DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGN	NALS	D W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LE			
Natural, can be light at one-level		Lead	In Partner's Suit	CATEGORY: Green
New suit NF facing one-level overcall (uncontested jump F1)	Suit	3 <sup>rd</sup> & low	3 <sup>rd</sup> & low	NCBO: ENGLAND
2N in comp facing M overcall = good 4T raise	NT	Attitude	3 <sup>rd</sup> & low (or attitude)	PLAYERS: BEN HP & TOM TOWNSEND
Three of opener's suit = mixed raise	Subsequent	Mostly attitude	same	EVENT Camrose 2024
		(exception: possible Bath pos		1
		•	,	1
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15-18 responses as opener	Lead	Vs. Suit	Vs. NT	
R/O 11-15	Ace	AK	AK	GENERAL APPROACH AND STYLE
	King	KQ, AK bare, AK	KQ, AKJ10	Five-card majors, 15-17 1NT, two-over-one FG
	Queen	Denies the King	QJ, KQ109	1C can be three
	Jack	Denies the Queen	same	1D three only on 4432
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Denies the Jack	same	
Strongish (13-16)	9	9x, J98, Q98	J98, Q98	1NT = 15-17 (routinely 5M can be offshape)
2D over 1C = majors	Hi-X	Top of doubleton	Not lowest from poor suits	
· ·	Lo-X	Low from an odd number	Lowest from good suits	
R/O intermediate	SIGNALS IN O	ORDER OF PRIORITY	<u> </u>	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		er's Lead Declarer's Le	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1C - 2C = natural		encouraging High even	High encouraging	
Michaels 2D/H/S	Suit 2 High		High even	
1C - 3C and $1D - 3D =$ strongish natural	3 SP		SP	
1M - 3M = asking for stop		encouraging Smith	High encouraging	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 High		High even	
(10000000000000000000000000000000000000	3 SP	SP	SP	
Dble = PEN (5m 4M PH)	Signals (includi	ng Trumps):	•	
2C = majors	SP in trumps			
2D/H/S = natural		ooth sides to like the lead		
2NT = minors	DOUBLES			
21(1 - Inmots		DOCEEE		
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	OUBLES (Style; Responses;	Reopening)	
Dble for take-out (Lebensohl)	Standard			
Leaping Michaels NF				
4m over Multi = LM NF				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24				SPECIAL FORCING PASS SEQUENCES
Dble = majors	SPECIAL, AR'	TIFICIAL & COMPETITIV	VE DBLS/RDLS	
1NT = minors	Support double			1
2NT = reds over 1C	Support double	una redouble		1
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES
Transfers after 1M is doubled (jump in other major mixed raise)	┥ ├───			Lebensohl over opener's reopening double of a 2D/H/S overcall.
Transfers after TW is doubled (jump in other major mixed raise) $1C - (X) - 2D \text{ and } 1D - (X) - 3C = \text{inv} +$	1			Leochsoni over opener's reopening dodole of a 2D/H/S overcall.
$\frac{1C - (X) - 2D \text{ and } 1D - (X) - 3C = \text{inv} + 1m - (X) - 2NT = \text{weak raise}$				PSYCHICS:
IIII = (A) = 2IVI - WEAK TAISE				[rstenies;

	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		3	YES		2C inverted, 2D/M INV	2-way CB	Fit jumps in competition		
					3D/M natural PRE				
1 ♦		3	YES	Could be 4432	2C FG, 2D inverted, 2M/3C INV	2-way CB			
					3M/4C natural PRE				
1♥		5(4)	YES		2m FG, 2S INV, 2N Jacoby		PH Drury 2C		
					3C/D NAT INV, 3H INV		PH 2NT natural, 3M best raise		
1 🖍		5(4)	YES		2/1 FG	1M-1NT-2C-2D artificial (Bart)	ditto		
INT			4H	15-17 routinely 5M	Stayman, transfers, 2NT puppet, 3C = diamonds,		Transfers over Multi 2D and 2M		
				Can be offshape	3D minors FG, 3M = 3-suited SPL, 4m SAT				
2.	YES			22-23 bal or FG	2D waiting	Kokish $(2C-2D-2N = 22-23)$			
2♦		6 (5)		WK	2N feature ask		10-12 4th		
					new suits NF				
2♥		6 (5)		WK	2N feature ask		10-12 4th		
					new suits NF				
2♠		6 (5)		WK	2N feature ask		10-12 4th		
					new suits NF				
2NT			4H	20-21	Stayman, transfers, 3S minors, 4X two-under.				
				Can be off-shape					
3 <b>.</b>		6		pre	4D = RKCB				
3♦		6		pre	4C = RKCB				
3♥		6		pre	4C = artificial slam-try				
3♠		6		pre	4C = artificial slam-try				
3NT	YES			No outside A/K 1 <sup>st</sup> /2nd	4D = shortage ask				
				Gambling, solid minor					
4.	<u> </u>	6		pre	4D = RKCB				
4♦		6		pre	5C = RKCB				
4♥		6		pre	4S = to play				
4		6		pre					
4NT				minors					
5 <b>.</b>		1				HIGH LEVEL BIDDING			
5♦						RKCB 1430			
5♥		1				D0 P1			
5♠						Ignore double of RKCB			
	-					Exclusion 0, 1, 2, 2Q, 3 Emergency 5NT RKCB			
	-					5NT normally "pick a slam"			
						JIVI normany pick a siam			
		L		]					