DEFENSIVE AND COMPETITIVE BIDDING		1	FADS AND SICN	JATC	W B F CONVENTION CARD		
DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS OPENING LEADS STYLE					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Re-opening)	Lead			In partner's bid suit		NCBO: WALES	
Simple overcalls are wide range (6-17 hcp)	Suit		4 th /2 nd /occasional low from		3 small	- NCBO. WALES	
Simple overealis are wide range (0-17 nep)	Suit	Qx/Jx/T		3 Hom	3 silian		
Overcalls at the one level may be 4 cards but usually 5.	NT	4 th /2 nd .		3rd from	3 small	MARK RODERICK 917113 / 471320	
Direct raises of our overcalls are pre-emptive. UCBs & 2N to			standard (present) count			PADDY MURPHY 912165 / 116285	
enquire.	1		d			1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
Fit Jumps.							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18 in 2 nd (system on)	Lead Vs. Suit			Vs. NT			
11-14 in 4 th (system on)	Ace	Ace For attitude		For attitude			
	King	For count		For count/unblock		ACOL - WEAK NT (11-14) & (14-16 in 3 rd)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen For attitude		ıde	For attitude			
Weak/Intermediate Jump Overcalls (ATV)	Jack/10 Highest or internal seq.		or internal seq.	Highest or internal seq.		2C AND 2NT: STRONG OPENINGS	
		Strong 7	ens	T unbloc	ck J if obvious		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)				Strong T	Tens	2D/H/S: SINGLE SUITED WEAK OPENINGS (5+ CARDS)	
Direct: Michaels							
3 level = long running minor, no stop.						STANDARD LEADS (AaKc), COUNT AND ATTITUDE	
4 level = Leaping Michaels over weak 2 level openers NF.	SIGNALS IN ORDER OF PRIORITY						
		Partner's Lead			Discarding	SPECIAL FORCING PASS SEQUENCES	
v. WEAK/STRONG NT at TEAMS	Suit	Standard count	Standard coun		Low odd encourage	Some over double sequences (NT)	
X = penalty, 2C: Majors (2D = Weak relay. 2NT = Strong relay, 3C					Even McKinney	Davayay aa	
= 5H, 4S min, 3D = 4H, 5S Min, 3H, 3S = 5 cards max)	NT	Standard count	Smith Peter		Low odd encourage	PSYCHICS: Rare.	
2H: Hearts and a minor. 2S: Spades and a minor. 2NT: Minors.			Standard coun	it I	Even McKinney	THOU LEVEL BIDDING	
Double of 1N by passed hand is D's or both minors. vs PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)						HIGH LEVEL BIDDING	
				-		RKCB: 3041 . Next suit: Q ask. 5NT = specific kings.	
X = Take out (up to and including 4H) (Lebensohl responses against weak two's)						5NT: pick a slam. Cue Bids are primarily 1st before 2nd but below game can be 2nd	
(Lebensoni responses against weak two s)	Other signals (including trumps)					Cue Bids are primarily 1st before 2st but below game can be 2st	
VG PRECICION 1			=				
VS. PRECISION 1*	Suit Preference when obvious.						
X = majors, $1NT = minors$, bids = suit and not much generally.	Suit preference (Lav) when seeking a ruff. OK to not always give cou				ways give count	System point of note for opponents	
			DOUBLES				
SHORT 1♣/1 ♦						1M-(p)-2m response can be light (7+)	
X = 5/5 majors 8+. $2C = 5/5$ Clubs and a Major 8+. $2D = 5/5$	X of suit opening is T/O to 4H. Sputnik X thru 4H.					Gazilli – 1M-1N-2c 17+	
Diamonds and a Major 8+. 2N = 5/5 minors 11+. 2H/2S/3C/3D=Weak	ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES					Unusual Minor suit raises	
Jump Overcalls.							
OVER OPPONENTS' TAKE-OUT DOUBLE		-level X's are co	npetitive; XX is gen	nerally for			
XX shows values	Lightner						
2N: Natural over minor; Good 4 card raise to 3+ over Major			iction asks for spad				
Jump raise = pre-emptive.	X of Stayman/transfer shows cipher suit or a big hand.						
Fit Jumps.	Rosenkranz Redoubles showing Hx in partner's suit.						
YIC AD OXY (L. II.	-						
VS. 2D/2H (both majors)	<u> </u>						
We treat 2D as multi and treat 2H as weak 2 in hearts.	-						
VC multi 2N = 16 19 V = volume 1:3	-						
VS multi; 2N = 16-18, X = values, bids natural VS. Wk 2's 2N = 16-18, X = values, bids natural, Lebensohl	<u> </u>						
V 5. VI R 2 5 21V - 10-10, A - Values, Dius Haturai, Levensuili							

OPENING	K IF ICIAL	10. OF	NEG.DBL THRU						
	TICK IF	MIN. NO. CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING ETC.		
1 ♣/1 ♦		4	3S	NATURAL	1c/d-1NT (8-10) 3-7d/c pre-emptive. 1m-2m (11-12) bids are stops now 1d-2c TRANSFER 4+ d (8-10 HCP) 2N (16+), 3N to play.	Reverses = more points 1N rebid = 15-17/11-13 2-way checkback (not after 11-13 rebid)	Fit jumps after passes		
1♥/1♠		4	3S	NATURAL	Splinters, 2N = Jacoby; fit jumps (GF)	Reverses = more points 1N rebid = 15-17/11-13 Check-back. Gazilli after 1N response	Fit jumps after passes		
1NT		1		11-14 14-16 3rd	2C = non promissory Stayman, 2D/H/S/NT = transfers, 3x = slam try 4C = 5/5 majors slam try 4D = 55 majors no slam interest 4H/4S = to play 5C = both minors no slam interest	Transfer breaks, subsequent bids = natural	Bids = cues Bids = strong cues Non-game bids = slam force 5m = slam force		
2.	*	0		23+ Balanced or any 8+ playing trick hand.	2D = relay 2H/S/3C/D, 8-9 HCP A&K+ 3H/S KQJxxx only 2N = weak major, 3C asks; 3D = H/3H = S	2C - 2D - 2N 23-24 2C - 2D - 2H - 2S - 2N 25-26 2C - 2D - 3N 27-28 2C - 2D - 2H - 2S - 3N 29-30	Over 3N rebids $4C = baron$ $4D/H/S/5C = transfers$		
2♦/♥/♠		5		Weak (4-9 hcp)	Direct raise = pre-emptive. 2NT = Ogust. New suit asks for holdings in that suit. 3C/D/H are game forcing 3S/4C/D/H are splinters, 4NT RKCB	BB(could be 5)/BG/GB/GG/3N = solid Rebid 0/1 cards; 2N = xx; other bids = 3 Cd fit + length feature (Strong majors go via 2S and 3H)	Bids are fit showing in competition, doubles are penalty		
2NT		2		20-22	3C = puppet, 3D/H = transfers, 3S = Transfer to 3N or slam with one or both minors, 3N = 5S/4H, 4C = both majors slam try+, 4D = both majors no slam interest, 4H/S = to play, 5C both minors no slam interest.		Double/Redouble of interventions = values		
3♣/♦/♥/♠		6		Natural pre-empt	New suit forcing.	Following intervention: X for penalties			
3NT	*	7		Solid minor	4-6C: pass/correct, 4D = shortage ask (4N = 7222, 5m = other m singleton), 4N RKCB; 4H/S to play				
4♣/♦		6		weak	4-6H/S to play				
4♥/♠		6		weak	4S to play; 4N asks for control outside suit 5H/S Raise = bid 6 with long decent (8+) trumps				
4NT	*	0		Specific Ace ask	5C = 0; $5D/H/S = Ace$, $5N = 2 Aces$. $6C = Ace$.				
						SUPPLEMENTARY NOTES LEBENSOHL (slow arrival shows a stop). JACOBY responses: Opener splinters at the 3 level, Nat 5 card suit at the 4 level evel rebid is waiting; 4 level rebid is weak. HALMIC . Following opponents' X of our 1NT opening: XX shows 5+ card so immediate suit bids show two places to play. 2S is 6 spades, 3 level bids to play. 5 CARD PUPPET STAYMAN . 3D = No 5-card major. 3NT = 2/3 or 2/2 in majors. With both 4 card majors responder shows spades 2NT in competition is 2 places to play/scrambling 4th suit or 2NT after a reverse show min (1C-1S-2D-2H = weak) (1H-2C-2S-2 weak) other actions are strong GF (1C-1S-2D-3C/D = GF) (1H-2C-2S-3H/S =			