DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	OPENING LEADS STYLE					
Sound 2 over 1		Lead		In Part	ner's Suit		
Fit jumps	Suit	A,2,4		Low from xxx			
UCB	NT	Strong K,1	0,9	Low fr	om xxx		
2NT good raise	Subseq	A,2,4		Low from xxx			
Leaping and non-leaping Michaels, see notes	Other: K asks for CT, A or Q asks for ATT						
	Vs	NT Q may be fron	n weak KQ hold	ing			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						
15-17(18), responses as after opening 1NT	Lead			Vs. NT			
Reopening: 11-14 over 1m, responses as over opening 1NT	Ace	AK(x)		AK(x)			
Reopening; 11-16 over 1M, 2♣ is range ask	King	AK(x) o	AK(x) or $KQ(J)()$		KQJxx, KQ10xx, AKQxx , AKJxx		
	Queen	QJ(x), Qx J10(x), Jx		QJ(10), $KQx()$ , $KQJx$			
	Jack			J10(9)			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	· · · · · ·	109(x), 10x		A(or K)J10(x) or $109(x)$		
1-suited: weak, usually 6-cards	9	98(x), 9x	<b>S</b>	A,K or 98(x	r Q109(x) or .). 9x		
2-suited: 2NT lowest two unbid suits but 19-21 BAL in 4th	Hi-X $(x)x, x(x)x, x(x)xx$		, x(x)xx		(x)x, x(x)xx		
	Lo-X	Hx(x), Hxx	(x)	Hx(x),	Hxx(x)		
Reopen: Intermediate – six card suit	SIGNALS	IN ORDER OF I					
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Le	ad	Discarding		
1x-2x two highest unbid suits		1 HELO (HELD) HELO (s/			HELD		
1x-3x asks for stop for NT		HELO (HELD)	HELO (s/p)		HELO		
		HELO (HELD)	HELO		HELO		
		1 HELO (HELD) Smith peter			HELD		
VS. NT (vs. Strong/Weak; Reopening;PH)		HELO (HELD)	HELO (s/p)		HELO		
2♣ is 4♥ and longer other or 5+ ♥		3 HELO (HELD) HELO (s/p) HELO					
2♦ is 4♠ and longer other or 5+ ♠	Signals (including Trumps): HELD, Smith peter (see notes)						
2♥ is 5♥ and 4+ m	Trumps Hi-lo shows interest in ruff or McKenney						
2♠ is 5♠ and 4+ m							
2NT is game forcing two suited or weak with minors		DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	TAKEOUT DOUBLES (Style; Responses; Reopening)					
Vs WK 2 DBL is T/O+Lebensohl, leaping Michaels, see notes		Takeout to 4♥					
Vs WK 3 DBL is T/O, non-leaping Michaels, 3NT to play then 4♣ is							
Baron and 4* is transfer to M, 4M constructive	<b> </b>						
Vs 4 level openings x is valus	┨ ┡───						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	┨						
Vs strong 1♣ vs Polish 1♣ or similar, P then DBL is 15-17		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
DBL is ♥, 1♦ is ♠ DBL is weak NT or 18+, 1♦ is one M		Game try DBLs					
1♥, 1♠, 1NT is two suited (CRO); 2 any is one or six of bid suit		Co-operative DBLs					
OVER OPPONENTS' TAKEOUT DOUBLE	-	Rosenkrantz RDBLs, see notes					
RDBL is 9+; new suit is F1; jump in new suit is fit;	RDBL of 3	SNT shows doubt					
Jump raise is pre-emptive; 2NT is good raise							
					<u> </u>		

## W B F CONVENTION CARD CATEGORY: Green NCBO: Wales PLAYERS: Tim Rees, Gary Jones SYSTEM SUMMARY GENERAL APPROACH AND STYLE Acol with weak twos in ♦, ♥ and ♠ but Acol twos in 4th 4 card majors Generally open lower of two 4 card suits 2 over 1 responses 9+ 1NT opening 12-14 but 15-17 3rd Frequent use of non-PEN DBL SPECIAL BIDS THAT MAY REQUIRE DEFENSE SPECIAL FORCING PASS SEQUENCES (1NT)-DBL-(2♣ or 2♦)-PASS is F IMPORTANT NOTES After 1NT rebid then 2♣ is checkback After 1x-2y-2NT-3♣ is checkback, 3♦ shows max. After 1NT-2 $\spadesuit$ (NT)-3 $\spadesuit$ (3 $\spadesuit$ ) shows fit; 3x shows suit After 1NT-2♠(NT)-2NT(♣) denies fit; then 3x shows suit Halmic after 1NT-DBL Good-Bad 2NT in some competitive situations 1x-p-2y-p-3NT = 6x, 17/19 hcp 1x-1y-p-2NT = 4 card raise 1x-2y-p-2NT = natural1m-p-1M-p-2M-p-2NT is forcing 1x-2x-higher cue = ucb 1x-2x-lower cue = 5 other + tolerance for x

3x-3NT-p-4♣ is Baron, 4♦ is Flint, 4♥,4♠,5♣,5♦ are slam tries

**PSYCHICS:** Rare

5	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.4		3	4*	Natural	2♣ is 9+, 2NT is 16+ BAL, splinters	4♣ is RKCB after 1♣-p-2♣		
1 •		4	4 🔷	Natural	2♦ is 9+, 2NT is 16+ BAL, splinters	4♦ is RKCB after 1♦-p-2♦		
1♥		4	4♥	Natural	2NT is fit, FG; splinters (3NT is 1♠);			
					3♠ is fit + any void, 3NT asks			
1 🖍		4	3♠	Natural	2NT is fit, FG; splinters; 3NT is fit + any void, 4. asks			
INT			4♥	12-14 •(15-17 3 <sup>rd</sup> )	2♣ is Stayman (np) 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  After 1NT-2♣-2x then 3♣(♦) is both m, longer ♣(♦)		
					3♠ is 4144, 40(54), 1444 or 04(54), 3♦ asks then 3♦ is 4414,4405, 4441 or 4450, 3♥ asks then	3♥/♠ is four cards 3♠(3NT) is short ♠(♠), game only; 4♠(4♠,4♥,4♠) show slam interest 4414(4441, 4405,4450)		
2*	$\sqrt{}$			G/F or 23/24 BAL	2♦ relay; 2♦-2♥-2A-2NT is 25+ BAL	After 2♣-2♦-(2♥-2♠)-2NT as opening 2NT		
2 •		5		Weak 6(5) cards; strong 4th	2NT asks - OGUST; 3x forcing			
2♥		5		Weak 6(5) cards; strong 4th	2NT asks - OGUST; 3x forcing			
2 🛦		5		Weak 6(5) cards; strong 4th	2NT asks - OGUST; 3x forcing			
2NT				20-22	3♣ is 5 card Stayman; 3♦/♥ TFRS; 3♠ is minors; two up slam tries.			
3 *		6		Pre-empt	New suit forcing			
3♦		6		Pre-empt	New suit forcing			
3♥		6		Pre-empt	New suit forcing			
3 <b>^</b>		6		Pre-empt	New suit forcing			
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♦		7		Pre-empt				
4♥		6		Pre-empt	Suit bid asks for control in steps			
<b>4</b> •		6		Pre-empt	Suit bid asks for control in steps			
4NT				Bid suit with A	5♣ is none, 5NT is two, 6♣ is A♣			
5 *				Pre-empt		HIGH LEVEL BIDDING		
5♦				Pre-empt		Josephine GSF		
<b>5♥</b>				Missing AK♥		RKCB 5♣ is 1 or 4, 5♦ is 0 or 3; then 5NT asks for specific kings		
5♠				Missing AK♠		DOPI, ROPI after interference		
						Exclusion RKCB (0 or 3, 1 or 4)		
						<u> </u>		
				l .				