DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIG	SNALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE					
Generally 8+ 5+ suit, can be lighter green, sometimes only 4 cards		Lead		In Partn		CATEGORY: Green	
1 over $1 = F1$ , $2/1 = NF$ , $2/2 = F1$ , $2NT = good 4$ raise, jumps are fit	Suit	2 <sup>nd</sup> from ba	d, 4 <sup>th</sup> from	2 <sup>nd</sup> from	bad, 4 <sup>th</sup> from honour	NCBO: England	
		honour					
2 of their suit = good 3 raise, jump to 3 of their suit = mixed raise	NT	2 <sup>nd</sup> from ba	d, 4 <sup>th</sup> from	2 <sup>nd</sup> from	bad, 4 <sup>th</sup> from honour	PLAYERS: Jamie Fegarty & Thomas Gardner	
	G 1	honour		A 1		ENTENTE LIGA	
	Subseq Att, low = enc. Att, low = enc.  Other: If we have raised partners suit, lead top from nothing					EVENT U21s	
	Other: If we have raised partners suit, lead top from houning						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18, all system on	Lead	Vs. Suit		Vs. NT		SISIEM SOMMIKI	
In 4 <sup>th</sup> , 11-14 all system on	Ace $A(x),A$				)Ax	GENERAL APPROACH AND STYLE	
	King	AK(x)KQ			KQT(x)Kx,AK(x)	5CMs 2/1 GF strong NT better minor 3 weak 2s	
	Queen	QJ(x)Qx	`		)QJ(x)KQ(x)Qx		
	Jack	KJT(x)JT(	(x)Jx		)KJT(x)JT(x)Jx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx,T9(x)K	T(x)QT9(x)	(A/K/Q)	)T9(x)T9(x)Tx		
Weak, 2NT jump = unusual	9	9x,(K/Q/J)9	98(x)	9x,H98(	(x)		
	Hi-X	xxxx(x),xx		xxxx(x			
	Lo-X	Hxxx(x)H		Hxxx(x.	)Hxx,xxx		
Reopen: Intermediate		IN ORDER OF P					
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's L		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Normal cuebid = Michaels, jump asks for stop		J/D attitude	Count		U/D attitude	3NT = gambling	
Over short club, 3C = natural	Suit 2 Count		Suit preference		Count		
	3	I/D 1	C t		II/D w'r 1		
Y/C N/E ( C/ /XY I. D DIT)		J/D attitude	Count		U/D attitude		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 C	ount	Suit preferer	ice	Count		
X = penalties, 2C = majors, 2D = single-suited major, 2M = M + m	3	1 1' Tr \					
2NT = minors, wide ranging, 3C/D = constructive, 10-14	Signals (including Trumps):						
	A/Q asks for attitude, K for count. Suit preference in logical situations.  High low = even						
	DOUBLES						
			DOUBLES	,			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOU	Γ DOUBLES (Sty	a)				
X = T/O, leaping/non leaping Michaels,		shape with majors/					
A = 1/O, leaping/non leaping whenacis,	Can be on	snape with majors/	other major, as	ggicssive			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
X = majors, 1NT = minors	SPECIAL.	ARTIFICIAL &	COMPETITI	IVE DBLS	/RDLS	Forcing pass after interference over 2/1 and with competition in	
	51 20 mile,					GF	
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
After 1m (X), $2m = NF 2M = fit NF$ , $2NT = good 4$ raise							
After 1M (X), transfers up to 2M, $2NT = good 4$ raise, $3m = fit$							
						PSYCHICS: Rare	
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OPENI	OPENING TICK IF ARTIFICIAL ARTIFICIAL THRU THRU THRU		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1.		3		33 minors open 1C	1X = natural, $1NT = NF $ up to $10, 2C = 10 + 4 + C,$	After 1NT 2-way checkback Leb after reverse	Jumps to $2M = \text{fit NF}, 1\text{m }(X),$			
					2D/H/S = WJS, $2NT = bad raise$ , $3D/H/S = weak$	1m - 2m, next step = weak NT, other = nat	2NT = good 4 raise			
1♦		3		44 minors open 1D	1X = nat, $1NT = semi-forcing$ , $2C = GF  nat$	1C-1M-3D=18-19 4M 1D-1S-3H = 18-19 4M				
					2D = 10+4+D, $2H/S = W$ , $2NT = weak$ , $3C = INV$	1m 1X 2NT = 18-19 bal	After 1M (X), transfers to 2M			
1♥		5		5+ 10+ HCP	1S = nat, $1NT = semi-forcing can have  3H$ , $2C/D =$	1M - 2NT - 3C = min, $3D = bal$ , $3H/S/NT$	Jumps = fit, 2NT = good 4 raise			
					Nat GF, $2S = WJS$ , $2NT = GF 4H$ , $3m = Bergen$	=C/D/M shortage	As passed hand, 2C/D = Drury			
1 🛦		5		5+ 10+ HCP			2NT = max 4 card raise			
INT				15-17, may have 5CM/6cm,	2C = stayman, 2D/H/S/NT = C/D/H/S, 3C = puppet	After 2D/H, break with 4M, after 2S/NT	After interference, X=T/O /values			
				Rarely a singleton	3D = minors GF, 3M = slam try, 4C/D = H/S	Complete with Hxx or better	2NT = Leb, jump to $4C/D = H/S$			
2.	X			22-24 BAL or any GF	2D = neg/waiting, $2M = 8 + 5 + decent suit$ , $3m = 8 +$	Kokish, $2NT = 22-23$ , $2C-2D-3C-3D$ is				
					6+m, good suit	staymanic				
2♦		5		0-9, may be 5 cards green	2M = nat, NF, constructive, 2NT = enquiry, 3C =	Feature responses to 2NT, after 4C we bid	After $2X(X)$ , $XX = values$ , bids			
				Generally leadable	F1, 3M = GF, 4C = keycard	0, 1 no Q, 1 Q, 2 no Q	= NF natural			
2♥		5		0-9 may be good 5 cards green	2S = nat, NF, constructive, $2NT = enquiry$	Feature responses to 2NT, after 4C we bid	If they overcall, $X = penalties$			
				Generally leadable	3m = nat F1, $3 jump = nat$ , $GF 4C = keycard$	0, 1 no Q, 1 Q, 2 no Q				
2♠		5		0-9 may be good 5 cards green	2NT = enquiry, $3C/D/H = nat  F1$ , $4C = keycard$					
				Generally leadable						
2NT				20-21, semi-balanced	3C = 5 card puppet stayman, $3D/H = H/S$ , $3S =$	After $3C$ , $3D = at least 1 4M$ , break transfer	X = T/O, bids = natural			
					Minors, $4X = \text{slam try } 2 \text{ suits up}$	To side suit with 4M				
3♣		6		0-9 6C	4D = key card, 3X = natural F1					
3♦		6		0-9 6D	4C = keycard, 3M = natural  F1					
3♥		6		0-9 6Н	4C = keycard, 3S = natural F1					
3♠		6		0-9 6S	4C = keycard					
3NT				7 solid minor, little outside	Pass with stops, $4m = P/C$ , $4M = to play$					
4.		6			4NT = RKCB, other = natural					
4♦		6			4NT = RKCB, other = natural					
4♥		6		Pre-emptive can be stronger 4th	4NT = RKCB, other = cue					
<b>4</b> ♠		6		Pre-emptive can be stronger 4th	4NT = RKCB, other = cue					
4NT										
5 <b>.</b>		7				HIGH LEVEL BIDDING				
5♦		7				RKCB = 14/30, next step asks for Q, 2 <sup>nd</sup> step asks for kings, cue specific kings				
5♥						EKCB				
5♠						DOPI ROPI if interference over RKCB.				