VERCALLS (Style: Responses: 1 / 2 Level; Reopen	ung)
+ at 1 Level; 5+ at 2 level	
New suit F 1R	
JCB = normally values usually 3+ support; 2NT= good 4	1
rd raise	
imp new suit= fit jump	
	、 、
NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening	g)
As opener	
TIMD OVED CALLS (Styles Degranges, Unyous) NT	)
UMP OVERCALLS (Style; Responses; Unusual NT)	,
Vide range for 1 suiter	
Shestem 2NT=lower; 3♣=upper, cue=other. Weak or Strop	ng
Jaaman,	
Reopen: DIRECT & JUMP CUE BIDS (Style; Response; Reop	
Ghestem 2NT=lower; 3♣=upper, cue=other. Weak or Strop	ng
/S. NT (vs. Strong/Weak; Reopening;PH)	
/S. NT (vs. Strong/Weak; Reopening;PH) Iuti - Landy = strength	
Iuti - Landy	
luti - Landy = strength	
Iuti - Landy = strength /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
luti - Landy = strength	
Iuti - Landy = strength /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2 <sup>4</sup> /s Strong Club = X majors, 1NT minors	
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2   /S Strong Club = X majors, 1NT minors   OVER OPPONENTS' TAKEOUT DOUBLE	<b>*</b>
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 20   /S Strong Club = X majors, 1NT minors   OVER OPPONENTS' TAKEOUT DOUBLE   (X = balance of points, may have 3 crd support for partners)	<b>₽</b> ner
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 20   /S Strong Club = X majors, 1NT minors   OVER OPPONENTS' TAKEOUT DOUBLE   (X = balance of points, may have 3 crd support for partn   Bids generally ignore X including over 1NT(x) but XX sa	<b>₽</b> ner
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 20   /S Strong Club = X majors, 1NT minors   OVER OPPONENTS' TAKEOUT DOUBLE   (X = balance of points, may have 3 crd support for partners)	<b>₽</b> ner
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 20   /S Strong Club = X majors, 1NT minors   OVER OPPONENTS' TAKEOUT DOUBLE   (X = balance of points, may have 3 crd support for partn   Bids generally ignore X including over 1NT(x) but XX sa	<b>₽</b> ner
Iuti - Landy   = strength   /S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)   =TO + Lebensohl (slow shows), over 4♠ x=values, 4NT = TO   /S Gambling 3NT: Muti-Landy   /S. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2   /S Strong Club = X majors, 1NT minors   OVER OPPONENTS' TAKEOUT DOUBLE   (X = balance of points, may have 3 crd support for partnesids generally ignore X including over 1NT(x) but XX sa	<b>₽</b> ner

	LE	ADS AND SIG	NALS		
OPENING L	EADS STYLE				
	Lead		In Part	ner's Suit	
Suit	4 <sup>th</sup> & 2 <sup>nd</sup>		4 <sup>th</sup> & 2		
NT			4 <sup>th</sup> & 2		
111	NT $4^{\text{th}} \& 2^{\text{nd}}$		4 <sup></sup> & 2		
Subseq					
Other: A for a	ttitude, K for co	ount			
LEADS					
Lead	Vs. Suit	Vs. Suit		Vs. NT	
Ace /Queen	Asks for re	v att.		or rev att.	
King		Asks for count		Asks for count	
Jack	Sequence			Sequence	
10	-	ITxx, T9x, Tx		T9x, Tx	
9	9x, 98x, may	indicate ruff	98x, 9x		
Hi-X	Doubleton		Double	eton	
Lo-X	3+ to honor	ır	3+ to h	ionour	
SIGNALS IN	ORDER OF I	PRIORITY			
Par	tner's Lead	Declarer's L	ead	Discarding	
1 UD		Standard Co	unt	Odd=ENC/Even=S/P	
-	ndard Count	S/P		UDCA	
3 S/P				S/P	
	1 UDCA		unt	Odd=ENC/Even=S/P	
NT 2 Star	ndard Count	S/P		UDCA	
3 S/P				S/P	
Signals (inclu	ding Trumps): I	Ji Lo-Even Lo	Hi-Odd	reverse attitude	
-	encourage the lead		0-111–Ouu,	leverse autitude	
Simui III NT – Lo	encourage the lead	by both sides			
TAKEOUT I	OUBLES (Sty	le: Responses	: Reopeni	ng)	
Takeout DBL:	-		/ <b>1</b>	<i>B</i> <sup>'</sup>	
Responsive to	<u>⊿♥</u>				
SPECIAL, A	RTIFICIAL &	COMPETIT	IVE DBL	S/RDLS	
Lightner DBL	, Max DBL, Gam	ne try DBL			
Lead directing	g over conventio	onal bid			
Against 3NT	X asks for dum	my's 1 <sup>st</sup> bid sui	it or <b>≜</b> if n	o suit bid	
Negative/ Resp	onsive DBL: 4♥				
Supportive DBI	L:4♥				
11					

CONVENTION CARD CATEGORY: Green NCBO: WALES PLAYERS: Sophie Cunningham: 902462 Fu Cheung: 902669 (bbo: soph1702 - fu) EVENT: ALL SYSTEM SUMMARY GENERAL APPROACH AND STYLE 1♣=1+♣, transfer response over 1♣ 5-card majors; 2 over 1 Semi Forcing 1NT Multi 2 (Weak either M or 22-23 HCP BAL) 2♥/♠ - 5-4+ in M and m, 5-10 HCP **1NT opening**: 15-17 may contain 6m or 5M and/or singleton SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2 = 20 + HCPTransfer responses to 1♣ Vs Multi 2♦, X=12+, 2N = 15-18 Vs Unusual 2NT= X= penalty; cue lower= inv+ pd suit, cue higher= 4<sup>th</sup> suit - GF, others competitive 3NT=Gambling Lebensol after opp weak 2-level T/O X Positive Free bid Leaping Michael SPECIAL FORCING PASS SEQUENCES Forcing pass at 5 level when GF sequences established IMPORTANT NOTES Bids mostly ignore doubles **PSYCHICS: Very Rare** 

7 b	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	CARDS NEG.DBL THRU	То				
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITI¢E & PASSED HAND BIDDING	
1 <b>♣</b>	~	1	4♥	11-19 HCP	$1 = 4 + \forall, 1 = 4 + a, 1 = no 4 + major$ 2 = inverted minor, 2 = 5 + a, GF 3D = invite, 2M weak, 3NT bal,	Complete transfer with 3 cards, otherwise NAT $1 \ge -1 \ge -2 = 14 - 15, 4 + = 7$ , same as the transfer in $\ge 2$ -way checkback		
1♦		5	4♥	11-19 HCP	Nat, $1D - 3C$ inv.			
1•		5	4♥	11-19 HCP	2	Over 2NT – 3-level shortage, 4-level second suit	2 <b>♣</b> =Drury: inv with 3+M	
1♠		5	4♥	11-19 HCP	2 - 2+ may contain 3-card M support, 2 - FG 5+ , 2NT- 12+ HCP; 4 = to play 3 = 6-8,4+ , 3 = 9-11, 4+ , 3 = 0-5, 4+ , SPL	Over 2NT – 3-level shortage, 4- Level second suit	2 <b>♣</b> =Drury: inv with 3+M	
INT				15-17 HCP, BAL, can have singleton	2♣ = non-promissory Stayman 2 $\frac{2}{2}$ = 4 suit transfer 3X= 6+X, GF+, Texas transfer	Break transfer with max Being XX= relay to $2 \clubsuit$	Halmic over X	
2*	~			20+HCP	2 = 0-1 Control, $2 = 2$ controls, 2 = 3 controls, $2NT = 4$ +controls, 3X = 6+X, good suit at most 7 HCP			
2•	~			5-10 HCP, 6+M or 23-25 HCP BAL	2/3M=P/C; 2NT= GI+, asking; 4♣= ask for xfer, 4♦ = bid suit. 4♥/♠ to play, Same as 2NT development if 23-25 BAL	After 2NT, 3♣ max with ♥, 3♦ max with ♠		
2•		5		5♥ - 4+m ; 5-10 HCP	3 = P/C; 2NT= GI+, ask shape	2NT-3C/♥,= wk/str C -3D/S= wk/str D		
2♠		5		5 <b>≜</b> − 4+m; 5- 10 HCP	Same as 2♥	Same as 2♥		
2NT				20-22 HCP BAL	3♣ =puppet Stayman; 3♠ = relay to 3NT; 4♦/♥=texas transfer	2NT-3♣- 3♦ - 4♣ = 5♥ 4♠ -4♦= 5♠ 4♥ 2NT-3♣-3NT-4m=6+m, SI -4M=55+minors, short this M, SI		
3X		6		Pre-emptive	New suit F1			
3NT	~			Gambling 3NT in a minor	$4 = P/C, 4 \le 1$ slam try in your minor			
4X				Pre-empt				
4NT	$\checkmark$			Asks specific Aces	5C = none, 5NT = A, 6X = X + upper, 2 Aces			
54 Pre-empt				Pre-empt		HIGH LEVEL BIDDING		
						RKCB/EXBW/minorwood = 14/30 D0P1		
						DEPO		

## Notes:

- 1. Checkback 2 4/2 (any inv or weak with diamonds/FG) over 1NT rebid or equivalent (e.g. 1C,1H,1S, 1D,1H,1N, or 1H,1S,1N etc.) after 2C checkback opener must bid 2D then responder shows major holdings
- 2. If opponents double or intervene over 1  $\clubsuit$  opening, system on (i.e. 1  $\clubsuit$  (1  $\clubsuit$ ) X=4+ $\clubsuit$ , 1  $\blacktriangledown$  = 4+ $\clubsuit$  etc.) EXCEPT 1  $\clubsuit$  (1  $\clubsuit$ ) X = 4+ hearts
- 3. After 1N opener by partner:
  - a) Transfers
  - 2 and 2 = transfer to Major. Opener breaks the transfer with 4 card: bid 3X max with A in X. After which  $3 \neq / =$  retransfer.
  - $2 \triangleq = \text{tr to } \clubsuit$ , 2NT= transfer to D. Break transfer +1 step when good fit and max, otherwise bid the minor.
  - $4 \blacklozenge = \tau \text{ransfer to } 4 \blacklozenge$
  - $4\Psi$  = transfer to  $4\clubsuit$  these are weak or strong. After which 4N = RKCB
- 4. After 2NT, 5 card puppet Stayman is similar
  - 2NT 3 3 / = 5 card suit
  - 2NT 3 3 = no 5 card Major, has a 4 card M -- after which// <math>3 = I don't have 4 but do have 4 // 3 = I don't have 4 but do have 4 // 3 but do have 4 but do have
  - 2NT 3**♣** 3NT = 44 majors
- 5. If they double Stayman (2 + or 3 +), any bid shows a club stopper and the normal Stayman response; Pass denies a club stopper, then if responder XX opener must show Stayman response. XX by opener is for business: shows a very good club holding and responder may pass unless very unsuitable.