

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1 level, 2m fairly sound
Change of suit forcing except 2/1
1N=8-12,2N=12-14 after 1 Level overcall
Where change suit NF then Cue may contain any FG
2N forcing in response to 2m overcall
Protective 2m reopening similar values to overcall
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening) (P 32)</b>
15-18 direct, 11-14(minor)/11-16 (major) Protective
Similar if (1X)-P-(1Y)-1N, 2N=19-21 protective
Responses as to 1N opening except if bid shows their
Major when it shows shortage
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK, but tactical opposite passed partner
2N=Forcing, Cue bid=FG if 2N available
2N=Lowest 2 suits , Reopen Jump=Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE BID (2N=Strong Relay, 3m P/C) (Page 32)
JUMP CUE ASKS FOR STOP (or FG 2 SUITER v weak 2)
Double Jump Cue=Strong 4M overcall.
<b>VS. NT (vs. Strong/Weak; Reopening;PH) (Page 34)</b>
Double=5+m/4M or Strong 18+ (2♣=P/C, 2♦=Relay)
2♣=Majors (2♦=Relay)
2♦=1 Major or 20-22 balanced (2N=Relay)
2M=5+ with 4+minor (2N=Relay, 3♣=P/C)
2N=minors or FG 2 suiter
Double may just be penalty v weak NT
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O DOUBLES 4♣/4♦ over 2M/3M=2 suited with OM
4♣ over 2/3♦=♣&M (3m)-4m=Majors,
Cue of 3M=2 suited FG
<b>VS. ARTIFICIAL STRONG OPENINGS-i.e. 1♣ or 2♣</b>
Double=Majors: 1N=minors
After negative 1♦ Double=Majors
In response 1N/2N are F1, usually fit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Pass may be traditional Redouble
Redouble=next suit up
Transfers from suit above, 1N=Natural, Raises=weak.

LEADS AND SIGNALS (See page 40)			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Lowest Even/High Odd	Lowest Even/High Odd	
NT	Lowest Even/High Odd	3rd and 5th	
Subseq	Low from Honour*	Low from Honour*	
Other:* maybe 3/5 if defenders know position. Top Touching Honours except Lower for unblock v NT's			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax (+)	
King	KQx(+) AK Kx	KQx(+) AKJ10 Kx	
Queen	QJx(+) Qx	QJx(+) KQ109(+) Qx	
Jack	J10(+)KJ10(+) AJ10 Jx	J10(+) KJ10 / AJ10	
10	109(+)+10xx H109 10x	109(+)+10xx H109 10x	
9	9xx H98(+)	9xx H98(+)	
Hi-X	Odd number	Odd Number, Odd enc	
Lo-X	Even number	Even Number	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Usually reverse	Will be count if at	First discard will
Suit 2	attitude but	all. Reverse Smith v	usually be reverse
3	maybe standard	NT.	attitude but
1	count or SP,		maybe count if
NT 2	depends on		appropriate
3	dummy		
Signals (including Trumps):			
High Low in trump suit often discourages opening lead, otherwise could be SP or 3 trumps if ruffing			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May not have the other minor if we double 1m.			
Equal level conversion double applies.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Double/Redouble at 1 level or 1X-(bid)-bid-(2L).			
Not Compulsory to make a Support Double			
Game try with no available space at 3 level after we have just raised our suit. Take-out if not support.			
Suggests a sacrifice after a jump overcall when we are non-vul,			
eg (1♠)-3♣-(3♠)-DBL.			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ENGLAND</b>
<b>PLAYERS: GLYN LIGGINS</b>
<b>PETER CROUCH</b>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 CARD MAJORS (possibly 4 cards in 3 <sup>rd</sup> seat)
1♣ COULD BE 2 CARD SUIT
1♦ EITHER 4♦ IN UNBALANCED HAND OR 5+♦
1N 14-16 1&2 / 15-17 3&4
2♦ MULTI IN 1,2,3 non vulnerable
2N MULTI IN 1,2,3 non vulnerable
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
TRANSFER RESPONSES TO 1♣
TRANSFERS IN COMPETITION
1♣ COULD HAVE 5♦ IN 11-13 BALANCED OR SEMI BALANCED
Artificial Redouble, e.g. 1♥-(Double)-Redouble=4+♠
3N Opening is Strong 4M in first 2 seats
Many Fit bids in Competition
After opponents Double our pass may be 11+ balanced
2♦ MULTI IN 1,2,3 non vulnerable
2N MULTI IN 1,2,3 non vulnerable
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
<b>PSYCHICS: Crouch sometimes: Liggins rare:</b>

OPENING	TICK IF ARTIFICIAL	MIN NO CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	Natural or balanced (see Pages 2-8)	1♦=4+♥: 1♥=4+♠: 1♠=4+♣: 1N=4/5♦ 5-11pts: 2♣=6+♦ FG: 2♦=6+5-10pts: 2♥=4/5♦ 12-13/17+2♠=10-12 6+♦: 2N=4/5♦ 14-16: 3X natural pre-empt	1♣-1♦-1♥=11-13(14)balanced, 2/3♥ 1♣-1♦-1N=17(18)-19balanced, 1-3♥ 1♣-1♦-2♥=11-13(14)4♥ Similar for 1♥ response	2♣ response is natural 6+♣ 2M fit showing
1♦		4	7♥	Natural not 4♦ balanced (see Pages 9-12)	1M natural: 1N=Natural 5-10 no 4M: 2♣ Nat FG: 2♦=Inverted F3♦: 2M light strong jump shift: 2N=11-12 Balanced 4/5♣: 3♣=Invite: 3♦=Mixed	1♦-1M-1N=Artificial 15+ Forcing 1♦-1M-2N=Strong 4 card raise	2♦ not inverted 2M/3♣ fit showing 2N strongest ♦ raise
1♥		5 (4)	7♦	Possibly 4 cards in 3rd (see Pages 13-17)	1♠=4+♠: 1N 5-11 NF: 2♣ Artificial FG: 2♦=Inv ♥ Raise: 2♥=weak: 2♠=strong jump shift: 2N=11-12 Natural: 3m=Invite: 3♥=mixed:3♠ any x: 3N(♠)/4m void	1♥-1♠-1N=Artificial 15+ Forcing 1♥-1♠-2N=Strong 4 card raise 1♥-2♣-2♦=any 15+, others artificial	2♣ response is natural 2N strongest ♥ raise
1♠		5 (4)	7♥	Possibly 4 cards in 3rd (see Pages 18-22)	1N 5-11 NF: 2♣ Artificial FG:2♦=5+♥ 9+pts: 2♥=Inv ♠ Raise: 2♠=weak: 2N=11-12 Natural: 3m/♥=Invite: 3♠=mixed: 3N any x: 4X=void	1♠-2♣-2♦=any 15+,others artificial 1♠-2♦-2M=non forcing	2♣ response is natural 2N strongest ♠ raise
INT		0	4♠	14-16 first 2/15-17 3 <sup>rd</sup> /4 <sup>th</sup> 5M OPTIONAL (see Pages 23-25)	2♣=4+♥: 2♦=4+♠: 2♥=Major Relay: 2♠=minor Relay: 2N=6+♣: 3♣=6+♦: 3♦=5 Card Majors ask:3M=shortage in 3 suited	1N-2♣-2♦=2♥,2♥=3(4)♥,2N/3♥=4♥ Similar for 1N-2♦	
2♣	ART	0	7♥	20-22 Balanced or FG (see Pages 26-27)	2♦=4+♥,2♥=4+♠,2♠=No4M*, 2N/3♣/3♦=Majors, 3M=shortage with 6+♣		
2♦	ART	6	2♠	FG 5+Major/4+minor or 23-24 Balanced (Page 28) Weak Major 1/2/3 non vul	2M denies 4suit*, 2N/3♣/3♦=Majors as 2♣ Multi Style when 1/2/3 nv, 2M P/C, 2N=Relay, 3m=minors, 3♦=Major raise		
2M		6		Weak, sound in 2 <sup>nd</sup> seat and first vul (Page 29)	2♥-2♠=Natural NF NF, 2N=Relay, 3m=either natural or fit 2♠-3♥=Natural NF	2M-2N opener bids shortage however 2♥-2N-3♠=not minimum	2N= maximum with fit 3m= fit
2NT	ART	6		FG 6+M /5+5+Ms (Page29) Weak 3m 1/2/3 non vul	3♣/3♦=Relays. 3M=natural, 3N/4m=M Fit Weak Option,3♣=P/C, 3♦=Relay, 3M=NF		
3X		6		Pre-emptive (Page 30)	3♣-3♦=Artificial FG, either ♦ or ♣ 3♦/3M-4♣=slam try in opener's suit	3♣-3♦-3♥=med:3♠=x/v♦:3N=good♦ After 4♣, return to suit is weakest	New suit has fit for opener
3NT		6		Strong 4M opening in first 2 seats, Gambling ¾ (Page 30)	4♣=slam try relay, 4♦=asks suit 4M=P/C, 4N=4 ace Blackwood, 5m asks	3N-4♣-opener normally retransfers except new suit=void, 4N=♥ void	4♣=P/C after 3N 4♦=asks shortage(4N=no)
4X		7		Natural (Page 30)	4♣-4♦=kickback, 4X-4N=RKC	<b>HIGH LEVEL BIDDING (Page 31)</b> <b>Kickback</b> (suit above trump suit at 4 level) applies Step1= 1or4, Step2= 0or3, Step3= 2noQ, Step4= 2&Q, step5= Even & void, Step6= odd & void. Nearly always cue bid first round controls before second round	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces		
5m		7					

