OVERCALLS (Style: Responses: 1/2 Level; Reopening)	DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIGNA	LS	W B F CONVENTION CARD	
Sint   2nds4ths   2n	OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE				
NT   2nds 4ths			Lead	I	Partner's Suit	CATEGORY: Green:	
Subbase   2nds4dths   2nds4d	Light 1 level	Suit		2	nds/4ths		
Subseq   2nds/4ths   2nds/4t	Normal 2 level	NT	2nds/4ths			PLAYERS: Taydon Gold & Tom Langdon	
LEADS   Cand   V.c. Nit   V.c. NT   Acc   AK(O)   AK		Subseq	2nds/4ths	2	nds/4ths	EVENT U21	
Lead		Other:					
Lead	1NT OVERCALL (2nd/4th Liver Responses: Reopening)	LEADS				SVSTEM SUMMARY	
Acc	1101 OVERCALL (2 /4 Live, Responses, Reopening)		Ve Suit	7	c NT	STSTEM SUMMART	
11-14 in 4th	15-18					GENERAL APPROACH AND STVLE	
Queen   Q/(T)(9)   Q/(T)(9), AQJ   Jack   Ji(9), KIT						OENERGE THE TROTTER THE STEEL	
Jump OverCalls (Style; Response; Unusual NT)	11 1 111 101					2/1	
10				J	Γ(9), KJT	Semi Forcing NT	
Spinters	JUMP OVERCALLS (Style: Responses: Unusual NT)						
Hi-X   2nds' shortage   2nds' shortage   15-17 NT		9					
Lo-X   4ths / 2**   4ths / 2**   4ths / 2**     SIGNALS IN ORDER OF PRIORITY     Partner's Lead   Discarding     Partner's Lead   Discarding     Low Encourage   Low Encourage     Low Encourage   Low Encourage     Suit 2     3		Hi-X					
SIGNALS IN ORDER OF PRIORITY	21(1 2 lowest anote sails		4ths / 2 <sup>nd</sup>	4	ths / 2 <sup>nd</sup>	10 17 111	
Partner's Lead   Discarding	Reonen:						
1   Low Encourage   Low Enco						SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Suit 2	(0.5.0)			_			
3   1   1   1   1   1   1   1   1   1	Michaels: Majors or other major & minor						
3		3					
3		1					
2c = Majors   3	VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2					
2h = H + minor 2s = S + minor 2NT = minors  VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)  X t/o  Up to and including 4H Shape more important then HCP, normally 11+  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or  Nat  OVER OPPONENTS' TAKEOUT DOUBLE  Nat  Nat  Nat  IMPORTANT NOTES		3					
2h = H + minor 2s = S + minor 2NT = minors  VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)  X t/o  Up to and including 4H Shape more important then HCP, normally 11+  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or  Nat  OVER OPPONENTS' TAKEOUT DOUBLE  Nat  Nat    Nat   MPORTANT NOTES   IMPORTANT NOT	2d = One Major	Signals (include	ding Trumps):	'	· ·		
2s = S + minor 2NT = minors  VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)  X t/o  Up to and including 4H Shape more important then HCP, normally 11+  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1  or 2		T	<u> </u>				
DOUBLES  DOUBLES  DOUBLES  TAKEOUT DOUBLES (Style; Responses; Reopening)  TAKEOUT DOUBLES (Style; Responses; Reopening)  Up to and including 4H Shape more important then HCP, normally 11+  SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS  OVER OPPONENTS' TAKEOUT DOUBLE  Nat  Nat  Nat  DOUBLES  E  IMPORTANT NOTES							
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)  X t/o  Up to and including 4H Shape more important then HCP, normally 11+  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or				DOUBLES			
X t/o  Up to and including 4H Shape more important then HCP, normally 11+  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or							
Shape more important then HCP, normally 11+  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or	VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OUBLES (Sty	le; Responses; Re	ppening)		
Shape more important then HCP, normally 11+  VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 or	V t/o	Un to and incl	uding AU				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1  or 2	A 00	Shape more in	Shape more important then HCP_normally 11+			1	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS  Nat  OVER OPPONENTS' TAKEOUT DOUBLE  Nat  Nat	VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2 d	Shape more in	Shape more important then 1101, normany 11			SPECIAL FORCING PASS SEQUENCES	
Nat OVER OPPONENTS' TAKEOUT DOUBLE Nat		SPECIAL, A	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
OVER OPPONENTS' TAKEOUT DOUBLE  Nat  Nat    Company	Nat						
Nat		<b>1</b>					
	OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
	Nat	+					
						PSYCHICS:	

75	F	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		3	4H	Nat	4 card suits up the line, inverted minor raises					
1 ♦		3	4H	Nat	4 card suits up the line, inverted minor raises					
1♥		5	4D	Nat	1S 4+s, 1NT – Semi forcing, 2x = gf	Over Bal raise, opener rebids Maj with min				
1.		-	411	NT. 4	2H/3H 6-9 <sup>3</sup> / <sub>4</sub> support. 2NT/3NT Bal raise					
1♠ INT		5	4H	Nat	1NT semi forcing, raises as above					
INI			4H	15-17 Bal	2c=Stayman, 2d/2h/2s/2nt transfers, 3 lev slam try					
2*	х			23+ Bal or GF	2D neg or waiting, others 8+ Nat					
Z eio	Λ			25 · Bai of Gi	2D neg of waiting, others or tvat					
2♦		(5)6		(5)6+ D 5-10	Change of suit forcing					
		(5)0		(3)0 - 2 3 10	2NT asking strength of hand & suit		<del>                                     </del>			
2♥		(5)6		(5)6+ H 5-10	Change of suit forcing					
		(-)-			2NT asking strength of hand & suit					
2		(5)6		(5)6+ S 5-10	Change of suit forcing					
		(- )-		(-)-	2NT asking strength of hand & suit					
2NT				20-22 Bal	3c Stayman, 3d/3h transfers					
3♣		(6)7		5-10 Pre-emptive	Change of suit forcing					
3♦		(6)7		5-10 Pre-emptive	Change of suit forcing					
3♥		(6)7		5-10 Pre-emptive	Change of suit forcing					
3.		(6)7		5-10 Pre-emptive	Change of suit forcing					
3NT	х			AKQJxxx(x) in any suit						
3111	Λ			ARQJAAA(A) III aliy suit						
4.			<del>                                     </del>	Pre-emptive		1	<del>                                     </del>			
4 ♦				Pre-emptive						
4♥				Play						
4				Play						
4NT										
5 <b>.</b>				Play		HIGH LEVEL BI	DDING			
5♦				Play						
5♥										
5♠										