ and 5+M strong but not forcing	┨┠─────			┥┝────┥	
Vs WK 3 DBL is T/O, 4m is that m 5+ and 5+M strong but not F	┥┝────			4	
Vs 4 level openings x is values	-				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					
Vs strong 1♣ : X both M, 1NT both m, weak jumps, 2♣ natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
	Support doubles in co	ompetition			
	Lightner DBLs				
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive doubles				
RDBL is 9+; new suit is F1; jump in new suit is fit;					
Jump raise is pre-emptive; 2NT is good raise					
*				PSYCHICS: Very rare	

	TI CK IF AR TI FI CI AL	MIN. NO. OF CARD S	NEG. DBL THRU						
OPEN ING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 🚓		2	4♥	Natural, 12-14 or 18-19 bal	2 [★] inverted not GF; weak jump shifts 2NT is 16+ BAL; 3any good pre-empt no K outside	1♣ - 2♣ - 2♦ is 12-14 w/o 4♣ 2NT 12-14 w 4♣ , 1♣1M 1NT 2♣ transf 2♦ 1♣ 1M 1NT 2♦ GF relay	Transfers after 1 vecoretarian overcall		
1 •		4	4♥	Natural	2♦ is inverted not GF; 2NT is 16+ BAL, weak jump shifts, splinters	1 ◆ 1M 1NT 2 ◆ transf 2 ◆ 1 ◆ 1M 1NT 2 ◆ GF relay			
1♥		5	4♥	Natural	2NT 4 card raise GF 3♠ is any splinter; 3NT is void ♠; 4♣/♦ are voids	After 1♥ 2NT 3♣ is shortage somewhere, 3♦ is 4m			
1 🛧		5	4♥	Natural	2NT is 4 card raise GF, 3NT is any splinter, 4♣/♦/♥ are voids	After $1 \ge 2$ NT $3 \ge 3$ is shortage somewhere, $3 \ge 3$ is 4m			
INT			4♥	15-17	2♣ is Stayman: 2♠/♥/♠/NT are TFRS; 3♣/♦/♥/♠ are 4-4-4-1 bidding shortage GF 4♣ is Gerber; 4♠ 5+5+ MM game 4♥ 5+5+ MM slam try	After the response to Stayman 3m is GF slam interest	After natural overcall X is T/O, after artificial overcall X is values for 2NT. 2NT is transfer to 3* to play at 3 level. Bids at 2 level natural NF, 3 level are natural F		
2*	V			G/F or 23/24 BAL	2♦ relay;	After 22222. After 2222222222.			
2 ♦	\checkmark			Multi Weak M or strong m	2NT asks for description 3♣ max ♥ 3♦ max ♠				
2♥		5		Weak 5+5m	2NT asks				
2♠		5		Weak 5+5 other	2NT asks				
2NT				20-22	3♣ is asking 3♦/♥ are TFRS; 3♠ is minors. 4 level two below slam tries				
3 ♣		6		Pre-empt	4♦=♣ slam try, 3M forcing,				
3 ♦		6		Pre-empt	4♣=♦ slam try 3M forcing;				
3♥		6		Pre-empt	New suit forcing 4♣=♥ slam try				
3♠		6		Pre-empt	New suit forcing 4♣= ♠ slam try				
3NT				Gambling, solid minor	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		Pre-empt	4♦ is keycard				
4 •		7		Pre-empt					
4♥		6		Pre-empt					
4 ▲		6		Pre-empt	5♣ is none, 5NT is two, 6♣ is A♣				
4NT	N			Bid suit with A	J≂ IS HORE, JINT IS two, 0 ± 18 A.				
5*				Pre-empt		HIGH LEVEL BIDDING			
5 •				Pre-empt Missing AK♥		Josephine GSF			
5♥ 5♠				Missing AK		RKCB 5♣ is 1 or 4, 5♦ is 0 or 3; then 5NT asks for specific kings DOPI, ROPI after interference			
J m									