Suit Overcalls

Wide range (but generally sound at two-level)

Advances: 2N in competition = sound raise of a

MAJ; Cues = UCB or mixed raise

Notrump Overcalls

Direct 1N = 15-18, system on

Balancing 1N 11-15 (12-16 over major) then 2* for range/shape; other system bids on

Direct 2NT is 5-5 lowest 2 unbid (minors over short *) balancing is 19-21.

Takeout Double

Suit Jump Overcalls

Natural and weak. Intermediate in balancing.

Cue Bids

1m-2m = majors, 1M-2M = OM & minor, any strength.

Defence to 1NT (Weak or Strong)

Dble = Penalty

2♣ = MAJs; 2♦ = 1 MAJ; 2 MAJ = MAJ+Min; 2N = minors

Defence to Pre-empts

Takeout doubles at 2/3 level 2NT & 3NT natural; DOUBLE = VALUES AT HIGHER LEVELS

Over Artificial Strong Openings

 $(1 \clubsuit^*)$: X=♥;1♦=♠;1♥/♠/1NT=CRO; 2 level = that suit or other three

Over Short Club (2+)

2♣ = MAJs; 2♦ = 1 MAJ; 2 MAJ = MAJ+Min; 2N = minors

Over Opponent's Take-Out Double

XX = (9)10 + HCP; 2NT = good raise

Leads, Signals & Discards

Opening Lead Style				
No-trump	4 th best leads or 2 nd from bad suit. Higher of touching honours except from A/K Ace for (reverse) attitude, King for (standard) count			
Suit	Same overall style			
Later	Attitude in new suits			

	Leads					
Lead	vs Suits	vs Notrumps				
Ace	Ax(+), AK+	AK(+)				
King	AK(+), KQ(+)	AK(+), KQ(+)				
Queen	QJ(+)	AQJ(+),QJ(+)				
Jack	KJ10(+), J10(+), Jx	A/KJ10(+), J10(+), Jx				
10	K/Q109(+), 10x	A/K/Q109(+), 10x				
9	109x, H98, 9x	109x, H98, 9x				
High x	Sx, 10Sx(+), xSx(+), HxS, HxxS(+)	Sx, 10Sx(+),xSx(+), HxS, HxxS(+)				
Low x	HxS, HxxS, HxxSx, xxxSx(+)	HxS, HxxS, HxxSx, xxxSx(+)				

		Signals In Order of Priority			
		Partner's	Declarer's	Discard	
	1st	Low = Enc (on King lead = Odd)	High = Smith (NT) High = Even (suit)	Low = Enc	
	2nd	Low = Odd	High = Even (NT)	Low = Odd	
	3rd	Low = S/P	High = S/P	Low = S/P	

standard Smith (Hi = Like); echo in trumps suggests
ruffing else suit preference

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System Category Green (Natural)

Players Malcolm PRYOR

Ed SCERRI

NCBO England

System Summary

1 **♣** can be 2

5-Card Majors

Strong No-trump: (14)15-17

2 ♦ = weak 2 MAJ

2♥ = weak 5-5(4) ♥ + min

2♠= weak 5-5(4) ♠ + min

Special Bids That May Require Defence

2 ♦= weak 2 MAJ

Special Forcing Pass Sequences

Important Notes That Don't Fit Elsewhere

Control-bids are 1^{st} or 2^{nd} round; $XX = 1^{st}$ round.

Call	Art?	Min Lgth	Neg Dbl Upto	Description	Responses	Subsequent Auction	Modifications with passed partner (if any)
1.*		2	4♥		Single raise INV; double raise weak; Splinters	<u>1NT rebid:</u> 11-14 then 2♣ puppet to 2♦; 2♦ = ART FG; 2N =	
1♦		4	4♥		Jump shifts: at 2 level = weak, at 3 level = NF INV	RELAY TO 3.4. 2NT jump rebid: 18-19	
1♥		5	4◆		1NT = 5-10 2/1 = sound but not FG	After 1 MAJ – 2N: 3 level new suit =	
1 🛦		5	4♥		Jump shifts: at 2 level = weak, at 3 level = NF INV 2NT = JACOBY	shortage	
1NT		BAL	-	(14)15-17 5м possible also 6m322, 5m422	2♣ = Stayman (non promissory); 2♠/♥ = TRF; 2♠ = Clubs 2NT = Diamonds 3♣ = Muppet Stayman (as after opening 2N)	After 2♠: 2NT = no fit; 3♣ = FIT After 2NT: 3♣ = no fit; 3♠ = fit After intervention Leb (FASS) 4N after stayman or transfer = quantitative	
2*	✓	-	-	FG or bal /semi-bal 23+ (can contain singleton)	2♦ = Waiting	2 v = Kokish (25/26 or 29/30 BAL or v)	
2♦	√	-	Maj ors up to 3♣	Weak 2 major <10 HCP (5)6 ♥/♠	2/3M P/C; 2NT = ART ENQ; 4♣ = 'bid suit by transfer'; 4♦ = 'bid major'	<u>After 2NT:</u> 3♣/3♦= max ♥/♠; 3♥/3♠ = natural, min	
2♥		5	-	<11 HCP, 5♥ & 5/(4) minor	2♠ = NF INV; 3/4/5♣ Pass/correct; 2NT = ART ENQ, INV+; 3♦ = INV in the MAJ	2M - 2NT; 3m = NAT min; 3 MAJ = ♣/♦ Max	
2♠		5	ı	<11 HCP, 5♠ & 5/(4) minor	As 2♥ but with 3♥ = NAT FG	Slam Approach and Conventions	
2NT		BAL	-	20-22 HCP BAL / semi-bal (can contain singleton)	$3 = \text{Muppet Stayman } (3 \lor = \text{no 4/5 MAJ, 3N = 5} \lor)$ $3 \lor / \lor = \text{TRF}$ $3 \land = \text{minors}$ $4 \land \text{NT} = \text{quantitative; } 4 \land / \blacklozenge = \text{slam try in } \lor / \spadesuit$	RKCB: 1 or 4, 0 or 3, 2 no Q, 2 + Q. Q ask after 5m (bid King) After intervention: Dble = step 1; Pass = step 2 5NT after 4NT = ask for specific kings	
3♣/♦		6	-	Pre-emptive	New suit below game NAT F1		
3♥/♠		6	-	Pre-emptive	New suit below game NAT F1		
ЗNТ	√	7	-	Solid minor No outside ace or king	4/5♣ p/c; 4♦ = ask for shortage; 4M NAT NF		
4♣/♦		6	-	Pre-emptive	4м to play		
4♥/♠		6	-	Pre-emptive			