DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIG
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEADS S	TYLE	
Sound at 2 level		Lead		
Resp. to 1M: Cue = 10+, 3 supp; 2NT = 10+, 4+ supp;	Suit	3 rd /1c		
Jump raise = Pre-emptive; Jump cue = 7-9, 4+ supp; 1NT = Nat;	NT	2 nd /4		
New suit = F1; Jump shift = 10+, Fit; Double jump shift = Splinter	Subseq	Attit	ude pos	sible
Resp. to 2m: As above except: Cue = 10+, 3+ supp; 2NT = Nat;	Other:			
Jump cue = Splinter				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			
Direct: (15) 16-18; Protective: 11-14; Sandwich: 16-19	Lead	Vs. S		
1NT system on	Ace		+); A(+))
	King		KQ(+); Kx	
	Queen			(+); Qx
	Jack	(K)J	10(+); J	X
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H(H)109(+);	; 109(+); 10x
Suit = 3-9 [Raise = Pre-emptive; 2NT = Feature ask] (direct);	9	H98	(+), KJ9	8(+); 9x
12-16 (4th)	Hi-X		xXx(+)	
2NT = 10+, Lowest two unbid suits (direct);	Lo-X	HxX	, HxxX	(+)
19-21 (4th) [2NT system on]	SIGNAL	S IN ORDE	R OF P	RIORITY
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Le	ad	Declarer's L
(1m) 2m = 10+, 5/5 majors	1	Hi = Discou	raging	Hi = Even
(1M) 2M = 10+, 50M/5m [2NT = Enquiry; 3 = P/C]	Suit 2	Hi = Even		S/P
(1x) 3x = Stopper ask	3	S/P		
	1	Hi = Discou	raging	Smith
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Hi = Even		Hi = Even
2♣ = Majors [2♦ = Asks for better major]	3	S/P		S/P
2♦ = Single-suited major [2♥ = P/C]	Signals (i	ncluding Trui	mps):	•
2M = 5M/4m [2NT = Enquiry; 3 = P/C]				uation on botl
2NT = Minors				cluding in trur
Jump = Weak	1	1		DOUBLES
X = Penalty by unpassed hand vs Weak NT;				2002220
X = 4M/5m vs Strong NT or by passed hand				
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLE	ES (Styl	e; Responses;
Weak Two: X = T/O with Lebensohl (FASS); 2NT = 16-18 (13-16				sed more ofte
thin 4); Cue = Stopper ask; Leaping Michaels		5	т., р	
Weak Three: $X = T/O$; $3NT = Natural [4 = Range enquiry]$				
4 ildar = Sign off in a suit; 4M = Slam try; (3M) 4NT = Minors;				
Non-leaping Michaels				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				
2 suited bids vs strong club	SPECIA	L, ARTIFIC	IAL & (COMPETITI
	Game try	; Lightner; Le	ead direc	cting
	Support d	loubles		
OVER OPPONENTS' TAKEOUT DOUBLE	1 ♣ (1 ♦) 2	X = 4 + hearts	; 1 * (1 v	(X = 4 + spad)
XX = 9+, penalty seeking; 2NT = 10+, 4+ supp; Jump = Fit				

	LEA	DS AND SIG	NALS			W B F CONVENTION CARD	
PENING L	EADS STYLE						
	Lead			ner's Suit	CATEGORY:	Green	
uit	3 rd /low		3 rd /low		NCBO:	England	
ΙΤ			2 nd /4th		PLAYERS:	Toby Nonnenmacher and Kyle Lam	
ubseq	Attitude poss	sible	Attitude possible]		
ther:]		
					.		
EADS	-				4	SYSTEM SUMMARY	
ead	Vs. Suit		Vs. NT				
ce	AK(+); A(+)		AK(+)			PROACH AND STYLE	
Cing	KQ(+); Kx		Asks for count or unblock		2/1 Game Forcing except direct rebid		
Queen	AKQ(+); QJ		KQ(+); QJ(10/9)(+); Qx		15-17 1NT opening; 5 card majors		
ack	(K)J10(+); J2			J10(+); Jx	Transfer respo		
0	H(H)109(+);			09(+); 109(+); 10x	Wide-ranging ((5-11 HCP) 1NT response to 10/0/0	
	H98(+), KJ9	8(+); 9x		8(+); 9x	3 Weak Twos		
Ii-X	Xx, xXx(+)		Xx, xX				
0-X	HxX, HxxX(HxX, I	··IxxX(+)]		
	ORDER OF PR	,]		
Part	ner's Lead	Declarer's Le	ad	Discarding	SPECIAL BII	OS THAT MAY REQUIRE DEFENSE	
1 Hi =	Discouraging	Hi = Even		Hi = Discouraging	Lebensohl (FA		
Suit 2 Hi =	Even .	S/P		Hi = Even	Weak jump shi		
3 S/P				S/P	1M ;3 ♣ = 9+, 3	3+M; 1M 3♦ = 7-9, 4+M	
1 Hi =	Discouraging	Smith		Hi = Discouraging	Transfer respo	ases to 1♣	
NT 2 Hi =	Even	Hi = Even		Hi = Even			
3 S/P		S/P		S/P			
ignals (includ	ling Trumps):			·	1		
mith: Hi = Ei	ncourages contin	uation on both	sides		1 [
/P possible w	here required inc	cluding in trum	ps				
		DOUBLES			1		
AKEOUT D	OUBLES (Style	e: Responses:	Reonenii	ng)	1		
	ally takeout, pas				1		
					 		
					 		
					SPECIAL FO	RCING PASS SEQUENCES	
PECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			(1NT) X (2m)	P = Forcing			
ame try; Lig	htner; Lead direc	ting] [
upport doubl	es						
$(1 \bullet) \overline{X} = 4$	+ hearts; 1 ♣ (1 ♥	X = 4 + spade	es		IMPORTANT	NOTES	
					1		

PSYCHICS: Infrequent

	TICK	ARDS	HRU					
OPENI	IAL ARTIFICIF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*	X	2	4♥	10+, nat or bal without 5-card M	1 ♦ = Hearts; 1 ♥ = Spades; 1 ♠ = No 4-card M; 1NT = FG, clubs; 2 ♣ = FG, diamonds	Completing transfer shows 12-14 bal		
1 •		4	4♥	10+, unbalanced or 12-14 bal with 5 diamonds	Inverted Minors 1NT = F1; 2/1 = FG; 2M = 4-8, 6+M; Splinters	1 ◆ -1M-1NT = 12-14 bal	Fit Jumps	
1♥		5	4♦	10+	$2 \checkmark = 5-9$; $2NT = FG$, $4+ supp$; $1NT = 5-11$; $3 \checkmark = 9-11$, $3 \lor \checkmark$; $3 \checkmark = 7-9$, $4 \lor \checkmark$; Splinters		Fit Jumps, Drury	
14		5	4♥	10+	2 = 5-9; $2NT = FG$, $4 + supp$; $1NT = 5-11$; $3 = 9-11$, $3 = 7-9$, $4 =$		Fit Jumps, Drury	
INT				15-17, (5422)/6m(322) possible	2♣ = Stayman; Transfers; 3♣ = FG, minors; 3♠ = 5 card stayman; 3M = Splinter			
2.	X			Game forcing or 22-24 bal	2♦ = Relay; 2♥/2♠/3♣/3♦ = Nat, FG; 2NT = 8-11	Kokish	1	
2♦		5		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask; 2M = F1			
2♥		5		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask; 2♠ = F1			
2♠		5		3-9 in 1 st /2 nd ; Wide ranging in 3 rd ; 11-14 in 4 th	Raise = Pre-emptive; 2NT = Feature ask;			
2NT				20-21, (5422)/6m(322) possible	3♣ = Stayman; 3♦/♥ = Transfer; 3♠ = Minors; 4♣/♦/♥/♠ = Nat slam try	2NT-3♣-3♦-3M = 5OM/4M, FG		
3 .		6		Pre-emptive (11-14 in 4 th)				
3♦		6		Pre-emptive (11-14 in 4 th)				
3♥		6		Pre-emptive (11-14 in 4 th)				
3♠		6		Pre-emptive (11-14 in 4 th)				
3NT	X			Good 4M opening	4 ♣ = Slam interest; 4 ♦ = Asks for major			
4.		7		Pre-emptive				
4♦		7		Pre-emptive			1	
4♥		7		Pre-emptive				
4♠		7		Pre-emptive				
4NT	X			Specific ace ask	5♣= 0 aces; 5 ♦ $/5$ ♥ $/5$ \$ $/6$ ♣= That ace; 5 NT = 2 aces			
5 .		7		Pre-emptive		HIGH LEVEL BIDDING		
5♦		7		Pre-emptive		RKCB 1430– then 5NT asks for specific kings		
5♥		7		Pre-emptive		EKCB 0314– then 1st step asks for queen of trumps; 2nd step asks for specific kings		
5♠		7		Pre-emptive		EKCB applies after a jump higher than game; jumps below game are splinters After intervention: $X = 0/3$; $P = 1/4$; 1st step = 2; 2nd step = 2 + queen of trumps		
						After intervention higher ranking than trump suit: X = even; P = odd		