

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Wide ranging, sound at 2-level. 1M may be 4 cards with longer m
Cue response = 3+card raise, 9+HCP
New suit F1, FIT by PH; jump new suit = FIT
Jumps to Game = to play
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18, Responses as opening NT
Re-opening = 10-13, Responses as opening NT
4 <sup>th</sup> live = 16-18: 5=5 unbid suits by PH
<b>JUMP OVERCALLS (Style: Responses; Unusual NT)</b>
Weak. Responses- 2N F1 enquiry, new suit F1
UNT shows 5/5+ lowest 2 unbid suits
Reopening: intermediate in suit, 2N 18/20 system on
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) 2m = 55+Ms unlimited (1♣) 2♦ = Ms when 1♣ = short
(1M) 2M = 5OM + 5m, unlimited
Response: jumps promise 3+card support, cue = STR, Dbl = PEN
Jump cue overcall ASK for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = Majors. 2♦ response = same length, 2N = INV
2♦♥♠ are natural-less than doubling values
2N = 55+ms or STR 2-suiter, any suits
Dbl = PEN
Dbl by Passed Hand = 6 card minor. 2C = P/C
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs weak 2s: T/ox + LEB FAST. Cue = asks for stopper. 4NT = ms
2M 4m = 55+ bid m + OM, FG
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
V strong 1♣/2♣ double=majors, 1N/2N=minors
(1♣) 2♣/3♣ = NAT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = Strong misfit, F 2NT. Raises PRE; 2N = INV+ 4-cd raise of M
New suit F1. Jump new suit = FIT

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th, Hi from bad suit	Lowest from Odd No	
NT	4th, Hi from bad suit	Hi = even No	
Subseq	ATT		
Other: SP leads when length known (eg after weak 2 opener)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+, AKJ+ (asks ATT)	
King	AK+ KQ+	KQJ/10x+, AKJ+ (CT/UB)	
Queen	QJ+	QJ+, KQ+ (asks ATT)	
Jack	J+, J10+	J10+,	
10	K/Q109+,	A/K/Q109+	
9	109+, 9x	109+	
Hi-X	Xx, XXxx, XXxxxx	Xx, XX(xxxx)	
Lo-X	4 <sup>th</sup> (3 <sup>rd</sup> ) from Hxxx Hhxx	4 <sup>th</sup> (3 <sup>rd</sup> ) from honour	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	1 <sup>st</sup> discard=REV att
Suit 2	Att if A/Q	SP	Count/remainder Ct
3	SP	--	SP
1	Count	Count	1 <sup>st</sup> discard=REV att
NT 2	Att if A/Q/J	SP	Count/remainder Ct
3		--	SP
Signals (including Trumps): Reverse att- lo=encouraging			
Standard Ct- high-low= even Trump signals=SP			
Smith Peters v NT- high from receiver likes lead, high from leader for switch			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Shape-suitable or STR. Cue response F to suit agreement			
DBI of short ♣/♦ = opening strength			
NEGX thru 4♦. Likely 4 unbid M at 1-/2-level, values at 3-level/higher			
RespX thru 4♦. Most low-level DBLs = t/o			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Game try X of suit immediately below			
XX of NegX/ cue shows Hx(x) in partner's suit			
Lightner of freely bid games /slams asks unusual lead			
After 1N (PENX) XX = any single suit			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b> Scotland
<b>PLAYERS:</b> Irving GORDON Liz McGOWAN/
<b>EVENT:</b> Seniors
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5cdMs, 4cd♦, 1♣ = 2 only when 4432, else 3+
2/1
Weak2s in ♦♥♠ 5-10HCP
INT 15-17
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have bid game showing constructive values.
When it is clear opponents are sacrificing
<b>IMPORTANT NOTES</b>
1M may be 4cards in 3 <sup>rd</sup> /4 <sup>th</sup> seat
<b>PSYCHICS:</b> Rare. Occasional light 3 <sup>rd</sup> hand openers

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3(2)	4♦	12-14/18-19HCP if BAL Open 1♦ w 4=4ms	Inverted raises: 1m-2m=F1; 1m-3m= NF 1N/2N/3N = BAL 7-10; 10-12; 13-15 w/o 4M	1N rebid = 12-14. 2♦ = ART game force 2♣ = PUP 2♦, to play or INV in Ms	Fit jumps by PH
1♦		4	4♣		STR Jump shift; 1♦3♣ = INV w 6+card suit		
1♥		5	4♦	10+ NAT	Limit raises. SPL, 2NT = FG 4+cd Raise 1N = F1; 2/1 FG		
1♠		5	4♦				
INT			4♦	15-17, 5M, 6m OK	STAY, 4-suit TRF (2♣=♣; 2N = ♦)	Break M TRFs w 4+card support Break m transfer = no support	1N (2any) 2N = PUP 3♣ LEB FASS
					3any = NAT slam try		
2♣	√			Strong, GF or 23+BAL	2♦ relay 2♥ = 0-4		Over interference X = PEN
2♦		6		Weak, 5-10	2N = F enquiry. New suit F1. Jump new suit=splinter if below game Game bids to play	Over 2N: Rebid 3x = min ; max bids high card feature; 3N = SOL suit	In Comp new suit = L/D. NF DBL = PEN
2♥		(5)6		Weak 5-10			
2♠		(5)6		Weak 5-10			
2NT				20-22 5M, 6m OK	3♣ = asks for suit upwards; 3♦♥ = Transfer 3♠ = PUP 3N with minors; 3N to play 4any = single-suited slam try		
3♣		6		NAT PRE 4-9	New suit F1, Game bids to play		
3♦		6					
3♥		6					
3♠		6					
3NT	√			SOL 7card m, no outside controls	♣ bids = P/C 4♦ asks for singleton		
4any		7		NAT PRE			
4NT	√			ASK for specific Aces	5♣ = 0 Aces, 6♣=♣A, 5N = 2 Aces		
5m		7		NAT		HIGH LEVEL BIDDING	
5M				"Bid 6 w TR A/K"		<b>RKCB 1430</b> ; 5N shows 2 + useful void Relay ASKs TRQ; DOPI, ROPI. 4N-5x-5N = Grand Slam try, new suit = cue of K Cues = 1 <sup>st</sup> /2 <sup>nd</sup> round equally 3♦♥♠ 4♣ asks for Keycards: TRQ; 1KC; 1KC+TRQ etc; 3♣-4♦ asks	