	NSIVE AND COMPETI		
	LS (Style: Responses: 1 / 2)
	cards – strength varies wit		
	BUH; CUE=10+HCP + S	JPP	
	Aixed raise (7-9HCP)		
ump Raise=I			
ump in new	suit=Fit-showing, invitatio	nal values or better	
NT OVER(CALL (2 nd /4 th Live; Resp	onses; Reopening)	
6-18HCP; 1	1-14HCP balancing		
	2C=STAY; 2D/2H/2S/2N=		
-level resp: 3 S=MM FG;	3C=mm WK; 3D=mm FG;	3H=MM INV;	
	– see [D14]		
UMP OVE	RCALLS (Style; Respons	es; Unusual NT)	
	2NT=2 lower unbid;		
fter WK 2H	/S or PRE 3H/S: 4C=C&c	oM; 4D=D&oM	
eopen: Ope	ning values		
	JUMP CUE BIDS (Style;	Response: Reopen)	
	of a 1-level): 2C/D=MM; 2		
	f a 1-level): asks 3NT w/S		
	of a 2-level): asks 3NT w/S		
'S. NT (vs. 8	Strong/Weak; Reopening	:PH)	
	Strong	Weak	
BL	4-card M, 5+m	penalty	
C	majors	majors	•
D	1-suiter in major		
H	5+ hearts, 4+m		
S	5+ spades, 4+m	5+ spades, 4+m	
NT	minors	minors	
	PTS (Doubles; Cue-bids;		
	irect & Jump Cue Bids)	Jumps, wi Diusj	
	WK2=15-17HCP BAL (R	asp: 3C-nunnet TP	F'a
	$\frac{WR2-13-17HCFBAL}{MPRE: 4 of a minor = 5+}$		l' S
	CIAL STRONG OPENIN		
D=majors, 1	NT=minors; all else could	be PRE	
VER OPPO	ONENTS' TAKEOUT D	OUBLE	
S at 1-level	=NF; RDBL=10+HCP		
	,		

LEADS AND SIGNALS					W B F CONVENTION CARD		
OPENING LEADS STYLE							
	Lead		In Part	tner's Suit	CATEGORY:	GREEN	
Suit	3 rd /LOW		same		NCBO:	Canada	
NT	4 th		same	!	EVENT:	46 th World Bridge Team Championships	
Subseq	same		same	!	11	d'Orsi Seniors Trophy	
Other:				PLAYERS:	Vince ODDY - Roy DALTON		
LEADS						SYSTEM SUMMARY	
Lead	Vs. Suit		Vs. NT	r f	1		
Ace	AKx(+); Ax	x(+)		for UB	GENERAL AF	PPROACH AND STYLE	
King	KQx(+); K0			(+); KQ10x	$\frac{2}{1}$ with weak 1		
Queen	QJx(+);QJ		QJ(10/9)x(+); KQ10xx(+); AQJx(+)				
Jack	J10x(+); J10	0; KJ10x(+)	J10(9/8 (A/K)J	8)x(+);			
10	109x(+); H	109x(+); 109		+); H109x(+); 109	1		
9	98xx(+); 9x	().		8xx(+); 9x	1NT Openings:	· 12-14HCP	
Hi-X		HxS; HxSx; Sx; Sxxx H		HxxS; Sx; Sxx;	2/1 FG except		
Lo-X	HxS; HxSx; xxS; xxSx;			HxxS; HxxSx; Sx; 5xxx; Sxxxx			
SIGNALS IN ORD	, ,		0nn, _	MA, DAMA	{		
		Declarer's Lead	d	Discarding	SPECIAL BI	DS THAT MAY REQUIRE DEFENSE	
		H/L=Odd; L/H		U U		5 Intri mari negente zar artaz	
Suit 2	<u>, , , , , , , , , , , , , , , , , , , </u>		- L/ • • •		1		
3				<u> </u>]	
1 H=DIS	SC; L=ENC	H/L=Odd; L/H	=Even	H=DISC; L=ENC			
NT 2							
3				<u> </u>			
Signals (including Tr	rumps):						
H/L=Odd							
	D	OUBLES					
TAKEOUT DOUB	LES (Style:	Responses: Re	eopenin	(a)	┫┠─────		
CUE=10+HCP; RES				<u>s)</u>	1		
	<u>" DDD</u>	<u></u>	<u> <u></u></u>				
						RCING PASS SEQUENCES	
SPECIAL, ARTIFI					Penalty pass of	f RDBL except 1x (DBL) RDBL	
1C(1D) DBL = 4S/4				DBL			
1C/1D/1H - (P) - 1X	· /		P	!			
NEG DBL THRU 4H	H; RESP DB!	L THRU 4H			IMPORTANT	r NOTES	
DBL of Opp's raise t	to 2-level = T	Г/О		!			
Snap Dragon Dbl = 4	4-cards in the	e unbid suit, 8+1					
1NT(2x) DBL = 9-1		$\overline{f(2C)}$ is not M	M then	DBL of 2C =NF	PSYCHICS:		
STAYMAN and SYS	STEM ON			'	Ш		

C	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	PLAYERS: Vince ODDY - Roy DALTON				
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1*		3	4H	11-21 HCP	1D/H/S=6+HCP; 1N=8-10HCP; 2C=5+C	1NT rebid=15-17 HCP (now 2-way STAY)	See section [D] of the	
					6-9HCP; 2D=STR raise; 2H/S=fit showing; 2N=11-12HCP; 3C=LIM; 3H/S=SPL	Jump to 2NT=19-21 HCP – see [A1]	Supplemental Notes for all 1-level suit openers	
1♦		3	4H	11-21 HCP	1H/S=6+HCP; 1N=6-9HCP; 2C=NAT FG	1NT rebid=15-17 HCP (now 2-way STAY)		
					2D=4+D, 6-9HCP; 2H/S=fit showing; 2N=11-12HCP; 3C=STR raise; 3D=LIM 3H/S/4C=SPL	Jump to 2NT=19-21 HCP – see [A1]		
1•		5	4H	11-21 HCP	1S=6+HCP; 1N=F1; 2C/D=NAT FG; 2H= 6-9HCP, usually 3 trumps; 2S=fit showing; 2N=FG raise; 3C=LIM; 3D=CONST raise 3H=PRE raise; 3S/4C/D=SPL; 4H=PRE raise	1NT rebid=15-17 HCP (now 2-way STAY) Jump to 2NT=19-21 HCP – see [A1]	By passed hand: 2C=Drury (4 trumps) 2D=Drury (3 trumps) 3C/D=Fit-showing jump	
1		5	4H	11-21 HCP	Same structure as after 1H opening	Same structure as after 1H opening	Same as after 1H opener	
INT			At 3-lvl	12-14 HCP	2-way STAY in 1 st /2 nd ; 2D/H TRFs in 3 rd /4 th ; 2S=Cs; 2N=Ds; 3C=mm WK; 3D=mm FG; 3H=MM INV; 3S=MM FG; 4D/H=TRFs		2NT Lebensohl	
2*	х			22+HCP or equivalent playing strength	2D=waiting; 2H=NEG; 2S/N(hearts)/3C/D= 5-card suit headed by 2 of top 3 honours 3H/S=SPL(4441) 4-7HCP	Kokish (2C-2D-2H forces 2S)	Dbl of overcall = 0-4 HCP	
2•		6		Weak 2; 5-10 HCP	New suit=F1; 2N=ART (asks suit quality and hand strength)	After 2N ART ask: 3C=bad/bad; 3D=good suit, bad points; 3H=bad suit/good points; 3S=good/good		
2♥		6		Weak 2; 5-10 HCP	Same structure as after 2D opener	Same structure as after 2D opener		
2		6		Weak 2; 5-10 HCP	Same structure as after 2D opener	Same structure as after 2D opener		
2NT				20-21 HCP	3C=Puppet; 3D/3H=TRFs; 3S=forces 3N (m 1-suiter or mm); 4C=ace ask; 4D/H=TRF	Opener accepts TRF at 3-level only with 2 trumps (same as after 2C opener and 2N rebid)		
3*		7 usually		PRE	New suit = F1; 4D=KCB			
3♦		7 usually		PRE	New suit = F1; 4C=KCB			
3♥		7 usually		PRE	New suit = F1; 4C=KCB			
3♠		7 usually		PRE	New suit = F1; 4C=KCB			
3NT	Х			Solid 7+card minor	4C=P/C; 4D=ART asks short suit			
4♣/♦/♥/♠		8 usually		PRE				
5♣/♦/♥/♠				PRE				

SUPPLEMENTARY NOTES

ODDY - DALTON (Canada Seniors)

• Conventions used

[A1] Auction after 2NT Jump Rebid by Opener

After a 1m opening and jump to 2NT by opener, 3 of the other minor = checkback Stayman; 3 of opener's minor = support and mild slam try or better; 3 of responder's major = slam try

After a 1H opening and jump to 2NT by opener, 3C=checkback Stayman

[A2] 2-way Stayman after 1NT rebid

After a 1NT rebid by opener (15-17) in 1st or 2nd seat, 2C=non-forcing Stayman; 2D=forcing Stayman, 2H=to play, 2S/2NT are transfers.

In 3rd or 4th seat, then 2C=Stayman and 2D/H/S/2NT are transfers

[A3] Ingberman

After a reverse by opener showing extra values, 2NT by responder = 5-7 HCP and asks opener to rebid 3 of his first bid suit with a minimum reverse (16-18HCP). If responder can bid the 4^{th} suit at the 2-level, this becomes a substitute for 2NT

• Leads and signals

[B1] 3rd and low vs suits; 4th vs NT; upside-down count and attitude signals

[B2] lead of an ace vs NT asks for unblock; lead of a K vs NT asks for attitude

[B3] low from xxx in partner's suit vs suit contracts, unless raised, then highest card led

• Defensive and competitive bidding

[D1] 2-Way Simple Raises After LHO Doubles Our 1M Opening

After we open 1M and LHO doubles, responder bids:

2M=5-7HCP and usually 3-card support; 1 under 2M is artificial and shows 8-9HCP and usually 3-card support

[D2] Artificial 2NT to show 3-card limit raise in major

After we open 1M and LHO overcalls at the 1 or 2-level, 2NT=3-card limit raise

[D3] Jump to 2NT to show preemptive raise

After we open 1m and LHO doubles, a jump to 2NT is artificial and shows a preemptive raise (at least 4 trumps if diamonds; at least 5 trumps if clubs)

[D4] 2 of other minor after 1NT overcall

After we open 1m and LHO overcalls 1NT, 2 of the other minor by responder shows at least 9 cards in the majors (5-4/4-5)+ and 5-8 HCP

[D5] Redouble of a negative double

A redouble in 4th seat of a 3rd seat negative double generally shows 8-11 HCP and usually a doubleton in overcaller's suit

[D6] Rescues when our 1NT opener is doubled for penalty

After our 1NT opener is doubled for penalty:

Redouble shows a one-suiter (opener is forced to bid 2C); 2C/D/H show that suit and a higher ranking suit

Pass forces redbl, and now.... Pass = to play; 2C = clubs + a major; 2D = diamonds + spades; 2H = good heart one-suiter, not forcing, invites comp to 3-level; 2S = good spade one-suiter, not forcing, invites comp to 3-level

Applies in balancing hand situation (1NT pass pass X), except can't show rounded or pointed suits – bids show that suit and a higher ranking suit.

[D7] Auctions after our 2C Landy (showing both majors after an opponent opens 1NT)

Responses to 2C: 2D=no pref; 2H/S=to play; 3H/S=inv

If 2C is doubled, rdbl=no pref; pass=clubs; 2D=nat; 2H/S=to play

[D8] Lebensohl after opponent's weak-2 opener

If we make a takeout double of a weak 2-bid, advancer's 2NT=0-8 HCP; applies in balancing seat as well

[D9] Super Michaels after weak-2 opener and preemptive 3-bids in a major

4C/D=natural and the other major; Qbid of a weak-2 asks for a stopper

[D10] Forward-going pass in competition

In competitive auctions where we would otherwise have been forced to a certain level without interference, "pass" shows more than minimum values.

[D11] Defense to Michaels

Dbl = values, usually 10+HCP

If partner opened a minor, 2H (CUE) = a GF raise; 2S (CUE) = limit raise (dia=4+ trumps; clubs=5+ trumps)

If partner opened a major, CUE of the other major = limit raise +, 4+ trumps; 2NT=3-card limit raise

[D12] Unusual over Unusual

After opponent's Unusual 2NT:

Dbl = values, penalty oriented

Low Qbid = depending on opener, either i) limit raise or better, or ii) the unshown suit, forcing

High Qbid = depending on opener, either i) limit raise or better, or ii) the

unshown suit, forcing

Raise = to play; 3 of unshown suit = natural, constructive, not forcing

[D13] Defence to Multi 2D

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Dbl = 13-15 HCP or 19+ HCP, balanced

Dbl of 2H (P/C) = takeout; 2NT = 16-18 HCP (puppet, transfers)

2H, 2S = natural

2NT = 16-18 HCP

and now.... 3C = Puppet Stayman

3D, 3H = transfers

3C, 3D = natural

3H, 3S = natural, good hand

3NT = to play, could be tricks

Pass, followed by X = takeout
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[D14] Sandwich NT

(1x) Pass (1y) and now.... 1NT=16-18 HCP (responses: Stayman for unbid majors, transfers)

[D15] Asking bids after responder's major is raised (or jump raised)

After responder's major response is raised/jump raised by opener to the 2 or 3-level, then the next cheapest bid by responder is artificial, asking for opener's shape. 1st step=BAL 15-17HCP; 2nd step=shortness in lower unbid suit; 3rd step=shortness in higher unbid suit; 4th step=5-4-2-2 shape (not 15-17).

In cases when opener's raise to the 2-level was over competition (an overcall), then the 4th step becomes an unbalanced hand with only 3-card support.

[D16] Slam bidding interference

When our ace-asking bid is overcalled: DIPO (Dbl= 1^{st} step (1/4); Pass= 2^{nd} step(0/3)) at 5-level; cheapest bid= 3^{rd} step, next bid= 4^{th} step, etc. DEPO (Dbl=even; Pass=odd) at 6-level