

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Good suit up to 16/17 HCP (note 35)
Raise = TNT UCB
Change of suit constructive F1
Michaels (including 4th position). Leaping Michaels
Responses Jump raises preemptive.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17. System on
Reopening 11-15. Crowhurst enquiries. note 20
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Over 1 Suit opening bid = 5-10 HCP; robust if Vul
Opponents open weak 2 = Leaping Michaels
2NT lower two suits. 3NT long solid m with stop in opener's suit
Reopen: 6 card suit and good opening values.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
When we have opened and opps overcall, direct cue = good raise in Partner's suit. Direct raise is weak. Over 1C, 2C natural
When opps. open, direct cue bid = Michaels except (1C)-2C
Jump cue bid asks for stop for 3NT
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Double = penalty v. weak; V strong = minor single suiter.
2C = H + S. Partner bids 2D with equal length
2D = single suit Major
2H/S = 5 of bid suit + 4/5 of a minor.
3 level bids = barrage
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs 3 level preempts, Dbl = TO. Vs. Weak 2 bids, Dbl = TO with Lebensohl. Vs. Weak Jump overcalls, defence is as against weak 2 Bids. V. Multi note 9 Vs Tartan 11. 2NT bids are 15-17
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double = H+S. 1NT = D + C. Weak Jump overcalls
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Raise = barrage. 2NT = Nat raise to at least 3 of our suit.
Redouble shows a desire to penalise at least one of their suits.
Change of suit F1. Fully system on

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> and 4 <sup>th</sup> .	2 <sup>nd</sup> and 4 <sup>th</sup> .	
NT	2 <sup>nd</sup> and 4 <sup>th</sup> .	2 <sup>nd</sup> and 4 <sup>th</sup> .	
Subseq	Suit pref.	Suit pref	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks Attitude	Asks Attitude	
King	Asks unblock or count	Asks unblock or count	
Queen	QJ(xxxx) Qx	QJT(x), QJ9(xx) Qx	
Jack	Jx, JT(xx)	Jx, JT(xx), Jx, A/KJT(xx)	
10	Unlikely to have higher honour		
9	As high X	As high X	
Hi-X	XX	XX	
Lo-X	2 <sup>nd</sup> and 4 <sup>th</sup> .	2 <sup>nd</sup> and 4 <sup>th</sup> .	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Normal count	count	Odd encourages
Suit 2	Suit preference	Suit preference	Normal count
3			S.P.
NT 1	Normal count	Smith Peters Vs 3NT	Odd/Even
NT 2	Suit preference	Suit preference	Normal Count
3			S.P.
Signals (including Trumps):			
V. trump contracts, suit pref. with singleton in dummy or when leading			
For ruff. See above re following to A and K lead, odd/even, S.Peters			
<b>DOUBLES.</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be weak at green. Responses 0-7 min bid; 8-11 jump bid; 12(+) cue			
Or jump to game. 1NT = 8-10.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
We open 2D, opps overcall H/S, Dbl = TO. Opps overcall 3 level, Dbl = Pen			
We open 2H/S Opps overcall at 3 level Dbl = Pen.			
We bid and raise a suit, opps bid; Dbl = non penalty but see note 21			
Opps bid and raise a suit, dbl = non penalty but see note 21			
Opps disturb our 1NT opening bid see note 25.			
We open 2H opps overcall 2S, Dbl == pen			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO:</b>
<b>PLAYERS: Betty Cotter Jean Kelly</b>
<b>EVENT All</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural. opening 4 card suits
Strong NT (15-17)
2 over 1 FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Multi
Opening 2H = 4-10. 5H and 5 of another suit note 2
Opening 2S = 4-10. 5 of suit bid + 5 of a minor. Note 2
Opening 2NT see note 27
Opening 2C can be weak in D
Texas note 15.
Michaels Cue Bids
When opponents make a simple overcall, an undisturbed auction has normal meaning. If disturbed, 2 and 3 level bids NF. Forcing sequences start with a double.
Opening 3NT = Preempt (8+) in either minor.
Opponents open 1C which may be short, 2C = Nat
<b>SPECIAL FORCING PASS SEQUENCES</b>
See defence to 1NT
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>

OP+ENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	N	4	3S	Nat. min 4. We open the lower(lowest) of	Jump shifts weak See NOTE 12. 1M-3NT Balanced raise to game	Principle of fast arrival	
1♦	N	4	3S	touching 4 card suits. with 2	2 over 1 FG		
				Non touching 4 card suit, we			
1♥	N	4	3S	Open the Major			
1♠	N	4	3S				
INT	N			Balanced.	Non promising Stayman. 4 suit transfers 2C Asks 5 or 4 card M.	Lebensohl SANS	
2♣	Y			Either BAI 23+ or FG in a suit	2D relay. NOTE 6		
2♦	Y			Multi. NOTE1			
2♥	Y			4-10 HCP 5 of bid M. +5 of another suit. note 2			
2♠	Y			5S + 5 ( rarely 4) either minor			
2NT	Y			NOTE 27			
3♣	N	6		Pre-empt	Change of suit FG. 4D Preemptive Keycard		
3♦	N	6		Pre-empt	Raise = barrage		
3♥	N	6		Pre-empt	4C = Preempt Keycard note 26		
3♠	N	6		Pre-empt			
3NT	Y			Either minor, pre-empt (8+) suit	NOTE 8		
4♣	Y			Texas. Note 15			
4♦	Y			Texas. Note 15			
4♥	N			Nat.	Note 15		
4♠	N			Nat	Note 15		
4NT	Y						
5♣	N					<b>HIGH LEVEL BIDDING</b>	
5♦	N					5NT = Grand Slam force. bid 6 with 1 top honour.	
5♥						RKCB 1430. DOPI and ROPI after interference. Note 31	
5♠						After RKCB responses, 5NT asks for source of tricks or specific kings	
						Preemptive Keycard. note 26. Minorwood Note 28	
						4C = Quantitive Gerber note 13	