DEFENSIVE AND COMPETITIVE BIDDING	LEADS AN		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING 1	LEADS STYLE	2
Sound 2 over 1		Lead	
Fit jumps	Suit	A,2,4	
UCB, usually a 3-card raise INV, or strong	NT	Strong K,1	0,9
2NT 9-11 after M overcall, jump cue is 6-8, both with four cards	Subseq	A,2,4	
		s for CT, A or Q	
		T Q may be from	n weak K
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS		
15-17(18), responses as after opening 1NT	Lead	Vs. Suit	
Reopening: 11-14 over 1m, responses as over opening 1NT	Ace	AK(x)	I/O(I)(
Reopening; 11-16 over 1M, 2♣ is range ask	King	AK(x) o	r KQ(J)(.
	Queen	QJ(x), Q	
	Jack	J10(x), J	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x),	
1-suited: about 5-9, usually 6-cards; usually 7 at three level VUL	9	98(x), 92	X
2NT lowest two unbid suits wide range but 19-21 BAL in 4th	Hi-X	(x)x, x(x)x	, x(x)xx
	Lo-X	Hx(x), Hx	$\mathbf{x}(\mathbf{x})$
Reopen: Intermediate – six card suit; about 12-15	SIGNALS I	N ORDER OF	PRIORIT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declar
1x-3x asks for stop for NT showing any solid suit other than x		ELO (HELD)	HELO
		ELO (HELD)	HELO
Michaels cue bid, showing higher two suits, wide range	3 HELO		HELO
ATCL NUTC / CI / NAT I D · DIT		ELO (HELD)	Smith
VS. NT (vs. Strong/Weak; Reopening;PH)		ELO (HELD)	HELO
2. is 4. and longer other or 5+ . 8+, 2NT asks, 3. game try in .		ELO (HELD)	HELO
2♦ is 4♠ and longer other or 5+♠ 8+, 2NT asks, 3♦ game try in ♠		uding Trumps):	
2♥ is 5♥ and 4+ m, 9+, 2NT asks, 3♦ game try in ♥	Trump Hi-lo shows interest in ruff or s NT (High by leader is switch; high by		
2♠ is 5♠ and 4+ m, 9+, 2NT asks, 3♠ game try in ♠	111 (IIIgii Uy	reader is switch	, mgn oy
2NT is game-forcing two-suited or <12 with minors	DOUL		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	vle: Resn
DBL is T/O with 2NT puppet to 3C (slow shows), 4m is 5m+5oM(F)		▼ Higher double	
Vs WK 3 DBL is T/O, 4m is 5m+5M (F), 3NT to play then 4. is	Tancout to 4	- Inglier double	5110 11 10
Baron, 4* is transfer to M, 4M & 5m are slam tries			
Vs 4 level openings, DBL shows values, 4NT t/o	1		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	1		
Vs strong 1♣ vs Polish 1♣ or similar, P then DBL is 15-17	SPECIAL,	ARTIFICIAL 8	c COMP
DBL is ♥, 1♦ is ♠ DBL is 12-14 or 18+, 1♦ is one M	Game try DE		
1♥, 1♠, 1NT is two suited (CRO); 2 any is one or six of bid suit	Co-operative	e DBLs	
OVER OPPONENTS' TAKEOUT DOUBLE	Rosenkrantz	RDBLs showing	g Hx in pa
RDBL is 9+; new suit is F1; jump in new suit is FIT;	RDBL of 3N	T shows doubt	

Jump raise is about 2-5, 4-cards; 2NT is good raise

	LEADS AND SIG	NALS
OPENING I	LEADS STYLE	
	Lead	In Partner's Suit
Suit	A,2,4	Low from xxx
NT	Strong K,10,9	Low from xxx
Subseq	A,2,4	Low from xxx
Other: K ask	s for CT, A or Q asks for ATT	
Vs N	T Q may be from weak KQ hold	ding
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AK(x)
King	AK(x) or $KQ(J)()$	KQJxx, KQ10xx, AKQxx,
		AKJxx
Queen	QJ(x), Qx	QJ(10), $KQx()$ , $KQJx$
Jack	J10(x), Jx	J10(9)
10	109(x), 10x	A(or K)J10(x) or $109(x)$
9	98(x), 9x	A,K or Q109(x) or 98(x). 9x
Hi-X	(x)x, x(x)x, x(x)xx	(x)x, x(x)x, x(x)xx
Lo-X	Hx(x), Hxx(x)	Hx(x), Hxx(x)

## ITY

	Partner's Lead	Declarer's Lead	Discarding
1	HELO (HELD)	HELO (s/p)	HELO
Suit 2	HELO (HELD)	HELO (s/p)	HELO
3	HELO (HELD)	HELO	HELO
1	HELO (HELD)	Smith peter	HELD
NT 2	HELO (HELD)	HELO (s/p)	HELO
3	HELO (HELD)	HELO (s/p)	HELO

Smith

suit preference. Smith by both sides in partner of leader is continue).

#### JBLES

### ponses; Reopening)

alues.

## PETITIVE DBLS/RDLS

partner's suit

Redouble of 1NT shows a five-card suit by either opener or responder

## W B F CONVENTION CARD

CATEGORY: Green

NCBO: Wales

COMPETITION: Senior Camrose, 2025 PLAYERS: Paul Lamford, Gary Jones

#### SYSTEM SUMMARY

## GENERAL APPROACH AND STYLE

Acol with weak twos in  $\blacklozenge$ ,  $\blacktriangledown$  and  $\spadesuit$  but Acol twos in  $4^{th}$ 

4 card majors

Generally open lower of two 4 card suits

2 over 1 responses 9+, F1R

1NT opening 12-14. Sometimes upgraded. Usually balanced but may be 4441.

Doubles up to 4♥ are takeout unless we have pre-empted

Drury 2♣ over 1M in 3<sup>rd</sup> or 4<sup>th</sup> position. Then 2♦ is MIN

After 1M in comp. sequences 2NT is INV with four card support and jump cue is mixed 4-card raise about 6-8

# SPECIAL BIDS THAT MAY REQUIRE DEFENSE

## SPECIAL FORCING PASS SEQUENCES

(1NT)-DBL-(2♣ or 2♦)-PASS is F. after 2M pass is NF If we bid a VUL game and NV oppo bid on, then pass is F

## IMPORTANT NOTES

After 1NT rebid then 2♣ is puppet to 2♠, subsequent bids inv, 2♦ is GF checkback.

After 1x-2y-2NT-3♣ is checkback, 3♦ shows max.

After 1NT-2♠(NT)-3♠(3♦) shows fit: 3x shows suit

After 1NT-2♠(NT)-2NT(♣) denies fit; then 3x shows suit

2NT is usually two places to play in balancing auctions

Good-Bad 2NT in competitive situations

1NT-p-4♣ is asking for aces

1NT-p-4 $\blacklozenge$  is 5 $\spadesuit$ +5 $\blacktriangledown$ , game only

1x-p-2y-p-3NT = 5x+4y, 15-19 hcp

1x-1M-p-2NT = 4 card raise about 9-11

1x-2m-p-2NT = natural NF about 10-12

1m-p-1M-p-2M-p-2NT is forcing and asking

1x-(2x)-higher cue = UCB

1x-(2x)-lower cue = 5 other + tolerance for x

3x-3NT-p-4♣ is Baron, 4♦ is Flint (transfer to hearts).

**4**♥**,4**♠**,5**♣**,5**♦ are slam tries

PSYCHICS: Rare

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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.4		3	4*	Natural 10+	2♣ is 9+,2NT 16+BAL,splinters,simple jumps NF	4. is RKCB after 1. p-2. & similar	
1 •		4	4♦	Natural 10+	2♦ is 9+,2NT 16+BAL,splinters,simple jumps NF	4♦ is RKCB after 1♦-p-2♦ & similar	
1♥		4	4♥	Natural 10+	2NT is fit, FG, inv by passed hand (3H is wk); splinters (3NT is 1♠), 2♠ is NF,		
					3♠ is fit + any void, 3NT asks, 3m is INV		
1 🖍		4	3♠	Natural 10+	2NT is fit, FG, inv by passed hand (3S is wk); splinters; 3NT is fit + any void, 4♣ asks,3x is INV	$1  black  black -1$ NT-3 \black = ART, then $3  black = 3/5  black  bl$	
INT			4♥	12-14	2♣ is Stayman (np) then 3m is 5+/4+ minors 2♦/♥/♠/NT TFRS. 2♣-2♦-3♥ is 5♥+4♠ INV 2♣-2♦-3♠ is 5♥+4♠ F1	1NT-2→-2▼-2♠ is Baron, then 2NT is no 5 card suit. Break TFR to M with doubleton. Break minor TFR without fit. After 1NT-2♣-2x then 3♣(♦) is both m, longer ♣(♦)	When 1NT is doubled, redouble is a 5-card suit and bids are that suit and a higher suit. Pass is NF
					3♠, 3♠, 3♥ and 3♠ are singleton or void, 5431, 5440 or 4441, no 5 card M, at least one 4 card M, GF. 4♠= ace-asking; 4♠ = both majors (game only)	Opener bids four card major, if not, 3NT with good stop in short suit, otherwise four of lower minor	After 1NT-(P)-2♣-(X)-Pass denies stop, then XX is Stayman 1NT-2any-X is values, 2NT is puppet to 3C
2*	$\sqrt{}$			G/F or 23/24 BAL	2♦ relay; 2♦-2♥-2♠-2NT is 25+ BAL	As 2NT opener. 2*-2*-2NT (23-24) same	
2♦		5		5-9 6(5) cards; strong 4th	2NT asks then 3♣= bad bad 3♠ = good good	If responder bids 3NT and then pulls	
2♥		5		5-9 6(5) cards; strong 4th	2NT asks then 3♣= bad bad 3♠ = good good	that suggests saving	
2♠		5		5-9 6(5) cards; strong 4th	2NT asks then 3♣= bad bad 3♠ = good good		
2NT				20-22	3♣ is 5 card Stayman; 3♦/♥ TFRS; 3♠ is minors; two under slam tries. After TFR next suit S-TRY.	After 3♣-3♦ is 4M or only 2♠ Then 3♥ is not 4♥. 3♠ is 4♥ not 4♠. 3M 5. 3NT is 3♠ not 4♥	2NT-3♣-3♦-3NT =4-4 majors game only; 4♣ S-TRY.
3.		6		About 4-9	New suit forcing		
3♦		6		About 4-9	New suit forcing		
3♥		6		About 4-9	New suit forcing	4♣ asks for shortage, 4♦ is slam try	
3♠		6		About 4-9	New suit forcing	4♣ asks for shortage, 4♦ is 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		About 4-9			
<b>4</b> ♦		7		About 4-9			
4♥		7		About 4-9	Suit bid asks for control in steps		
4 <b>A</b>		7		About 4-9	Suit bid asks for control in steps		
4NT		0		Bid suit with A	5♣ is none, 5NT is two, 6♣ is A♣	******* P***** P*	DDING
5*		8		About 5-11		HIGH LEVEL BI	DUING
5 <b>\( \)</b>		8		About 5-11		Josephine GSF  RKCB 5♣ is 1 or 4, 5♦ is 0 or 3, 5♥ 2 5♠ 2+Q; then 5NT asks for specific kings, six ace RCKB in some sequences  DOPI, ROPI after interference	
5♥				Missing AK♥			
5 <b>^</b>				Missing AK♠			
				5		Exclusion RKCB (0 or 3, 1 or 4, 2, 2+Q)  Minorwood with any jump to 4 minor when minor has been bid naturally or when 3NT is pulled to 4 minor or when a forcing 3m is raised to 4m or after 4SF	