

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	Discarding
1	Low=Enc	Low=Even	Low-Hi even
Suit 2	Low=Even	S/P	S/P
3	S/P		
1	Low=Enc	Smith	Low-Hi even
NT 2	Hi=Enc	Low=Even	S/P
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	