DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-16 aggressive at 1-level, 4c suit rare, Sound/good suit at 2-level.

RESP: New suit F1 unless 3rd hand acts; CUE is good raise;

Jump CUE is mixed raise; 2NT is 4+ raise; (1x) 1y (D) RD = Hx,

TRF advances after (1m) 1Sp ; Fit jumps;

2m over neb.1m is NAT; (1m) P (1NT) 2x = NT DEF;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 (SYS ON); **4th live**: 16-18 (SYS OFF); **Reopen**: Over 1m

11-14 (SYS ON); Over 1M: 11-16 (SYS ON but 2♣ is also range ask)

JUMP OVERCALLS (Style; Responses; Unusual NT)
(1x)-2M = 4*M 5+mi constructive values

2NT = 2 lowest unbid (♥+om over 1m=neb), 55+

(1♣=neb) 2♦ and (1♦=neb) 2♥ shows ♥+♠, 55+ ,

(1M)-3♣= 5-5 OM+♦, (1♦)-3♣= 5-5 ♠+♣, NF

Reopen: 2NT = 19-21 BAL (SYS ON). 2M = abt 12-14.

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m) 2m = ♥+♠, 55+, (2NT,3m ART, G/T+)

(1M) 2M = OM+♣, 55+, CONST (2NT=Leb, 3♣=INV)

(2M) 3M = ♣+♦, 55+, CONST. (1X) 3X = STOP ASK.

(1m=neb.) 2m = NAT O/C.

VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = ♥+♠, 54(44)+ (2NT and bids over DBL = ART)

2♦ = MULTI, WK w/ (5)6+ M or 5cM-5cmi strong

2M = CONST, abt 11-15, w/ (5)6+ M

By PH: DBL = ♥+♠, 44+ 2m = m+M, 54+

(1wkNT) P (2x=NF) DBL = T/O; 2NT = NAT 15-18 (SYS OFF)

(1wkNT) P (2x=ART) DBL = abt 15+, rather BAL.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, 2NT = 15-18 3NT = Gambling

4NT from both = usually two places to play

(2♣ nat) 3♣=5+♦+5M 3♦ = 5-5M; (2M) 3M= ♣+♦; 4m = m+OM, NF

4M = OM+one strong.

MULTI (2♦) D=13-15NT or 17+, 3M = 4*M 6*+mi constructive

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Generally Pass first w/ STR hands. PRE less disciplined than usual.

DBL = ♥+♠, (4)54+; NT = ♣+♦, 54+. Same after ART NEG.

OVER OPPONENTS' TAKEOUT DOUBLE
P then DBL = T/O. RD = 10+; RD then P = F2x/PEN.

1♥/♠ (D) 1♠ = F1; 1NT+ = TRF; 2NT = 4*+ INV+ raise.

After 1♣ (D) SYS/TRF ON

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd from even/ low from odd	same
NT	1st/2nd/4th w/ attitude	3rd from even/low from odd
Subseq	2nd/4th w/ ATT through dec	3rd from even/low from odd
Other: Against 5+-level contracts and 3N gambling situations		
we lead Russinow H´s, K may be from KQ if you want count.		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ax, AKx(+)	Ax, AKx, Axx+ (rarely)
King	AK, KQ(+), KQJ(+)	KQ or unblock (AKJT+)
Queen	Qx, QJ(+),	QJ(+) or unblock (KQT9+)
Jack	Jx, JT(+), often short	Jx, JT(+), AJT(+), often short
10	Tx, T9(+) rare, HJT(+)	Tx, T9(+), HT9(+)
9	9x, HT9(+)	Sx, , Sxx(+),H98(+)
Hi-X	1/3/5	1/2/4
Lo-X	1/3/5	1/2/4

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	U/D ATT (*)	U/D CT	U/D ATT
	2	U/D CT	S/P	U/D CT
	3	S/P		S/P
NT	1	U/D ATT (*)	Smith Echos (Hi=Enc)	U/D ATT
	2	U/D CT	U/D CT	U/D CT
	3	S/P	S/P	S/P

Signals (including Trumps):

STD REMAINDER COUNT

* If we lead A or K we play STD attitude

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Can be light w/ perfect shape. Emphasize M's over nebulous 1m-openings.

CUE is G/T+ (abt 10+hcp). RESP DBL LEB over (1x) DBL (2x).

(1x) D (1y) D = PEN; 2y = NAT NF.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
G/T DBL. 1♣ (1♦/♥) DBL = 4+ ♥/♠. 1NT-(2X=Nat)-DBL

= T/O. 1NT-(2X=ART)-DBL = Values, F 2NT/PEN

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card Majors (semi-F 1NT, 2/1 FG), 1♦= 4+♦ unbalanced

1♣ = NAT or 12-14 bal. (TRF RESP, 1♦=4+♥ and 1♥=4+♠

may be very light. 1♣-1♠ is 4+♦ or bal 1♣-1NT= GF, bal or ♣

1♣-2♦/♥/♠= ART (see next page)

1NT = 14+-17 hcp, 2NT 20-21 bal, 3NT 1st/ 2nd Solid Major

2♣= 18-19 bal/GF mi/25-27 bal

Multi 2♦= 5-10 hcp 6(5)*MA/GF M/22-24 bal

2♥/♠= NV: 5*MA 4*+mi 6-10 VUL: 5*MA 5*mi 8-11

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ Opening (see above)

MULTI 2♦ Opening (see above)

2♥/♠ Opening (see above)

1♦/♥/♠ Response to 1♣ (TRF to ♥/♠/NT, may be very weak)

1♣-(1M)-2M = FG w/ 5+ card OM

1M (1NT) 2♣ = 2(3)M and 5+OM; 2♦=♥ 2 under M=good raise

3NT 1st and 2nd= Solid MA, no outside A or K

1♣-2♦/♥/♠= ART (see next page)

SPECIAL FORCING PASS SEQUENCES
After 1NT (ART O/C) DBL; 1X (D) RD and 1X (1NT) DBL

FP up to 2NT or PENX. When FP applies, a direct bid shows

an unbalanced MIN.

IMPORTANT NOTES
4SFG; 3SF1; Non-jump 2NT rarely NAT in COMP

New suit in COMP is F1 at 1 and 3-level

but NF at 2-level; Conv. when 4SF doubled

"neb" = nebulous, a bid not promising more than 2 cards.

PSYCHICS: Rare

3♠

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	V	2	1♠-4♠	a) 12-14 NT b) 11-22, NAT (4)5+ card, (4-card only if 4414).	1♦/♥ = 4+ card ♥/♠ (F1 but may be very WK); 1♠ = a) 6-11 "BAL" w/o M b) 5+♦ c) GF bal. 1NT = FG bal or 5+♣. 2♣ = 5-9 w/ 5+♣ 2♦ = a) weak 6*+♥ b) 1-444 FG c) 5431 2♥= a) weak 6*+♠ b) 4-1-44 FG c) 5♠4mi31 FG 2♠=4441 short minor FG 3♣/♦=Nat G/T 3M=6+♣, SHO M	1♦/♥ - 1M = usually bal w/ 2-3c M; 2M+1 and higher = = ART. 1♠ - 2♦ = 18-19 BAL; 2NT/3M = ART 1NT - 2♦ = 12-14 or 18-19 BAL - conv. rebids	1♠ = 6-9 if BAL 1NT = 10-11 BAL _
1♦		5(4)	4♠	Abt 11-22 hcp, unBAL, 4-card only if 4♦(441)	1NT = 6-11. 2♦ = NF. 2♥/♠ = Weak 5-9 w/ 6+M 2NT = GF w/ supp 3♣= Inv+ w/ support 3♦ = PRE. 3M = SPL 4♣ = Void.	1M – 2M+1 and higher = ART	___
1♥ ♠		5	4♠	Abt 11-22 hcp	1NT = Semi-F (may be WK 3-card raise). 2/1 = NAT FG. 2M = 8-11 3+ support. 3M = PRE 2NT = INV+ w/ 4+ support 3m = NAT, INV. 2♠ = WJS. 3♠/NT+ = Fit and some void	1♠/NT; 2♣ = nat or 16+; 2NT = 18-19N or 16+ weak 6+M 1♠ - 1NT; 2♣-♦ = ART (9)8 NEG G/T. 4Suit FG.	2♣=8-11 3c supp 2♦= 7-9 4c supp 3 mi=NAT inv
1NT			4♠	14+-17 5c M frequent, 6c m and 2245 possible, SPL-Honour occasionally.	2♣ = NF STAY. 2♦/♥ = 5+♥/♠ (4+ if G/T) 2♠ = G/T mi or FG both mi 3♣ = Puppet Stayman 3♦/M= 4441, 4m = TRF	2♣ - 2x; 2NT=Puppet 3♣, 3♣=5+♦, 3♦=Bal S/T 2♣-2♦-3M = GF w/ 5+ OM (5332 or any 5422) 2♠ - 2NT/3♣; 3♦= Nat G/T 3M = SPL w/ ♣+♦.	
2♣	V	0	4♠	a) 18-19 NT b) 25+ NT c) FG w/ ♣ or ♦	2♦= puppet 2♥ (normally 4+♥ or bal) 2♥=4c+♠ 2♠ = Trf 2NT		___
2♦	V			MULTI a) 6*MA 5-10 b) 22-24 bal c) FG w/ ♥ or ♠	2♥/♠/3♥ = P/C. 2NT = ASK, F1. 3m = NAT, F1. 3♠ = NAT, FG. 4♣ = "TRF to your M". 4♦ = "Bid your M".	2♥-2NT = FG, BAL w/ ♦. 2♠ - 2NT = "good" WK 2♥; 3NT = FG, BAL w/ ♦. 2NT - 3♣= Good WK 2M; 3♦/♥= = Bad WK ♥/♠; 3♠ = ♦ + side-suit; 3NT = ♦ one-suiter.	3m = NF
2♥ ♠	V	5		NV: 5*MA 4*+mi 6-10 hcp VUL: 5*MA 5*mi 8-11 hcp	2NT = INV+, 2♠ = NAT, NF, 3♣ = P/C 3♦=INV 4MA Raises = PRE. 3♠ (on 2♥) = FG Nat	2N – Continuation as after 1M-2N.	3m = NF
2NT			4♠	20-21 NT	3♣ = Puppet STAY. 3♦/♥ = TRF 3♠ = TRF 3NT 3NT = 6c+Clubs F4NT 4♣ = 6c+D F4NT. 4♦/♥= TRF	3♣ - 3♦; 3M =Criss cross	
3 ♣♦♥♠		(6) 7		Aggressive NV Sound V and 2nd seat Wide range in 3rd pos.	New suit = F1, 3♠-4♦; "pick a game 4♥/♠" 3x-4♣= S/T min/max RKCB 3♣-4♦= S/T min/max RKCB	**HIGH LEVEL BIDDING** CUE "up-the-line". RKCB-1430 (5NT = odd number + a void, 6x = even no + void in x). Frequent SPL and Auto-SPL. SERIOUS 3♠/NT. LAST TRAIN	
3NT	V			1st/2nd solid 7+M, no A or K	4♣ = Ask for SPL, 4♦ = Ask for length	CUE in enemy suit is general S/T, not guaranteeing a control. 1♥-(3♠)-4♣= FG w/ ♥ supp	
4 ♣♦				PRE	4♦ = RKCB, 5♣ over 4♦ is S/T+ (5♥ RKCB over 5♦). 4N = To Play, 4M = To Play	5NT often pick a slam.	
4♥ ♠		7		Pre emptive, wide range 3rd	4♠ = Nat, 5m = Asks for Q in m, 5♥ asks for ♠ Q	In FP situations, "pass and pull" shows extras.	
4NT	V			ASK specific Aces	5♣= no ace 5x=Ace of x, 5NT = ♣ ace, 6x= 2 aces		