

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Sound at 2 level, could be 4 card suit at the 1 level.		
Cue=good raise, jump cue=mixed raise (7-9)		
After (1x)-1y-(pass), 2z=NF, 3z=nat, F1		
After (1y)-2x-(pass), 2z=F1 but NF in COMP		
INT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-18, (11-14/16 in protective)		
Responses as 1NT opener		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak		
Unusual 2NT		
Reopen: Intermediate, 2NT=19-21		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels (top two always)		
(1x)-3x=stopper ask		
(2x)-3x=Michaels		
VS. NT (vs. Strong/Weak; Reopening; PH)		
Multi Landy. X=4M, 5+m		
3x=natural		
X=Pen, then DBL of 2m PEN, 2M and higher take out		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
Dbl=T/o		
Leaping Michaels		
Non-leaping michaels		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦		
X=Majors, 1NT=Minors		
OVER OPPONENTS' TAKEOUT DOUBLE		
XX=9+, N/S Nat, F1, 2NT=good raise		
Transfers from 1NT after 1M-(dbl)		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
	Lead	In Partner's Suit
Suit	3rd/5th	2 nd /4th
NT	2 nd /4th	2 nd /4th
Subseq	Att	Att
Other: Switching to 9+ through declarer in NT with xxx in dummy shows a higher card (unless desperate), e.g. QJx would switch to J		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	AK, KQ	AKJ, KQJ, KQT
Queen	QJ	QJT, QJ9, AQT
Jack	JT	JT9, JT8, A/KJT
10	T9	T9, HT9
9	9x	9x
Hi-X	xxX	xXX
Lo-X	HxXx	HxxX
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Low=Enc	Low=Even
Suit 2	Low=Even	S/P
3	S/P	
1	Low=Enc	Smith
NT 2	Hi=Enc	Low=Even
3	S/P	
Signals (including Trumps):		
Suit preference		
Smith in NT (high = like)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Doubles generally take out, passed more often at higher levels.		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support X/XX up to 2 of our suit.		
1m-(1♥)-X = 4S		
(1H)-1S-(3H)-X = game try in S		

W B F CONVENTION CARD		
CATEGORY: Open		
NCBO: England		
PLAYERS: PASKE, Tom – JONES, Ed		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5cM, 1NT=15-17, 2/1 F/G, 3 weak twos		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M-3X="Bergen"		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
Lebensohl after interference over 1NT and after weak twos		
PSYCHICS:		

OPEN ING	TI CK IF AR TI FI CI AL	MIN .NO. OF CAR DS	NEG .DB L THR U						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1♣	3	7♥	11-21, can open either minor	Raise to 2 is GF, 2D limit, WJS (2 and 3 level)	3 way checkback	Fit jumps			
1♦	3	7♥	11-21, can open either minor	Raise to 2 is GF, 3C limit, WJS (2 and 3 level)	3 way checkback	Fit jumps			
1♥	5	7♥	11-21	2/1=F/G, 2NT=F/G w/ 4 card support, 3♥=mixed, 3C=3 card lim, 3D=4 card lim, two tier SPL	3 way checkback after 1♥-1♠-1NT 1H-2C-3NT=6-4, 10-13	2♣=Drury, fit jumps			
1♠	5	7♥	11-21	As above	1S-1NT-3C=Nat, just spades, or 4 hearts	2♣=Drury, fit jumps			
INT			15-17, can include 5cM/6cm	STAY, TRFR, 3C=puppet stayman 3D=5♣/5♦, 3M=shortage					
2♣	X		GF or 22-23 BAL	2♦=(R)	Kokish, 2C-2D-2NT=22-23 2C-2D-3C-3D = 4M ASK				
2♦	5		Weak two	2X=N/F, 2NT=ASK, 4♣=special RKCB					
2♥	5		Weak two	2X=N/F, 2NT=ASK, 4♣=special RKCB					
2♠	5		Weak two	2NT=ASK, 4♣=special RKCB					
2NT			20-21	STAY, RST, MSS, 4M=S/T in C/D	2NT-4H-4S and 2NT-4S-5C are RKCB				
3♣	6		CLASSIC PRE	N/S=Nat, F1, 3D=3 card major ask					
3♦	6		CLASSIC PRE	N/S=Nat, F1, 4♣=special RKCB					
3♥	6		CLASSIC PRE	N/S=Nat, F1, 4♣=special RKCB					
3♠	6		CLASSIC PRE	N/S=Nat, F1, 4♣=special RKCB					
3NT			Gambling						
4♣	7		PRE						
4♦	7		PRE						
4♥	7		PRE						
4♠	7		PRE						
4NT			Specific ace ask						
5♣			PRE		HIGH LEVEL BIDDING				
5♦			PRE		1430 RKCB, 3014 Exclusion, DOPI ROPI after interference				
5♥			PRE		Non-serious 3S/NT				
5♠			PRE		Last Train				
					Specific King Ask				