

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 Level and Reopening = Aggressive; 2 Level = Sound	
RESP: Jump Raise = mixed (values, 4+ support)	
CUE = starts TSF string	
New suit = not forcing, Jump shift = F	
2N over M = 4+ INV+ raise, over minor = NAT INV to 3N	
CUE vs 2M ASK for stopper	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> Position = 14-18 HCP	
RESP: as over 1NT opening	
4 <sup>th</sup> Position = 10-15 HCP RESP: 2C = min/max STAY	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit NAT; RESP New suit F	
Jump CUE = asks for NT stopper in suit	
Reopen: X = T/O	
<b>DIRECT &amp; JUMP CUES (Style; Response; Reopen)</b>	
Direct CUE (not C) = Michaels; NAT over 1C	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Strong:	Weak:
2C = MM or D	2C = MM or D
2D = one M	2R = TSF
2M = M + m	2S = Clubs
2N = mm	2N = mm
3X = NAT	3X = NAT
X = 4M 5+m	X = PEN oriented
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
(2D) or (3D)-4C = M + C, (3D)-4D = MM	
(2H) or (3H)-4m = m + S, (3H)-4H = mm	
(2S) or (3S)-4m = m + H, (3S)-4S = mm	
Jump to 4N = specific Aces (5C = none)	
3 level CUE = ASK for stopper	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>	
lower of 2 touching suits or 1 suiter in 2 higher suit	
NT = 2 non-touching suits	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
RDBL begins string of TSF, Openers suit -1 last TSF	
2NT = INV+ raise in Openers M	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subsequent			
Other: 1 <sup>st</sup> or 2 <sup>nd</sup> highest from 4+small; low from doubleton vs suits			
Second card shows count (lowest = even, non-lowest = odd)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AK;AKx(+)	
King	KQ;AK; KQx(+)	AKJ10(x); KQT9; KQJx; KQ	
Queen	QJ; QJx(+)	KQx(+);QJ	
Jack	J10; J10x(+); KJ10x(+)	QJx(+); AQJ(x); J10	
10	109; 109x(+); H109x(+); 10x	J10x(+); KJ10x(+); 109	
9	98x(+)	98(x+); 109x(+); H109x(+)	
Hi-X	Hx (H = 10 or higher)	Hx	
Lo-X	Sx (x = 9 or lower)		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = ENC		Same
Suit 2	Lo/hi = even	Same	Same
3	S/P		Same
1	Lo = ENC	Same (Reverse Smith)	Same
NT 2	Lo/hi = even	Same	Same
3	S/P	Same	
<b>Signals (including Trumps):</b>			
Echo in trump shows odd number, or suit preference			
Count and ATT is given if player thinks it will help PART or mislead OPPT			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light with classic shape			
CUE = F until a suit is bid twice			
New suit = equal level conversion, doesn't promise extras			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
RESP X: After T/O X thru 4S; after o/call			
Repeat same suit X by Neg doubler = Take out			
Over Minor Michaels: M = stopper, asks for stopper in other M			
Over Major Michaels: CUE in opponents' Major = INV+ in M			
RESP X of OPPT CUE = Raise			
Opener's X of OPP CUE or raise = RESP			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: Canadian Bridge Federation</b>
<b>PLAYERS: Gord McOrmond and Mike Hargreaves</b>
<b>EVENT: Seniors</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
NAT, 5-card Majors
1C Opening = 2+C, may have 4-5D if balanced
1C TRF RESP
1D Opening = 4+D, often unbalanced or 6+D
Mixed jump raises over MM
INV jump raises over mm
Variable NT Opening, NV = 10-13 HCP, VUL = 14-16 HCP
Open most BAL 11 HCP, some un-BAL 9 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2C Opening = STR, near Game Force - any suit(s) any shape
2D Opening = 6+M (5-9 HCP), RESP 2+M = P/C
2D RESP 2NT = F1, 3C = PUP to 3D, 3D = INV either M
2M Opening = 6+M (9-13 HCP), RESP 2NT = F1 Ogust RESP
3NT Opening (1 <sup>st</sup> /2 <sup>nd</sup> seat) = PRE (C or D), 3 <sup>rd</sup> /4 <sup>th</sup> = Gambling
4C Opening = 8-8.5 tricks, broken long M (H or S)
4D Opening = 8-8.5 tricks, SOL long M (H or S)
4M Opening = PRE in bid M
Michaels Cue-bids
2NT Overcall = two lower unbid suits
Leaping Michaels over 2-3 level pre-empts in direct seat
Negative Doubles to 4H
2D RESP to 1C = 6+M (3-9 HCP)
2H RESP to 1m = 5+S 4+H (3-9 HCP vs 1C 8-11 vs 1D)
2S RESP to 1m = GF raise in Opening Minor
2NT RESP to 1C = mm, usually WK
TSF RESP in competition starting with RDBL or CUE
FSFG, except 1H-1S/2C-2D which could be WK sign off
<b>SPECIAL FORCING PASS SEQUENCES</b>
WK 1NT-(X)-P requires partner to RDBL (or bid 5+suit)
<b>IMPORTANT NOTES</b>
We use 2D in many sequences to show one M
RESP as to Multi
<b>PSYCHICS: FREQ</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	Can have 4-5D if balanced	1R = TSF. 1S = BAL or any minor hand usually no 4+M. 1N = GF BAL 2D = 6+M WK, 2H = 5+S,4+H 3-9 HCP (Meckwell) 2S = GF C raise, 3C = LR in C, 3X = LR in X	1C-1R/1N is 17-19, 2-3 card support 1C-1R/2N = 4 card support and 17+ hcp 1C-2D/2M = P/C, 2N = asks	CUE = TSF
1♦		4	4H	Can be 4 only if 4441 or awkward 4-5 minors, or 3 <sup>rd</sup> or 4 <sup>th</sup> seat	2H = 5+S,4+H 8-11 HCP (Meckwell) 2S = GF C raise 3C = LR in C 3D = LR	1D-1H(1N)/2S = artificial GF 1D-1M/2N = 6+D, F1, usually no fit with M 1D-1M/3D = 6+D, 3+M fit, INV	CUE = TSF
1♥		5 4 in 3 <sup>rd</sup> /4 <sup>th</sup> seat	4H	10-22 HCP	1N F1, 2/1 GF. 2S INV UNBAL. 3C = INV BAL. 3S = any SPL. 4m void SPL. 3N mixed raise 2N = GF 4+H	1H-2H/2N = ASK (suggests singleton) 1H-2H/3X = HSGT	2-Way Drury by PH CUE TSF 2N usually 4+M, INV+
1♠		5 4 in 3 <sup>rd</sup> /4 <sup>th</sup> seat	4H	10-22 HCP	1N F1, 2/1 GF. 3C INV UNBAL. 3D = INV BAL. 3H = any SPL. 4m void SPL. 3N mixed raise 2N = GF 4+S	1H-2S/2N = ASK (suggests singleton) 1H-2S/3X = HSGT	2 way Drury by PH CUE = TSF 2N usually 4+M, INV+
INT			4H	WK 11-13 NV, STR 14-16 VUL	WK NT 2-way STAY, 2D = ASK GF STR NT STAY. 4 way TSF/range ask 2S = Range-Ask or long C (or INV D)	Second TSF by RESP over STR NT	TSF LEB,
2♣	✓			STR 22+ if balanced (21+)	2D = A/K, 2H = no A/K, 2S = 4441, 2N = AKQJxx 3X = TSF 6+suit ¾ Honours, 3N = AKQJxxx	Kokish Relay with switch	X = A/K, P = no A/K Bids = 5+ high honor+
2♦	✓	5		6+M, 5-9 HCP May have good 5M	2M P/C. 2N = F1 ASK, 3C = PUP to 3D usually STR with own suit, 3D INV both M, 4C asks TSF, 4D asks bid suit		2D-(2M)-X P/C 2D-(X)-RDBL asks for 2H: RESP has own suit 2D-(X)- 3D INV in both M
2♥				6+H, 9-13 HCP May have good 5H	New suit = F1, 2N = F1 ASK	2H-2N/3C = MIN bad H, 3D = MIN good H 3H = MAX bad H, 3S = MAX good H	X = PEN
2♠				6+S, 9-13 HCP May have good 5S	New suit = F1, 2N = F1 ASK	2H-2N/3C = MIN bad S, 3D = MIN good S 3H = MAX bad S, 3S = MAX good S	X = PEN
2NT				19+ - 21 HCP	PUP STAY 2N-3C/3D = could have 5S, 3R = TSF, 3S = PUP to 3N, 3N mild slam try in minors	2N-3C/3H = 4+H, 2N-3C/3S = 4H/4S 2N-3C/3N = 4S, 4 level TSF RESP	
3♣		6		3-10 HCP	4D = KCB (0, 1, 1+Q, 2, 2 + Q)		3-14 HCP by PH
3♦		6		3-10 HCP	4C = KCB (0, 1, 1+Q, 2, 2 + Q)		3-14 HCP by PH
3♥		6		3-10 HCP	4C = KCB (0, 1, 1+Q, 2, 2 + Q)		3-14 HCP by PH
3♠		6		3-10 HCP	4C = KCB (0, 1, 1+Q, 2, 2 + Q)		3-14 HCP by PH
3NT	✓				4 level minor hand 1 <sup>st</sup> /2 <sup>nd</sup> . 3 <sup>rd</sup> /4 <sup>th</sup> = to play	4m = P/C, 4M = to play	
4♣	✓				Good 4M 8-8.5 winners, 1-loser suit vs singleton	4D =ASK, 4H P/C, 4S+ CUE (2 aces)	
4♦	✓				Good 4M, SOL suit 8-8.5 winners	4H P/C, 4S+ CUE (2 aces)	
4♥					NAT, not as good as 4C/4D		
4♠					NAT, not as good as 4C/4D		
4NT					Minors		
5♣					NAT	HIGH LEVEL BIDDING	
5♦					NAT	Exclusion KCB, optional (min-max) KCB, 6 card KCB in some situations, D(R)OP1 if available otherwise D(R)OPE	
5♥						Leaping Michaels over PRE	
5♠						Kickback KCB, 4D over C, 4H over D, 4S over H	
						1M-3oM/X = ASK for 3N, 4C = M slam try, 4D = good M raise	