DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENIN	IG LEADS S	TYLE					
1 level (5 card suit 9-16)		Lead	Lead			tner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
2 level (5 card suit10-16)	Suit	3 <sup>rd</sup> a	nd 5th		Highe	st with nothing/3rd	NCBO:	
	NT	4th			4th		PLAYERS: Christopher Jackson & Carl King	
	Subseq						EVENT (Open/Women/Senior/Transnational)	
	Other: 1	0 strong in N	Γ			]		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
15-17 (2nd)	Lead		Vs. Suit		Vs. NT			
11-14 (4th)	Ace		AKx		AKx		GENERAL APPROACH AND STYLE	
	King		KQx or AK QJx		KQJx or KQ10x QJx		2 over 1, 5 card majors, , 1*(3+ cards), 1*(3+ cards)	
	Queen							
	Jack		J10x or KJ10x		J10x		Opening 1NT 15 to 17	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	1092			_	lead the 9)		
Weak 6+ cards	9		(lead x)		98x		Responses 2/1: FG except when responder repeats his suit	
2NT the minors or 2 lowest unbid suits	Hi-X	two			two			
	Lo-X	3 <sup>rd</sup> /5			4th			
Reopen:	SIGNAI	S IN ORDE		1		1		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	_	Partner's Le		Declarer's Le	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1♣2♣ (majors)		Small with i	nterest	count		Small with interest	2•/2•/2• weak	
1*2* (majors)	Suit 2	2 count						
1♥2♥(♠ + a minor)	_	3				0 11 11 1	Drury in 3 <sup>rd</sup> position (2♣, 3 card support, 2♦ 4 card support: 10/11 pts)	
1♠2♠ (▼ + a minor)		Small with i	nterest	count		Small with interest	<b> </b>	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	2 count						
CAPPELLETTI, in second and fourth		3						
Double = penalty		including Tru	mps):					
2♣ = 6+ card suit (2♦ relay )	H/L odd							
2♦ = majors	L/H ever	1						
2♥ = hearts and a minor				DOUBLES				
2♠ = spades and a minor 2NT = minors								
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				e; Responses;	Reopen			
Dbl takeout, cue bid (2 suits) over weak 3	12+ pts,	cue bids by re	sponder	forcing game.				
Roman jumps over weak twos								
Cue bid over weak 2 looking for stop for 3NT								
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣							SPECIAL FORCING PASS SEQUENCES	
Against strong 1♣				COMPETITI	VE DBL			
Dblmajors 1NTminors	Eg 1 <b>♥</b> :1♠:	2♥:2♠:Dbl (gan	ne try)					
OVER OPPONENTS' TAKEOUT DOUBLE	After 4♥:	Dbl (♣+ a mino	r)4NT	=minors		IMPORTANT NOTES		
Rdbl(10+), 1 level (forcing for 1 round), 2 level (non forcing)		Dbl (♥+ a mino	-			Keycard 14/30, Lebensohl over weak 2's and 1NT		
		`					checkback	
							PSYCHICS:	

G	IF XIAL	. OF	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1 &		3		Ruke of 20	Inverted Minors, 1NT(6-10), 2NT(11-12), 3NT(13-15)	Rebid 1NT(12-14), Jump rebid 2NT(18-19)			
1 ♦		3		Rule of 20	Inverted Minors, 1NT(6-10), 2NT(11-12), 3NT(13-15)	Rebid 1NT(12-14), Jump rebid 2NT(18-19)			
1♥		5		Rule of 20	3♠fit(4+ cards)6-9 or 12-14, 3♦fit(4+cards)10-11, 3♥ (3 cards 10/11)	Rebid 1NT(12-14), without jump 2NT(15-17),			
					Jump fits ,jacoby 2NT, splinters(3♠/4♠/4♠)	Eg 1♥:2♦:3NT(18/19)			
1 🛦		5		Rule of 20	3. fit(4+ cards)6-9 or 12-14, 3. fit(4+ cards)10-11, 3. (3 cards 10/11) jacoby2NT, splinters(3. √4. 4. 4.)	Rebid 1NT(12-14), Ejg1\(\dagge\):3NT(18/19)), 1\(\dagge\):2\(\dagge\):2NT(15-17)			
INT				15 to 17	Stayman, transfers, 3. 4/3. (6 card suit with 2 top honours invitation to 3NT), 3. (6 ards in . invite to slam), 3. (6 cards in . invite to slam), 4NT (invite to 6NT)				
2*				GF/NThand/3 suited	2 • (4+ pts), 2 ♥ (les than 4pts), 2ST (positive with hearts) /2 • /3 • /3 • (positive 5+ cards, 2 top honours), KOKISH	After 2♥, 2♠ by opener asks for more info.2NT(22/23), 3NT(24/25), Via kokish3NT(26/27), 4NT (28/29), 5NT(30/31)			
2♦		6		6 -11 points	Change of suit forcing for one round, 2NT(asks for more information)	After 2NT: repeating the suit is weak, 3♣(max)3♥/3♠(4 card suit),			
2♥		6		6 -11 points	Change of suit forcing for one round, 2NT(asks for more information)	After 2NT: repeating the suit is weak, 3*(max)3*/3*(4 card suit), 3NT(AKQxx), 4*/4*(5 card suit), 4*(6*+5*)			
2 🏠		6		6 -11 points	Change of suit forcing for one round, 2NT(asks for more information)	After 2NT: repeating the suit is weak, 3*(max)3*/3*(4 card suit) 3NT(AKQxxx), 4*/4*/4*(5 card suit)			
2NT				20-21(5 card suit possible or	Stayman(for 5 or 4 card major), transfers, 3♠(5♠+4♥)	-			
				Singleton honour)					
3 <b>.</b>		6/7		Pre-emp	Change of suit forcing for one round except for direct game bid.				
3♦		6/7		Pre-emp	Change of suit forcing for one round except for direct game bid.				
3♥		7		Pre-emp	Change of suit forcing for one round except for direct game bid.				
3♠		7		Pre-emp	Change of suit forcing for one round except for direct game bid.				
3NT		7/8		Solid minor no A or K outside					
<b>4♣</b>		7/8		Pre-emp					
4♦		7/8		Pre-emp					
4♥		7/8		Pre-emp					
4 <b>A</b>		7/8		Pre-emp					
5♣		8/9		Pre-emp		HIGH LEVEL B	IDDING		
5♦		8/9		Pre-emp					
5♥									
5♠									