

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Generally full system responses and rebids for 1 over 1 overcalls (1x)-1M-(p)-2♣ = Art good hand, but not FG if overcaller rebids 2♦ Reuben advances when we overcall 2♣
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 1NT = 15-18 ATV Full system on Balancing 1NT = 11-15 ATV
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls (1♣) 2♦ = Majors if 1♣ is short or better minor Reopening 2NT = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) 2♣ = Nat if 1♣ is short or better minor Michaels and Unusual 2NT (any strength) (1x) 3x = stop ask
VS. NT (vs. Strong/Weak; Reopening; PH)
All NT: Multi-Landy, X = Pen PH defence: 2m = 5m4M, 2M = Nat, X = One minor (Vul) / one minor or MM (NV)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout Leaping and non-leaping Michaels (3M) 4M = Good 4oM bid
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = MM, 1♦ = ♣ or ♦, 1♥/1♠ = Inverted, 1NT = 2 non-touching 2♣ = WJO in next suit or two suited next higher suits (Applies after 1♣-p-1♦)
OVER OPPONENTS' TAKEOUT DOUBLE
XX = values (now 1 st X from either player = t/o, subsequent = pen) System on over 1m (X) Trf over 1M (X)

LEADS AND SIGNALS
OPENING LEADS STYLE
Lead (including in Partner's Suit)
Suit 3/low
NT Rev Attitude/Unblock
Subseq Rev Smith in NT if necessary
LEADS K from AK@5-level or vs 4m (asks for rev count)
Lead Vs. Suit Vs. NT
Ace AK(x)+, Ax AK(x)+
King KQ(x)+, AK doubleton AKJ10(x)+, AKQx, KQ(x)+
Queen QJ(x)+ KQ109(+), KQJx, (A)QJx(+)
Jack J10x(+); J10(x)+; AJ10, KJ10
10 10x; H109x (+) 10x; H109(x)+
9 9x, 109x (+) 9x, 109x (+)
Hi-X 3 rd /low, Xx, X Xx, XXx, xXxx
Lo-X 3 rd /low – xxX, xxXx xxXxxx HxXx (+); HxX; xXx
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
1 Lo = Enc Hi = Odd Lo = Enc
Suit 2 Hi = Odd S/P S/P
3 S/P Hi = Odd
1 Lo = Enc Hi = Odd/Disc Lo = Enc
NT 2 Hi = Odd S/P S/P
3 S/P Hi = Odd
Signals (including Trumps): K/J & Q/10 = High/Low suit pref if applicable
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
(1x)-X-(1M)-X = Pen Jumps are pre over oppo's value-showing XX
X = Freq t/o
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Negative, Responsive X, Support X (up to 2M) G/T doubles Lightner doubles

W B F CONVENTION CARD
CATEGORY: Green NCBO: England PLAYERS: Andy COPE / Oscar SELBY
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5cM; 14-16 NT (1 st /2 nd) / 15-17 NT (3 rd /4 th) Trf responses to short 1♣; Unbal 1♦ Weak-only Multi 2♦ - 1 st /2 nd NV (up to 8 pts) Ekren 2♦ - 3 rd seat or VUL (MM 4+/4+)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
<u>1 level responses</u> Trf responses to short 1♣ (1♠ = No 4cM or 4M5+♦ FG) 1♣-1NT = GF ♣ or 16+ Bal 1♣-2♣ = MM Wk 1♣-2R = Trf 6+M Wk or S/T+ 1♣-2♠ = mm Wk or FG 1♦/M-2♣ = Art FG (♣, ♦ or Bal) 1♦-2♦ = 6+M Wk 1♦-2♥ = 5♠4/5♥ NF 1♥-1N = 5-11 NF (May have 4♠) 1♥-2♦ and 1♠-2♥ = Inv 3M 1♠-2♦ = 5+♥ Inv+
<u>2 level responses</u> 2♣ = GF or 20-21 Bal 2♦ = 5+M Wk (1 st /2 nd NV) / MM Wk (VUL 1 st /2 nd or 3 rd)
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
PSYCHICS: Uncommon, but possible

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	5♥	Nat or Bal (May have longer ♦)	1R = Trf, 1♠ = No 4cM or 4M5+♦ GF, 1NT = GF ♣ or 16+ Bal, 2♣ = MM Wk, 2R = Trf 6+M Wk or S/T+, 2♠ = mm Wk or GF+, 2NT = ♣ Pre, 3♣ = Mixed, 3x = Pre	1♣-1R-complete = Wk NT or Unbal with 3M 1♣-1♠-2♦ = 17-19 Bal 1♣-1R-2NT = 16+pts, 4M5+♣ or 3M6+♣	System on after 1♣ (1♦/X) Trf over 1♣ (1M, 2/3♣ & 2M)
1♦		4	5♥	Nat Unbal 5+♦ or 4♦(441)	1NT = 5-11, 2♣ = Art GF (♣, ♦ or Bal), 2♦ = 6+M Wk, 2♥ = 5♠4/5♥ NF, 2♠ = ♦ Inv, 2NT = ♦ Pre, 3♣ = Nat Inv, 3♦ = ♦ Mixed, 3M = Pre	Art rebids after 1♦-1M; 1♦-2♣ 1♦-1M-2♣ = Trf Gazilli, 6♦ Wk or Art 18+ 1♦-1M-2NT = 16+pts, 4M5+♦ or 3M6+♦	Trf over 1♦ (1M, 2/3♣ & 2M)
1M		5	5♥	Nat	1♥: 1♠ = 5+♠, 1NT = 5-11 NF (May have 4♠) 1♠-2♦ = 5+♥ Inv+ 2♣ = Art GF (♣, ♦ or Bal), 2M-1 = Inv 3M, 2M = 7-9 3M, 2M+1 = Jacoby, 3m = Nat Inv, 3M = Pre/Mixed ATV 4M, 1♥-2NT/1♠-3♥ = Inv 4M, 3M+1 = Any singleton, Void splinters	Trf rebids after 1♥-1♠; 1♠-1NT Art rebids after 1M-2♣	Trf over 1M (X & 2/3♣) PH: 2♣ = 4M, 2M-1 = 3M, 2N = Mixed, Fit jumps below 3M
INT		-	-	14-16 (1 st /2 nd) 15-17 (3 rd /4 th)	2♣ = Stayman, 2R = Tfr, 2♠ = Range ask or ♣, 2NT = Puppet Stayman, 3♣ = ♦, 3♦ = mm GF, 3M = Short M GF, 4♣ = MM, 4R = Tfr	2 nd round Trf after 1NT-2red-2M	Trf Lebensohl
2♣	✓	-	-	GF or 20-21 Bal	2♦ = Relay, 2♥ = ♠, 2♠ = mm FG, 2NT = ♣ S/T, 3♣ = ♦ S/T, 3♦ = MM GF+	2♣-2♦-2♥-2♠-2N = 20-21 Bal 2♣-2♦-2N = 24-25 Bal	X = 0-4; Pass = Forcing up to 3♦
2♦	✓	-	-	5+M Wk (NV 1 st /2 nd)	2/3M = P/C, 2NT = Relay, 4m = Relay, 4M = To play	2♦-2NT: 3m = Cyphered min, 3M = oM max	If they X: Pass = Suggestion, RDBL = General values
				MM Wk (VUL 1 st /2 nd or 3 rd)	2/3M = NF, 2NT = Relay, 3m = Cyphered M Raise	2♦-2NT: 3♣ = 54 Min, 3♦ = 44 Min, 3M = Max 4M5oM, 3NT = 44 Max, 4m = Short, 55 max	
2M		5	-	Wk (VUL or 3 rd) 8-11 (NV 1 st /2 nd)	3x = F1, 2NT = Relay, 4x = Spl below 4M	2M-2N: 3♣ = Max w/shortage, 3♦ = 64MM, 3M = Min, 4m = Nat	
2NT		-	-	22-23	3♣ = Stayman, 3R = GF Tfr, 3♠ = mm GF+, 4x = 2-under S/T		
3x		6	-	Pre	3♣-3♦ = Relay		
3NT	✓	7	-	Gambling	4♣ = P/C, 4♦ = Relay, 4M/5m = To play	<u>HIGH LEVEL BIDDING</u>	
4x		6	-	Pre	4N = RKCB	Kickback, Exclusion, PMKC DOPI/ROPI/DEPO	

