DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						W/DE Convention Cord 2 10	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						WBF Convention Card 2.18	
Aggressive at one level (rarely 4 cards)	Lead			In Partner's Suit				
Sound 2/1				Low from xxx				
Further auctions:				Low from xxx		Category:		
Fit Jumps	Subseq A,2,4			Low from xx			Wales	
UCB (2 level = 3 card, 3 level = 4 card support – if room)	Other: K from AK = shortage elsewhere					Event:		
	v NT Q may be from weak KQ holding; K asks CT/UB;A asks ATT				UB;A asks ATT	Players:	Dafydd Jones, Adam Dunn	
	LEADS					SYSTEM SUMMARY		
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)				Vs. NT		GENERAL APPROACH AND STYLE		
15-17(18)				AK(x)		Acol with weak twos in D, H & S but Acol twos in 4th		
Reopening 11-14 over 1m, responses as over 1NT opening	King KQ(J)(x)			KQJxx, AKQxx, AKJxx		4 Card majors		
Reopening 11-16 over 1M, 2C is range asking	Queen C)J(x), Qx		QJ(10),KQx,		Lower of tw	Lower of two 4-card suits opened in 1/2/4 th , higher in 3 rd position.	
	Jack H	JJ10(x), Jx		HJ10(9)		Frequent no	Frequent non-PEN DBL	
	10 H	1109(x), 109 10x		H109 (not J) or 109		1x-2y-2NT-	1x-2y-2NT-3C is checkback; then 3D shows max	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9 9	8(x), 9x		98, 9x				
1-Suit: Weak, usually 6 card	Hi-x x	(x)x, x(x)xx		xx, x(x)x, x(x)xx			
2-Suit: 2NT Lowest 2 unbid suits (but 19-21 bal in fourth position)				Hx(x),Hxx(x	Hx(x),Hxx(x)		ngs:12-14 but 15-17 3 rd (suitable hands upgraded)	
Reopen: Intermediate - 6 card suit	SIGNALS II	ORDER OF PRIORITY	1			2 OVER 1 Responses10+ (suitable hands upgraded)		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's	Lead	Discarding	SPECIAL B	IDS THAT MAY REQUIRE DEFENCE	
1x-2x Highest two unbid suits	Suit:1st	HELO (HELD)	HELO (s/p)	HELD			
1x-3x Asks for stopper for NT	2nd HELO (HELD) HELO (s/p))	HELO				
1x-p-1y-2x = Michaels	3rd HELO (HELD) HELO (s/p))	HELO				
1x-p-1y-2y = natural	NT: 1st HELO (HELD) Smith peter		r	HELD				
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd HELO (HELD) HELO (s/p))	HELO				
2C = 4H + longer other suit OR single suited with H	3rd	HELO (HELD)	HELO (s/p))	HELO			
2D = 4S + longer other suit OR single suited with S	Signals (including Trumps): HELD, Smith Peters Note#1				•			
2H = 5H + 4+ minor		Trumps:Hi-lo shows interest in ruff						
2S = 5S + 4+ minor								
2N = Game forcing two suited. X by passed hand is max + minors								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)								
vs wk 2 Dbl=t/o+trnsfr Lebensohl Note #3, leaping Michaels Note #4	DOUBLES							
vs wk 3 Dbl=t/o,non-leaping Michaels Note #5,vs 3NT 4C=M's, 4D=M, 4H/S=M+m	TAKEOUT DOUBLES (Style; Responses; Reopening)							
vs 4 level openings x=takeout/values	Negative to 7H							
VS. ARTIFICIAL STRONG OPENINGS	Responsive to 6H							
vs strong 1C vs Polish 1C or similar P then x 15-17					SPECIAL F	ORCING PASS SEQUENCES		
x=H,1D=S x=weak NT or 18-20,1D=major								
1H/1S/1NT = CRO 2 suited	SPECIAL. ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				DOUBLES			
2 any = 6 or 1 of bid suit	Game Try Doubles							
OVER OPPONENTS' TAKE OUT DOUBLE	Co-operative doubles					IMPORTAN	IT NOTES THAT DON'T FIT ELSEWHERE	
Redbl = 9+, new suit = F1	Rosenkrantz Redoubles Note#2					15-17 1NT	rebid then 2C is checkback	
Jump in new suit = Fit	Redbl of 3NT shows doubt					After 1NT-D	Obl; Rdbl is 5 card suit, and suit Is lowest of 2 4 cards suits	
Jump raise = pre-empt								
2NT = good raise to 3 level								
OPENING BID DESCRIPTIONS						Psychics:	Rare	

Opening	Artificial	Min.	Neg Dble t	thruDescription	Responses	Subsequent Auction	Passed Hand Bidding
1C		10+	to 7H	Natural	2C = 10+, 2NT 16+ bal, splinters	4C is RKCB after 1C-p-2C	2N = good raise
1D		10+	to 7H	Natural	2D = 10+, 2NT 16+ bal, splinters	4D is RKCB after 1D-p-2D	2N = good raise
1H		10+	to 7H	Natural	2NT = fit, splinters (3NT = 1S), 3S = fit+void		2N = good raise
1S		10+	to 7H	Natural	2NT = fit, splinters, 3NT = fit+void		2N = good raise
1NT		12-14(15-17 in 3 rd)	to 4H	Balanced, may be 5422	2D/H/S/NT tfrs Note #8 2C stayman(np)	1N-2C-2x, 3m is 5/4+mm, 1N-2D-2H-2S=18-19 bal	
1NT					3 level = singleton (5431 or 4441 with 4 card M)		
1NT					4C/D = 2 up slam try		
2C	Yes	G/F or 23/24 bal		Game force or 23-24 bal	2D Relay, 2D-2H-2S-2NT=25+ bal Note #7	2H after 2D = demands 2S (Kokish)	
2D		0-9, 8+ PT in 4th		Weak 6(5) card, strong 4th	2H Asking, 2N=H, other bids f1	2D-2H-2S = 5 cards, then 2N=nat, 3C=ask	
2H		0-9, 8+ PT in 4th		Weak 6(5) card, strong 4th	2NT Asking, bids f1		
2S		0-9, 8+ PT in 4th		Weak 6(5) card, strong 4th	2NT Asking, bids f1		
2NT		20-22		Natural	3C = 5 card puppet, 3D/H tfrs, 3S=minors Note#6	After 3C; 3D=2S or 4M and 3N=3S and not 4H	
2NT					4level= two up slam try	Cue shows interest	
3C		4-12		pre-empt	new suit forcing		
3D		4-12		pre-empt	new suit forcing		
3Н		4-12		pre-empt	new suit forcing		
3S		4-12		pre-empt	new suit forcing		
3NT				Gambling	4C p/c, 4D asks for singleton	After 3N-p-4D, 4H=1H, 4S=1S, 5C=1D, 5D=1C	
4C		0+		Pre-empt	4M=option to play		
4D		0+		Pre-empt	4M=option to play		
4H		0+		Pre-empt	Suit bid asks for control (steps 1/2/3=no control/2 nd /1 st)		
4S		0+		Pre-empt	Suit bid asks for control (steps 1/2/3=no control/2 nd /1 st)		
4NT				Bid suit with A in	5C = none, 5N = two, 6C=CA		
5C				pre-empt			
5D				pre-empt			
5H				missing AKH			
5S				missing AKS			
5NT							
HIGH I EVE	EL BIDDING	-		<u> </u>		l .	1

HIGH LEVEL BIDDING

RKCB 5C = 1/4 5D = 0/3 then 5NT asks for specific kings

DOPI after interference

Exclusion RKCB (0 or 3, 1 or 4)

Note: 1: Smith Peters in defence of NT contracts

Defender on lead peters at first opportunity to show desire for a switch Partner peters at first opportunity to ask for first suit to be continued.

Note: 2: Rosenkrantz Redbl

1x-1y-Dbl(neg)-Redbl shows Ax,Kx or Qx in suit y.

Note: 3: Transfer Lebensohl

After 2D-Dbl-p-2NT is puppet to 3C then, 3D is stayman with D stop 3H/S show 5 H/S and a D stop, 3N shows a D stop.

After 2H-Dbl-p-2NT is puppet to 3C then 3D is to play, 3H shows 4S and H stop, 3S shows 5S and H stop, 3NT shows not 4S and H stop

After 2S-Dbl-p-2NT is puppet to 3C then 3D/3H are to play, 3S shows 4H and S stop, 3NT shows not 4H and S stop

After 2D-Dbl-p-3C shows 5+H and no D stop

After 2D-Dbl-p-3D, GF stayman, no D stop

After 2D-Dbl-p-3H shows 5+S and no D stop

After 2D-Dbl-p-3S shows 5+C, no stop

After 2H-Dbl-p-3C shows 5+D and 8+hcp

After 2H-Dbl-p-3D shows 5+S, 8+ hcp

After 2H-Dbl-p-3H shows 4S, no H stop

After 2H-Dbl-p-3S shows 5+C, no stop

After 2S-Dbl-p-3C shows 5+D and 8+hcp

After 2S-Dbl-p-3D shows 5+ H, 8+ hcp

After 2S-Dbl-p-3H shows 5+ C, 8+ hcp

After 2S-Dbl-p-3S shows 4H, no S stop

Note: 4: Leaping Michaels

Over 2M-4m=5/5 m+other M

Over 2D-4C=both M, 4D=one M, 4H/S=H/S+C

Over Multi 2D-4C=C+M, 4D=one M, 4H/S=H/S+D

Note: 5: Non-leaping Michaels

Over 3M-4m=5/5 m+other M

Over 3C/D, 4C=both M, 4D=one M, 4H/S=H/S+ other m

Over Gambling 3N-4C=both M, 4D=one M, 4H/S=M/m

Note: 6: 5 card Stayman response to opening 2NT

After 2NT-3C-3D=4M or 2S then,

3H denies 4H (does not promise 4S)

Subsequent 4C/D by responder = natural slam try (5 cards)

3S shows 4H, denies 4S

Subsequent 4C/D by responder = natural slam try (5 cards)

3NT shows 4H & 4/5S, game only

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4C shows 4H & 4S, slam interest, then:
        4D = any minimum. Responder then bids 4H (pass or correct) or 4S with slam force. 4N by opener over both of these shows 2S.
        4H/S = setting the suit and slam forcing.
        4N = 2S and max
4D = natural slam try (5 cards)
4H = \text{slam try in clubs } (5 \text{ cards})
After 2NT- 3C-,3H=5H then 3S agrees H, 4m = natural slam try (5 cards)
        3S=5S then 4H agrees S, 4m = natural slam try (5 cards)
After 2NT-3C-3N=3S and less than 4H, then
        4m = natural slam try (5 cards)
        4H = transfer to 4S (either to play or slam try when followed by 4N)
        4S = mild slam try
2NT-3D/H = Transfer to 3H/S. Opener breaks to:
        3S (over 3D) = 5S/2H
        3N \text{ (over 3H)} = 5H/2S
        3N 	ext{ (over 3D)} = invites cue bid
        Suit = source of tricks and 4 card support
        Jump to game = suitable max with 3 card support
Note: 7: Kokish
After 2C-p-2D-p-2H= puppet to 2S then 2NT=25+ bal
                        then 2NT=Jxxxxx in either m
                        then 3m=A,K or Qxxxxx in m
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Note: 8: Transfers after 1NT

After 1NT-p-2D-p then 2H = <4H

2S,3C and 3D show 4H, max & shortage 2NT shows 4H, max & no shortage 3H shows 4H, min

Similar after 2H tfr to 2S

After 1NT-p-2S-p then 2NT denies A/K/Qx or better in C, subsequent bid by responder shows suit/fragment

3C shows A/K/Qx or better in C, subsequent bid by responder shows suit/fragment

Similar after 2NT tfr to 3D