DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			ALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEAD	DS STYLE					
Aggressive, FREQ 4-card suit, Jump RAISE=PRE, New suit=F1 at	Lead In Partner's Suit			In Parti	ner's Suit	CATEGORY: Red	
1-level, CUE-BID RESP usually promises SUPP, New suit JUMP =	Suit 3rd/5th 3rd/5th			NCBO:			
FIT INV, MIXED RAISE(3 of OPPT suit), NT RESP=NF and wide	NT ATT, RNOW w/ 4+-card suits 3rd/5th, RNOW w/ 4+-cd su		, RNOW w/ 4+-cd suits				
range, 2NT after 1M-O/C, is 4+card fit INV+, 4THX implies at least 4	Subseq same same						
cards in unbid suit, MAX DBL, SCRAMBLING 2NT		RNOW thru	declarer. K from	AK 5-le	evel or higher, K may		
					though not mandatory		
	K vs. NT asks for		6	0,	, <u> </u>		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd POS+4th LIVE: 15-18 HCP, responses as over NT OPEN except	Lead	Vs. Suit		Vs. NT	1		
TRF into the OPPT M = shortness	Ace	A(+), AK(+)		no UB		GENERAL APPROACH AND STYLE	
Reopen: over 1m: 15-17 HCP, over 1M: 10-14 HCP, 2NT=20/21 HCP	King	KQ(+), K(x)		asks for UB or CT [1]		5-card M, 1+=2+ may be any BAL hand incl. any other 5-cd suit,	
ESCAPING FROM 1NT DOUBLED [2]	Queen	QJ(+), Q(X)		KQ(+), QJ(x), Qx(x)		1 ♦/♥/A-opening usually UNBAL	
	Jack	J10(+), J(x),	KJ10(+)				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(+), 10(x)			10x(x), (H)J10+	aggressive COMP style	
WEAK,5-card possible, TRF responses either lead directing or NAT	9	9(x)		109x+,	9x	Frequent non-PEN DBL	
(1m)-2NT: ♥+om, (1M)-2NT: ♦+♣ both any strength	Hi-X	Sx, xSx		xSxx, xSx,		1NT: 14-16 HCP, 15-17 3rd VUL + 4th, Odd shapes OK	
(,, (,,,)	Lo-X	xxS, xxSx, xxxxS HxSS, HxSSS					
Reopen: INTERMEDIATE jumps	SIGNALS IN OF	RDER OF P	RIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner		Declarer's Lead	1	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MICHAELS CUE: (1m)-2sm: <b>▲</b> +♥ (5+5+), 2 ◆ advance shows equal M	1 Hi= DIS	CG. LO on A	S/P or count hi=		Hi = DISCG	FLANNERY 2 (10-15 <sup>-</sup> or 17 <sup>+</sup> -19))	
lengths, (1M)-2SM:OM+m (55+); 2NT positive for m, 3♣ P/C, 3♦ INV	Suit 2 S/P who				S/P	TRF resp. o/ 1*-opening, 1*-1* = FG (R), $1 \neq / \neq / = FG$ (R)	
for M, CUE FG M, (1m)-2NT: ♥+om, (1M)-2NT: ♦+♣, JUMP CUE	3 obvious					1♦-2♣ = NAT NF	
ASKS STOP ( Ms only),(1 ♦=0-2+)-2 ♦: NAT,(1 ♦=0-2+)-3 ♦: ♠+♥(55+)	-	HSx,xxSx,	S/P or count hi=	=odd	S/P	1♥-1♠ = like F NT may have 4 <sup>+</sup> ♣, 1♥-2♣= 5+♣ 9-13 HCP,	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 HxSx, x				Hi = DISCG	1♥-2♦ = 3+-card raise 9-13 HCP	
DBL=PEN, 2. STAY, often 43+ Ms or 4M+5+m STR or short .	3 Hi = DI	SCG [1]				1 <b>▲</b> -2 <b>♣</b> = like F NT, if 2 <b>▲</b> < 9 HCP, 1 <b>▲</b> -2 <b>♦</b> = 2-card raise 9-13 HCP	
2♦=♦+M, 2♥/♠=NAT, 3♣/♦ wide range, 3♥/♠= PRE	Signals (including	g Trumps): 3-	WAY SIGNAL[wh	ien we a	are known to hold at	3NT opening = 4 M to be played from the other side	
in 4th seat and by PH: DBL = 1m or both Ms. $2 = +M$ . $2 = +M$	least 5 cards or wi					O/ comp:2-level raise NAT, other bids TRF, jump CUE=bid 3NT	
· · · · · · · · · · · · · · · · · · ·	Trumps: hi-lo is S/			1		Special bids: 1♣-(x)-2♣=5⁺4⁺ms < FG, 1♣-(1♦)-2♣= 5♠+4⁺♥	
			DOUBLES			$1 - (x/1 + ) - 2 = 5^+ + 4^+ + 3$ , $1 - (x/1 + ) - 2 = 5^+ + 4^+ + 3$	
						$1 \div -(1 \lor) - 2 \lor = 5^+ \bigstar + 4^+ \bigstar, 1 \div -(1 \lor) - 2 \lor = 5^+ 4^+ ms, 1 \bigstar -(1 \bigstar) - 2 \lor = 5^+ 4^+ ms$	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOU	JBLES (Styl	e; Responses; R	eopenir	ng)		
DBL is T/O,(WK 2♦):4♣=♣+M,4♦=♣+♥,(WK 2M):4♣=OM+♣,4♦=	Emphasize Ms;m unclear, may be light (9+) with classic shape EQUAL				1 ♦ -(x)-2 ♣ = 5 <sup>+</sup> ♥+3 <sup>+</sup> ♦, 1 ♦ -(x)-2 ♥ = 5 <sup>+</sup> ♠+3 <sup>+</sup> ♦ 5-10 or FG		
$OM + \diamond, (3 \diamond) - 4 \diamond = \diamond + \forall, (3 \diamond) - 4 \diamond = \diamond + M, (3 \diamond) - 4 \diamond = \diamond + \forall, (3 \diamond) - (3 \diamond) - (3 \diamond) - (3 \diamond) - (3 \diamond) + (3 \diamond) - (3 \diamond) - (3 \diamond) + (3 \diamond) - (3 \diamond) + (3 \diamond) - (3 \diamond) + (3$	LEVEL CONVERSION, CUE-BID promises rebid,				1xy-(1N)-2N+ = TRF		
(3M)-4m=OM+sm, LEB after (WK2x)-DBL-(P), o/ DBL in 4th 2N=NAT	Over RDBL: Jump is PRE, pass is more than 1 place to play				Over competition vs. NT: TRF		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	SCRAMBLING 2NT				SPECIAL FORCING PASS SEQUENCES		
Over 1♣ or 1♣-(P)-1♦: DBL=MS, 1N=ms, 2♣=♦ or ♥, 2♦=♥ or ♠,	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					(1NT)-DBL-(any)-Pass: in principle F thru 2▲	
2♥=♠ or ♣, 2♠=♣ or ♦,2N =♠+♦ or ♥+♣, 3♣=♠+♣ or ♥+♦,over 2♣ :	1♣-(1♦)-DBL: 4⁺ ♥, 1m-(1♥)-DBL:4⁺♣, 1m-(1♠)-DBL: TRF to NT or ♣, 2-WAY					1NT-(2any)-DBL: we won't let OPPT play undoubled on 2-level	
DBL=MS or ms, over 2♣-(P)-2♦:DBL=♥ or♠, rest as over 1♣	DBL,COMP DBL, ANTI L/D DBL, most low-level DBLs=TO, RESP DBL at the						
OVER OPPONENTS' TAKEOUT DOUBLE	3-level and higher promise, useful values and usually some support for					IMPORTANT NOTES	
TRF incl. RDBL, pass may be a traditional RDBL, first pass then	partner's suit, RESP-EXT, MAX DBL, MAX-EXT, SPL DBL[VUL vs NV asks for						
DBL=PEN, first pass then bid: another place to play, FIT JUMPS,	lower suit ]					PSYCHICS:	
2N=FG raise						Often, NT opening in 3rd seat esp. NV vs. VUL suspect	
	ļ					,	

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		2	5♦	May be any BAL hand incl. any	1♦/♥=4+♥/♠, 1♠=FG (R) [3],1N=BAL 5-11 4M poss.	o/1♣–1♦:1♥=typically 10-13 w/o 4-cd SUPP	1 ▲=BAL 4-8 or desire to play NT
				other 5-cd suit also 5422	2 <b>♣</b> =54+msINV,2 <b>♦</b> =5 <b>▲</b> 4+♥9-13,2♥=BAL or 5+ <b>♣</b> INV	1N=17-19 BAL,2♥/=11-13BAL w/4-cd SUPP	from other hand, 1NT=BAL 9/10
					2♠=5+♦ INV, 2NT= BAL FG or ♣-PRE	2N=15+ raise w/SPL.3♦=UNBAL MIN with 4cd	o/comp_TRF, jump CUE asks
-		<b>E</b> (4)	_		3♣/♦/♥=♦/♥/♠ PRE or GF,3♣=7+♣ asks 3N	SUPP, 3♥=17-19 BAL SUPP, 0/1♣-1♥ analog	for 3NT
1♦		5(4)	5*	UNBAL except 3rd, 4 cards	1N=FG (R) [4], 2*=5+*NF,2M=6+M 3-7,2N=L/R+[5]	o/1 ♦ -1 ♥: 1NT/2 ♣/ ♦ =TRF, 2N=15+ 4cd SUPP	o/comp TRF, jump CUE asks for 3NT
-		-	-	only if 4 + (441)	3♣=mixed raise, 3♦=PRE	o/1 ♦ -1 ♠: analog	JNI DRURY(FIT)
1♥		5	5♦	Often UNBAL except 3rd [19]	1 ▲=like F NT may or may not have ▲,1NT=FG(R)[6]	o/1♥-1♠[18]:1NT/2♣/♦=TRF, 2♥=35(32)11-13	o/comp_TRF, jump CUE asks for
					2♣=5+♠ 9-13,2♦=3+SUPP 9-13,2♠=6+♠ 3-7, 2NT= NAT INV, 3m= NAT INV,3NT= 12-14 SUPP	o/1♥-2♦:2N asks WK doubleton G/T,2♠/3♣/♦	3NT
1.4		5	E A	Very often UNBAL exc. 3rd [19]		=TRF to */*/* S/T, jump=void+optional KCB	DRURY(FIT) 2♥ response MIN,
1 ♠		5	5♦	very often ONBAL exc. Sid [19]	1NT=FG (R)[7], 2♣= like F NT, if 2♣ < 9,2♦=2♣9-13	o/1 <b>▲</b> -2 <b>♣</b> :2 <b>♦</b> =3 <sup>+</sup> <b>♥</b> , 2 <b>♥</b> =6 <sup>+</sup> <b>▲</b> , 2 <b>▲</b> =4 <sup>+</sup> m	
1 . 10			4.		2♥=3+SUPP 9-13, 2NT=NAT INV, 3m/♥=NAT INV	1 <b>▲</b> - 2 <b>♦</b> - 2 <b>♥</b> = waiting, 1 <b>▲</b> - 2 <b>♥</b> : analog 1 <b>♥</b> - 2 <b>♦</b>	not hopeless, o/comp as above
1NT			4♦	14-16HCP, 3rd VUL+4th 15-17	2♣=PUP to 2♦,2♦=TRF,2♥=TRF,2♣=BAL INV	1NT-2 <b>*</b> -2 <b>♦</b> [8], 1NT-2 <b>♦</b> -2 <b>♥</b> [9],	o/comp 2N PUP to 3*,1N-(2x/3*)-
				Any 54/ 6322 or singl. H poss. FREQ up/downgrade, 44 majors	/6*♣ INV+/ 6*♦ INV, 2NT=S/O in ♣ / (4441) 3♣=6+♦FG.3♦=5+♠4♥INV.3M=55/64 ms short M	1NT-2♥-2▲[11],1NT-2♥-3♣/♦/♥=MAX▲-SUP worthless doubleton,	3any=TRF,TRF to their suit=S/S
				often open 1C instead of 1N			1NT-(3♦)-3♥/♠=5⁺▲INV⁺/5⁺♥FG
2.0	Х			Any FG or 20/21 BAL	4♣=GERBER, 4♦/♥TEXAS, 4♠=light S/T BAL 2♦=S/O In ♥ or waiting,2♥=TRF,2NT=both ms WK	1NT-2NT-3♣=(R)[12] 2♣-2♦-2♥=20/21 BAL or NAT	DBL = shortness in OPPT suit
2*	~			Ally I O OI 20/21 BAE			
2♦	Х			Flannery 5 <sup>+</sup> ♥4▲ 10-15 <sup>-</sup> , 17 <sup>+</sup> -19	2▲=1-loser suit ♣,3♣=54 <sup>+</sup> Ms, 3 ◆/♥=TRF 1-loser suit 2NT=(R), 3♣/♦=NAT F, 3♥/▲=PRE	o/2♦-2NT:3♣/♦=short, 3♥/♠=5422 MIN/MAX	
2♥ 2♥	~	5		3-9 HCP very light 1st NV vs	2▲= NF,2N=♣ or fit-showing w/♣ or ART FG, 3♣=♦	0/2♥-2NT-3♣:3♦=ART FG no SUPP.3♥=INV	RDBL asks partner to double
2		5		VUL, wide range 3rd	or fit-showing w/♦,3♦=INV <sup>+</sup> raise,4♣=optional KCB		with shortness
2.				same as above	2NT=♣ or ART FG or INV SUPP,3♣/♣=TRF NAT or	fit-showing w/♣,2♥-3♦-3♠ suggests 3NT o/2♠-2NT-3♣:3♦=ART FG no SUPP,3♥=5♥ F	RDBL asks partner to double
2♠				Same as above		3♠=INV SUPP	with shortness
2NT				22-24 HCP BAL (5422) or	fit-showing,3♥=INV fit-showing w/♣,4♣=opt. KCB 3♣=PUP to 3♠,3♦=4⁺♥,3♥=PUP to 3♠[13],		with shortness
21N I				(6322) or singleton H possible	3♣=POP to 3♣,3♦=4 ♥,3♥=POP to 3♣[13], 3♣=both ms, 4♣/♦/♥/♠=optional KCB in ♦/♥/♠/♣	o/2N-3♣-3♦:3♥=4/5♠[14],3♣=4♥[15],3N=44M o/2N-3♦:3♥ denies 4♥[16],4♣=4♥ + opt. KCB	
3*				3-9 HCP very light 1st NV vs	new suit NF,4♣ PUP to 4♦, then 4 new = NAT		RDBL asks partner to double
3.				VUL, 4M possible, wide range in	slam try, $4 \diamond$ = optional KCB, applies over all 3-lvl		with shortness over all PRE
3♥ 3♥				3rd. same for all PRE	preempts		
					preempts		
3▲ 3NT				4M opening to be played from	As apply for TDE 4. general S/T		
2181				other side	4♣ asks for TRF, 4♦=general S/T		
1.				NAT PRE			
4*				NAT PRE			
4 <b>♦</b>				NAT PRE			
4♥				NAT PRE		HIGH LEVEL BIDDING	
4 <b>▲</b>							
4NT				asks for specific aces	5♣=no ace, 5NT=2 aces, 6♣=♣-ace	RKCB-1430, all exclusion KCB is optional, i.e. 1	
						4♣/♦ is treated as optional KCB in that suit, after fit in M is found 4♣ is often option KCB for that M, slam bidding in (R) auctions [17]	

Note:..1:Signals vs. NT at trick 1 When there is a singleton or void in dummy in the suit partner led we give U/D ATT. In all other cases we signal as follows: xS, Sxx, HSx, xxSx, HxSx, xxxxS, HxxxS Note:..2: Escaping from 1NT doubled

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RDBL shows a one-suiter
2m shows sm+hearts, 2M is constructive inviting partner to compete on the 3-level
Pass forces RDBL. Then 2 = + + / , 2 = + + , 2 = + +
Note:..3: Continuations over 1 + -1 + FG (R)
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1N = BAL 11-13 or 17-19
2 = 5^+ 4^+ or any 3-suiter
2♦ = 5+♣4+♥
2♥ = one-suiter in ♣
2♠ = 5+♣4+♠ short ♥
2N = 4225 or 5116 or 4117
3 = 4315
3♦ = 4216
3♥ = 4306
3♠ = 5206
3N = 4207
4 - 5107
Note:..4: Continuations over 1 +-1NT FG (R)
2 = 5^+ + 4^+ = 0 or any 3-suiter
2 \diamond = 5^+ \diamond 4^+ \diamond
2 \checkmark = 5^+ \blacklozenge 4^+ \blacklozenge
2 \bigstar = one-suiter in \bigstar short \bigstar
2N = one-suiter in • no shortness
3. = one-suiter in . short .
3 \blacklozenge = one-suiter in \blacklozenge short \blacktriangledown
3 = 8-card \Rightarrow with two singletons
Note:..5: Continuations over 1 +-2NT L/R+
3. = MIN or extras without a singleton
3 \blacklozenge = singleton \clubsuit, F to 4 \blacklozenge
3 \mathbf{v} = \text{singleton } \mathbf{v}
3 \bigstar = \text{singleton} \bigstar
Note:..6: Continuations over 1 v-1NT FG (R)
2 = 5^+ \vee 4^+ \diamond \text{ or } 5 \vee (332) \text{ or } 5 \vee (440)
2 \blacklozenge = 5^+ \blacktriangledown 4^+ \clubsuit
2♥ = 5<sup>+</sup>♥4<sup>+</sup>▲
2 \bigstar = one-suiter in \checkmark short \bigstar
2N = one-suiter in ♥ no shortness
3♣ = one-suiter in ♥ short ♣
3 \blacklozenge = one-suiter in \checkmark short \blacklozenge
3 \mathbf{v} = 8-card \mathbf{v} with two singletons
3♠ = 8-card ♥ with two singletons, suit can play opposite void
Note:..7: Continuations over 1 -1NT FG (R)
2 = 5^+ 4^+  or 5 (332) or 5 (440)
2 \diamond = 5^+ \diamond 4^+ \diamond
2♥ = one-suiter in ▲
2 = 5^+ + 4^+ = \text{short}
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2N = 5422 or 6511 or 7411
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3* = 5431
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3♦ = 5521

3**♥** = 6421

3♠ = 5530 3N = 64304 = 6520 **4**♦ = 7420  $4 \bullet = 6610$ 4 ▲ = 7510 Note:..8: Continuations over 1NT-2 -2 + 2♥ = 4♠ FG or 5+♠ INV 2**▲** = 4**♥** FG 2N = 5♠4♥ FG 34 = 55 majors short 4 3♦ = 55 majors short ♦  $3 \mathbf{v} = 4 \mathbf{v}$  choice of games 3 = 4 choice of games 3N = 44 majors Note:..9: Continuations over 1NT-2♦-2♥  $2 \bigstar = 5^+ \checkmark 4^+ \clubsuit$ 2N = 5<sup>+</sup>♥4<sup>+</sup>♠  $3 = 5^+ \vee 4^+ \diamond$  $3 \blacklozenge = 6^+ \blacktriangledown$  slam-try or choice of game 3♥ = 5<sup>+</sup>♥ 4<sup>+</sup>♠ INV  $3 \bigstar = 6^+ \checkmark$  any splinter 4. = optional exclusion key card in . 4 ← = optional exclusion key card in ◆ 4♥ = optional exclusion key card in ▲ Note:..10: obsolete Note:..11: Continuations over 1NT-2♥-2♠  $2N = 5^{+} \bigstar 4^{+} \bigstar$ 3♣ = 5+♠4+♦  $3 \bullet = 6^+ \blacktriangle$  slam-try or choice of games  $3 \bigstar = 6^+ \bigstar$  any splinter Note:..12: Continuations over 1NT-2NT-3\* 3♦ = 4414 3♥ = 4144 3♠ = 1444 3N = 4441 Note:..13: Continuations over 2NT-3 -3 . 3N = short A 4**♣** = short **♣**  $4 \blacklozenge = \text{short} \blacklozenge$  $4 \mathbf{v} = \text{short } \mathbf{v}$ 4♠ = short ♠, doesn't want to get passed in 3N Note:..14: Continuations over 2NT-3♣-3♦-3♥ 3 = 3, then 4 / = 4 + 5 /, 4 = opt. key card in 4 = to play 3N = 2, then 4, 4 = 4/5, 4 = 4 MAX, partner treats it as optional key card 4**▲** = 4**▲** MIN Note:..15: Continuations over 2NT-3 -3 -3 -3  $3N = \text{denies } 4 \checkmark, 4 \bigstar / \diamond = 4 \checkmark + 5 \bigstar / \diamond, 4 \checkmark / \diamond = 4 \checkmark + 4 \bigstar / \diamond$ 4♣= 4♥ MAX, partner treats it as optional key card 4♥ = 4♥ MIN Note:..16: Continuations over 2NT-3♦-3♥

3♠ = forces 3N 3N = 54 majors, then 4♣ asks for TRF to 5-cd suit 4♣ = 4♠+5♥ slam-try 4♦ = 5♠+4♥ slam-try 4♥ = 55 majors NF 4♠ = 55 majors slam-try F1

Note:..17: slam bidding in relay auctions

After discovering partner's distribution we can sign off in game or make a slam-try. With 17<sup>+</sup> HCP opener is obliged to make another move over the sign-off by responding KCB in his longest suit.

In these auctions 4♦ is an end signal asking partner to bid 4♥ and then pass the next bid, first 4♦ and then 4NT however is quantitative. All other bids are optional KCB, the principal of longest suit/lowest game applies. Exception: 4♥ is never KCB for ♥ and 4♠ never KCB for ♠, instead we swap with a lower bid.

Note:..18: continuations over  $1 \vee -1 \triangleq 2 \triangleq = 5^+ \vee +4 \triangleq 15^+ -17^ 2N = 5 \vee +5m \text{ or } 4522 \ 20^+$   $3 \clubsuit = 5^+ \vee +4 \clubsuit +3 \clubsuit \ 20^+$  $3 \blacklozenge = 5^+ \vee +4 \clubsuit +3 \blacklozenge \ 20^+$ 

Note:..19: Opening 1M with BAL hands

With 5M(332) we have a choice of opening 1M or 1\*. We tend to open 1\* in an attempt to show a BAL hand. But this decision can be overruled by factors like suit quality and small doubletons or considerations regarding which side the final contract should be played from. 35(32) distributions are more likely to be opened 1\*, since we can bid 1\*-1\*-2\* = 5\*+3\*NF.