OVERCALLS (Style; Responses; 1/2 Level; Reopening) Aggressive at one level (rarely 4 cards) Sound 2/1 Further auctions: Fit Jumps Ot UCB 2NT good raise INT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 2ND 15–17(18)	Le uit A, r St ubseq A,	2,4		Partner's Sui				
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NT Sound 2/1 NT	Γ Stubseq A,		4.0	Lead In Partner's Suit		WBF Convention Card 2.19		
Further auctions: Fit Jumps Ot UCB 2NT good raise INT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 2ND 15–17(18) Ac	ubseq A,		A,2,4					
Fit Jumps Ot UCB 2NT good raise INT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 2ND 15–17(18) Ac		rong K,10,9	A,2	A,2,4		Category:	Green	
UCB 2NT good raise LE INT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 2ND 15-17(18) Ac	ther: K fro	2,4	A,2	A,2,4		Country:	Wales	
2NT good raise LE 1NT OVERCALL (2ND/4TH Live; Responses; Reopening) Le 2ND 15-17(18) Ac		Other: K from AK = shortage elsewhere				Event:		
INT OVERCALL (2ND/4TH Live; Responses; Reopening) 2ND 15-17(18) Ac	v NT Q may be from weak KQ holding					Players:	Dafydd Jones, Gary Jones	
2ND 15-17(18)	LEADS					SYSTEM SUMMARY		
	ad Vs	Vs. Suit Vs. NT			GENERAL APPROACH AND STYLE			
	ce Al	AK(x) AK(x)		AK(x)		Acol with 3 w	Acol with 3 weak twos	
4TH 10-14 Kir	ng K0	Q(J)(x)	KQ	QJ, AKQ, AKJ, 4 (4 Card majors	Card majors	
Responses as 1NT Qu	ueen Q	en QJ, Qx QJ(10)			Weak 2's in ++			
Ja	ick J1	0, Jx	J10	J10(9)		Open higher of 4 card suits		
10	10	9, 10x	HJ	J10 (not Q) o	r 109			
JUMP OVERCALLS (Style; Responses; Unusual NT)	98	i, 9x	H10	109 (not J) or	· 98, 9x			
1-Suit: Weak, usually 6 card	-x x(;	x)x, x(x)xx	xx,	xx, x(x)x, x(x)xx		1NT Openings	1NT Openings: 12–14 but 15–17 3rd Vul (teams only)	
2-Suit: 2NT Lowest 2 unbid suits (19-21 in protective	Lo-x $Hx(x),Hxx(x), x$ $Hx(x),Hxx(x)$			2 OVER 1 Responses: 10+				
position) SIG	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
Reopen: Intermediate - 6 card suit		Partners Lead	Declarer's Lead	id D	Discarding			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	uit:1st	HELO (HELD)	ELO (HELD) HELO (s/p) s/p		/p			
1x-2x Highest two unbid suits	2nd	HELO (HELD) HELO (s/p)) HELO				
1x-3x Asks for stopper for NT	3rd	HELO (HELD) HELO (s/p)) HELO				
1x-p-1y-2x = 4-6 in unbid suits	Γ: 1st	HELO (HELD) Smith peter		r s/p				
1x-p-1y-2y = 6-4 in unbid suits	2nd	HELO (HELD) HELO (s/p)) HELO				
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	HELO (HELD) HELO (s/p)		H	IELO			
2 = 4 and longer other or 5+	Signals (including Trumps): Suit Preference, Smith Peters							
2 = 4 and longer other or 5+	Lead of K asks for count (or unblock				k			
2 = 5 and 4+ minor	vs NT)							
2 = 5 and 4+ minor								
2N = Game forcing two suited								
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES							
vs weak 2s x=t/o + Lebensohl (slow shows)	TAKEOUT DOUBLES (Style; Responses; Reopening)							
vs weak 3s x=t/o	Sputnik to 3							
vs 4 level openings x=values	Negative to 4					SPECIAL FOR	RCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS								
vs strong 1 vs Polish 1 or similar P then x 15-17								
x=,1= x=weak NT or 18-20,1=major	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
1/1/1NT = CRO 2 suited Ga	Game Try Doubles					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
2 any = 6 or 1 of bid suit	Co-operative doubles					15-17 1NT rebid then 2 is checkback		
OVER OPPONENTS' TAKE OUT DOUBLE	Rosenkrantz Redoubles					Halmic after 1NT-Dbl-		
xx = 9+, new suit = F1,					Good-Bad 2NT in some competeive situations			
Jump in new suit = Fit						Psychics: F	Rare	
Jump raise = pre-empt								
2NT = good raise to 3 level						İ		

Perform Perf	OPENING BID DESCRIPTIONS									
	Opening	Artificial	Min.	Neg Dble thru	Description	Responses	Subsequent Auction	Passed Hand Bidding		
10	1C		10+	to 4	Natural	2 10+,2NT 16+ bal, splinters				
Section Sect	1D		10+	to 4	Natural	2 10+,2NT 16+ bal, splinters				
1977 1978	1H		10+	to 4	Natural	2NT=fit, splinters (3NT=1), 3=fit+void				
Second S	1S		10+	to 4	Natural	2NT=fit, splinters, 3NT=fit+void				
Nest 6(5) card Nest	1NT		12-14(15-17)	to 4	15-17 3rd at teams only	2///NT tfrs, 2 stayman(np), 3x forcing				
Part	2C	Yes	G/F or 23/24 bal		Game force or 23–24 bal	2 Relay, 2-2-2-2NT=25-26 bal	After 2-2-(2-2)-2NT as opening 2NT			
Section Sect	2D		5-9		Weak 6(5) card	2NT Asking (blue club), 3x forcing				
Natural 3 - 5 card puppert, 3/ tfrs, 3-minor suit Stayman After 2NT -9-3N-no 4 card m, 4/	2H		5-9		Weak 6(5) card	2NT Asking (mod blue club), 3x forcing				
## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 card m min, 4/=4 card m max ## 5 card m min, 4/=4 c	2S		5-9		Weak 6(5) card	2NT Asking (mod blue club), 3x forcing				
SC	2NT		20-22		Natural	3= 5 card puppet, 3/ tfrs, 3=minor suit Stayman	After 2NT-3-3N=no 4 card m, 4/			
10							=4 card m min, 4/=4 card m max			
Section Sect	3C		4-12		pre-empt	new suit forcing				
SS	3D		4-12		pre-empt	new suit forcing				
Sambling Ap/c, 4 ask singleton Sambling	3H		4-12		pre-empt	new suit forcing				
AC	38		4-12		pre-empt	new suit forcing				
## D+ Pre-empt	3NT				Gambling	4 p/c, 4 ask singleton				
## D+ Pre-empt	4C		0+		Pre-empt					
S	4D		0+		Pre-empt					
Bid suit with A in S = none 5N = A S = non	4H		0+		Pre-empt					
5C	4S		0+		Pre-empt					
5D	4NT				Bid suit with A in	5 = none 5N = A				
5H missing AK 5S missing AK 5NT missing AK 6NT miss	5C				pre-empt					
missing AK missin	5D				pre-empt					
HIGH LEVEL BIDDING GSF RKCB 5 = 1/4 5 = 0/3 DOPI/ROPI after interference	5H				missing AK					
HIGH LEVEL BIDDING GSF RKCB 5 = 1/4 5 = 0/3 DOPI/ROPI after interference	5S				missing AK					
GSF RKCB 5 = 1/4 5 = 0/3 DOPI/ROPI after interference	5NT									
RKCB 5 = 1/4 5 = 0/3 DOPI/ROPI after interference	HIGH LEVEL	BIDDING								
DOPI/ROPI after interference	GSF									
	RKCB 5 = 1/	4 5 = 0/3								
Exclusion RKCB (0 or 3, 1 or 4)	DOPI/ROPI	after interfere	nce							
	Exclusion R	(CB (0 or 3, 1	or 4)							