DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE				
Aggressive, rarely 4 cards		Lead		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				<u> </u>	
Leaping and non-leaping Michaels	Other: K asks for CT/UB, A or Q asks for ATT				41	
1NT OVERCALL (2 nd /4 th 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) for a	ttitude	AK(x)	GENERAL APPROACH AND STYLE	
	King	AK(x) or Ko	Q(J)() for	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	
	Queen	QJ(x), Qx		QJ(10), $KQx()$, $KQJx$	Inverted minors, 2 over 1 forcing to 2NT or suit agreement	
	Jack	J10(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	H109(x), HJ1	10(x), 10x	H109(x), HJ10(x), 10x	2. opener is strong	
1-suited: weak, usually 6-cards	9	H98(x), 109		H98(x), 109x(x), 9x	1	
2-suited: 2NT lowest two unbid suits but 19-20 BAL in 4th	Hi-X	Sx. xSx. xSxx		Sx, xSx, xSxx		
	Lo-X	HxS, HxxS(+))	HxS, HxxS(+)		
Reopen: Intermediate – six card suit SIGNALS IN ORDER OF PRIORITY					1	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	tner's Lead I	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1m-2m shows Majors; 1M-2M shows other Major plus a minor	1 Hi/I	Lo=E I	Hi/Lo=E	Hi/Lo=E	1	
1x-3x asks for stop for NT	Suit 2 Hi=	Enc. I	Hi=Enc.	Hi=Enc	1 1	
1x-4x shows 9+ tricks in a Major	3 S/P		S/P	S/P	SPECIAL FORCING PASS SEQUENCES	
			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=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 (include	ding Trumps):			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.	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	OOUBLES (Style;	Responses: I	Reopening)	4	
Vs WK 2 DBL is T/O+Lebensohl, leaping Michaels	Takeout to 4				1	
Vs WK 3 DBL is T/O, non-leaping Michaels	Tukcout to 4				1	
Vs 4 level openings x is values	┨ ├───				1	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					1	
Vs strong 1 : X both M, 1NT both m, weak jumps, 2 : natural	SPECIAL AT	RTIFICIAL & C	OMPETITIV	E DRI S/RDI S	1	
vs strong 12. A both W, 11v1 both III, weak jumps, 22 hatural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Support doubles in competition				1	
		1				
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner DBL Responsive do				1	
RDBL is 9+; new suit is F1; jump in new suit is fit;	Kesponsive do	JUDIES			1	
Jump raise is pre-emptive; 2NT is good raise	-				1	
Jump raise is pre-empuve, 21v1 is good raise					PSYCHICS: Very rare	
					por cinco. Very faic	

OPEN ING	TI CK IF AR TI FI CI AL	MIN. NO. OF CARD S	NEG. DBL THRU						
				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♠ 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♠ 2NT 3♣ is shortage somewhere, 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			
2*	√			G/F or 23/24 BAL	2♦ relay;	After 2\display-2\display-2NT as opening 2NT 2\display-2\display-2\display is Kokish 2\display-2\display-3M is 8+1/2 playing tricks NF			
2 •	V			Multi Weak M or strong m	2NT asks for description 3♣ max ♥ 3♦ max ♠				
2♥	V	5		Weak 5+5m	2NT asks				
2♠	V	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					
4NT	√			Bid suit with A	5♣ is none, 5NT is two, 6♣ is A♣				
5*				Pre-empt		HIGH LEVEL BI	DDING		
5 •				Pre-empt		Josephine GSF			
5♥				Missing AK♥		RKCB 5 is 1 or 4, 5 is 0 or 3; then 5NT asks	tor specific kings		
5♠				Missing AK♠		DOPI, ROPI after interference			