

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive 1/1 then 1/1=F1, 2/1=NF, JS=FG
Sound 2/1 then NS=F
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 Direct, 10-15 Protect
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre NV, Strong VUL
2N = Lowest
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Q(m)=MM, Q(M)=oM+m
JQ = Stop Ask
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = MM, 2♦ = M, 2M=5M4m, 2N=Sound m, 3m=PRE, 3M=Constr
15+ NT bar 3 rd NV or PH X = 5m4M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2/3M-4m =NF oM+m if Multi 2♦♥+m
3m-4m=MM, 4om=om+M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=MM, N=mm
OVER OPPONENTS' TAKEOUT DOUBLE
XF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Low odd	Low odd	
NT	2/4 <3N & ATT Games	Low odd	
Subseq	ATT	ATT	
Other:			
LEADS			
Lead			
Ace	AK		
King	KQ AK		
Queen	KQ QJ		
Jack	(H)JT		
10	(H)T9		
9	(H)98		
Hi-X	EVEN		
Lo-X	ODD		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att	Std SP	
Suit 2	Std count		
3	Std SP		
1		H-L like lead	
NT 2			
3			
Signals (including Trumps):			
Std SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O generally pre fit (one T/O X = fit bar (1x)-x-(1y)-x = T/O)			
If 5+suit shows X TO from long suit and CO-OP partner			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1♣-(nx)-X = FG			
1♦-1♥-X = ♠			
1♦-1♠-X = NT call, scramble, FG ♣			

W B F CONVENTION CARD
Premier League 2016
Cameron Small
Jon Cooke
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong ♣
Prepared 1♦ maybe void
Intermediate 2m
Aggressive/Sound NV/VUL openings
15-17 NT (14-16 ½ NV)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦-1♥, 2♣=Ask
1M-2♣=Ask
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0	“X”	18+BAL (½ NV 17+) 16+ UNBAL	1♦=<8, 1♥=8+ 5m4x, 6♦, 11-13 BAL, 2♣=8+ 6♣, 1♠=8+ 5♥, 1N=8+ 5♠, 2♦/N=8-10/14+ BAL	Re Ask or show own suit	
1♦	X	0	X	10-15	1♥=Ask <FG <5♠<4♥ unless INV, 1♠=5♠, (4441), (54+)m, 4M5m, 6♦4M 12-14 (½ NV=10+-13) BAL	1♦-2♣-2♦/♥=XF any hand, 2♠=mm, 2N=BAL 1N=<INV 4/5♥, 2♣=FG <5M, 2♦=6♥ any/5♥ FG, 2♥=5♥5m, 2♠=INV ♠, 2N=mm INV	1♦-1♥-1♠=4♣ any hand, 2♣=mm, 2♦=5♦4♥, 2♥=<Max 44(14), 2♠N=Max 6♦4♠♥, 3♣=Max 55mm
1M		5	X	10-16 5M (BAL opened 1N in range)	1♠=4♠, 1N=NF, 2♣=FG Ask, 2M-1=3M 9+ <ST, 2♦ (over 1♠)=6♥ any/5♥ FG, 2M+1=4M INV+, 3m=INV, 3M+1=10-12 Sing, Higher= Coded void	1M-2♣-2♦=4m, 2oM=54M, 2M=BAL, 2N=6M, 3m=Max 55 1M-2M+1-+1=BAL (3M=NF), +234=Coded	
INT				15-17(½NV 14-16)	2♣=NF any suit or Ask, 2♦♥♠=XF INV+, 3x=SPL	1N-2♣-2♥=♠, 2♠=♥ XF(m)-+1=FG, +2=Min XF(M)-+1=Min, +2=FG <3M, +3/4=FG 3/4M	
2♣		6	X	10-16 6♣ maybe 4M	2♦=Ask (FG if not pass direct 3♣), 2M=Constr, 2N=♣ raise, 3ns=FG	2♣-2♦-2N=Max, 3X=SPL	
2♦		6	X	10-16 6♦	2M=Constr, 2N=Ask, 3ns=FG	2♦-2N-3♣=Max, 3X=SPL	
2M ½ NV		5		<10 5M4m	2♣=Constr, 2N=FG Ask, 3♣=POC, 3M-1=INV+ M, 3♦ (over 2♠)=XF ♥	2M-2N-3♣=5♣, 3♦♥♠=5♦	
2M		6		3-10 6M	2♣=Constr, 2N=Ask, 3♣=ST M, 3M-1=INV+ M, 3♦ (over 2♠)=XF ♥		
2NT			X	21-22 BAL (½ NV 20-21.5)	3♣=Ask, 3♦♥=XF, 3♠=mm, 4x=ST+2	2N-3♣-3♦=4M, 3♥=<M, 3♠=5, 3N=5♥	
3x		6		PRE 1st NV Sound VUL	4 low m=ST (Min, A/K/QJ, 2/3 AKQ, Semi)		
3NT				Solid 7m little else			
4x		7		PRE			
						HIGH LEVEL BIDDING	
						4x+1=KC (4N replace)14,03,2-q,2+q then Ask bid K or missing with 2 5x+1KC if missed In M sequence 3M+1=ST but Min (3N replace)	

