

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Agg @ 1 level, Sound @ 2 level. 1/1 = F. 2/2 = F. 3/2 = F. 2/1 = NF Jump in new suit is FG if 1 level O/C and lower ranking suit. Lower of cue and 2N is INV raise or choice 4M vs 3N, Higher is FG Raise.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 with Sys on in direct. 11-14 over 1m in 4 <sup>th</sup> , 11-16 over 1M in 4 <sup>th</sup> . If 11-16, 2C asks range As well as staymanic
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 2NT is lowest two unbid suits in direct chair (1X) P (2X) 2N is natural when we are VUL, 2 suiter otherwise. Reopen: Jumps are around 9-12, 6+ cards.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) 2D is MAJORS 5-5 (After this 2N is UCB hearts, 3m is UCB spades. (1M) 2M is 5oM and 5+ minor. Over this 2N Enq, 3C P/C, 3D good raise oM, 3M is FG oM. Jump cue is stopper ask.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = 5m4M or 18+ Penalty double. Vs any NT that can contain 13 by Agreement DBL is Pens and 3 <sup>rd</sup> seat NV 1N also. 2C = Majors 2D = 1 Major 2M = 5 Major, 4+ minor 2NT = Minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels over weak 2, Non leaping over weak 3 EG (2 or 3S) 4C is clubs and hearts. (2 or 3D) 4D is MAJORS. Both are NON forcing. Start with cue bid with forcing 2 suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = MAJORS, NT = Minors. 2L = That suit OR the suit above
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers after 1M (dbl) starting at 1NT. 1H (X) 2N = Mixed, 1S (X) 3H = Mixed. 1m (X) 2N = Weakest raise. 1m (X) Jump om = Limit+ 1m (X) 3m is mixed.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /Low	Same (Att if supported)	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /Low (Att if supported)	
Subseq	Attitude during play	Attitude during play	
Other: Can lead 4 <sup>th</sup> best from low cards vs NTs if we have nothing we are Interested in partner switching to			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	Asks att to continue from top	
King	AK Doubleton, KQ(+)	Demands count or UNBL	
Queen	QJ (+)	Rusinow – see right	
Jack	JT (+)	Rusinow – see right	
10	T9(+), HT9(+)	Rusinow – see right	
9	9X, H98(+)	Rusinow – see right	
Hi-X	Xx, X	Xx, xXx, xXxx, xXxxx	
Lo-X	xxX, xxXx, xxxX	HxX, HxxX, HxxxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att (STD T1, Rev afterwards)	SP (STD count if 100% needed, RARE)	Rev Attitude
Suit 2	SP		
3			
1	Att (STD T1, Rev afterwards)	Reverse Smith (low is enc both sides)	Rev Attitude
NT 2		SP (Count if needed)	
3			
Signals (including Trumps): SP (Suit Preference) Attitude is STD Trick 1, Upside down thereafter.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light when shape suitable			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1x (P) 1y (1Z) DBL = Support. NO Support XX – XX is always strong 1x (P) 1y (1Z) 1N = 18-19 Bal (Pass, supp DBL (Majors) or Raise with all weak NTs)			

W B F CONVENTION CARD
<b>CATEGORY: Green</b> <b>NCBO: England</b> <b>PLAYERS: Peter Crouch &amp; Simon Cope</b> <b>EVENT Camrose 2024</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b> 5 Card Majors (4 poss in 3 <sup>rd</sup> seat) 2M Opener = 5M 4+ minor (NV) 5M 5+ minor (V) weak 2D Opener = Multi, Weak 2 in major OR (444)1 18+ (14) 15-17 1NT opener singleton King (Ace/Queen) possible
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b> 3NT Opener = Strong 4M opener (7.5-9 Playing tricks depending On seat and vul) Pre-empt style varies with seat and VUL. 3L opener first in hand green vs red is very aggressive.
<b>RUSINOW LEADS VS NT AND IN SUITS WE HAVE BID VS NTs, from 3 or fewer cards honours are standard. From 4 or More cards, 9 shows the 10, 10 shows the jack, jack shows the Queen, queen shows the king, K is strong and demands count Or unblock.</b> If you lead a suit YOU have bid showing 4+ cards, RUSINOW as above (so Q promises K, J promises Q etc)
<b>SPECIAL FORCING PASS SEQUENCES</b> (3m) DBL (5m) when we are red against green.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Crouch sometimes, Cope rare.</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7H	Natural or Balanced without 5D/H/S	2C FG 4+C, 2D Limit club raise. 2H bal inv, 2S weak. 2N=NAT FG, 3C Mixed. 3L = Weak.	1C-2C-2D = 11-14 Bal (then 3 new = SPL) 1C-2C-2M = Nat. 1C-2C-3D/H/S = SPL.	2C INV as PH. 2L FIT JUMP.
1♦		4	7H	5 if Bal, can be 4 if (444)1	2C FG, 2D Inv +, 2H bal inv, 2S weak, 3C Nat INV, 3M SPL 5+D, 4C void 5+D.	1D-2D-2H is ART any <FG hand 1D-1M-1N is Art 15+ Not 4M 1D-1M-2N is Art 16+ 4+M	2D INV as PH, 2M/3C FIT JUMP
1♥		5 (4)	7D	Natural (4 poss in 3 <sup>rd</sup> )	2C=FG clubs or balanced, 2D=5+D FG 2H (6)7-9(10). 2N 3 or 4 card limit, 2S Jacoby 3C/D = Natural INV. 3H Mixed. 3S any sing	1H-2N-3C asks 1H-3N = Void spade, 1H-4m = Void 1H-1S-1/2N bids art as 1D-1M	2C 3+H good raise (Drury) . 2S 4+H Raise any sing
1♠		5 (4)	7H	Natural (4 poss in 3 <sup>rd</sup> )	2C=FG clubs or balanced, 2D/2H=5+D/5+H FG 2N Jacoby, 3C 3 or 4 card limit, 3D/H = Nat INV 3S = mixed. 3N = Any sing.	1S-3C-3D asks. 1S-4L = Void	2C Drury. 2N 4+S raise any sing
INT		2 (1)	7H	(14)15-17 Bal Some Semi Bal, Sing K/A/Q poss	Stayman, RST, 2S = Size or clubs or INV Ds 2N = Puppet. 3C = Ds, 3D = 5-4 minors, 3M = SPL 5-5 minors, 4C = Hearts, 4D = Spades		Transfers from 2N and up Some TFRs in COMP
2♣	YES	0		FG or 23+ Bal	2D Wait, 2M nat, 2N = Clubs, 3C = Diamonds 3D = Minors 5-5	2C-2D-2H = FG Hs or 25+ Bal 2C-2D-2H-2S-3C=Hs, 3D = Majors 3M = Linked minor and hearts	
2♦	YES	0		W2 in a major or (444)1 18+	2M=P/C, 3m = NF, 3M = P/C, 2N=Enq, 4C = Tfr to your M, 4D = Bid your M, 4H = P/C, 4S = Nat	2D-2N-3C = Min, 3D 6H, 3H 6S, 3S/N NT Suitable step major	If dbl, Pass = Ds, XX = My own suit, others sys on.
2♥		5		5H 4+ Minor (5-5 VUL)	2S NF, 2N Relay, 3C P/C, 3D inv in either M 3M PRE, 3oM FG 6+, 4m P/C, 4M to play		
2♠		5		5S 4+ Minor (5-5 VUL)	As for 2H.		
2NT		2	7H	20-22 Balanced	Stayman, RST, 3S minors, 4C/D = Linked M S/T 4M = Linked m slam try.		Some TFRs if they overcall at 3/4 level
3♣		(5)6			4D OPT Key Card		
3♦		(5)6			4C OPT Key Card		
3♥		6			4C OPT Key Card		
3♠		6			4C OPT Key Card		
3NT	YES			Good 4M Opener 1 <sup>st</sup> /2nd Natural TO PLAY in 3 <sup>rd</sup> /4 <sup>th</sup>	4C asks TFR to suit. 4D is slam try in suit.		
4♣		6			4D Pre-emptive OPT Key Card		
4♦		6			5C Pre-emptive OPT Key Card		
4♥		(6)7					
4♠		(6)7					
4NT	YES	0		Asks Specific Aces	5C = None. 5N = Two. 6C = Ace clubs.	<b>HIGH LEVEL BIDDING</b>	
5♣		7				KICKBACK – 4 of the bid above 4 of the trump suit is RKCB 1430	
5♦		7				Exclusion KC (3014)	
5♥		7				Italian Cue Bids	
5♠		7				Pre-emptive OPT KEYCARD : Step 1 = Bad hand. Step 2 = 0, Step 3 = 1 no Q	
5♠		7				Step 4 = 1 w Q, Step 5 = 2 no Q, Step 6 = 2 w Q	