

DEFENSIVE AND COMPETITIVE BIDDING
<p>OVERCALLS (Style: Responses: 1/2 Level; Reopening) 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 1NT OVERCALL (2nd/4th Live; Responses; Reopening) 15-18 direct, 11-14 (minor) / 11-16 (major) Protective Similar if (1X)-P-(1Y)-1N, 2N=19-21 protective Responses as 1N except if their Major shows shortage JUMP OVERCALLS (Style; Responses; Unusual NT) Weak, but tactical opposite passed partner 2N=Puppet 3♣, Cue bid=FG 2N=2 suited, ♦/♥ over 1♠, Reopening Jump=Intermediate DIRECT & JUMP CUE BIDS (Style Response; Reopening) 1m-2m=Michaels (2N=puppet, 3♣=♥, 3♦=♠) 1♥-2♥=♠ and minor (2N=Game Try+ Relay, 3♥=FG in ♠) 1♠-2♠=♥ and ♣ (2N=puppet, 3L=invite, 3♠=♥ slam try) 1m-3m=asks for stop unless 1m=<3 cards then natural weak Jump Cue asks for stop (or FG 2 suiter v weak 2) Double Jump Cue=Strong 4M overcall 1♣-2♣=natural if 2+♣, 1♣-2♦=Majors VS. NT (vs. Strong/Weak; Reopening; PH) 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+M with 4+minor (2N=Relay, 3♣=P/C) 2N=minors or FG 2 suiter VS. PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids) Take-out Doubles, 4♣/4♦ over 2M/3M=2 suited with OM 4♣ over 2/3♦=♣&M (3m)-4m=Majors (3♥)-4♥=strong 4♠ VS. ARTIFICIAL STRONG OPENINGS- 1♣ or 2♣ Double=Majors (1♦=Relay) After negative 1♦ Double=Majors 1♦=5+m/4M (1♥=pass/correct) 1M=natural or shortage non vulnerable (1N=Relay) 1N=minors: 2L=suit or suit above (2N=Relay) Versus strong 2♣ Double=Majors, 2N=minors 2 Level=suit or suit above VS. PRECISION style 1♦ which could be 2 or fewer 2♦=natural, 2♥=55 Majors NF, 3♦=55 Majors strong OVER OPPONENTS' TAKEOUT DOUBLE Pass may be traditional Redouble by unpassed hand Redouble=next suit up Transfers from suit above, 1N=Natural, Raise=weak</p>

LEADS AND SIGNALS																																																																											
<p>OPENING LEADS STYLE Please ask about Honour Leads</p> <table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In Partner's Suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd and Low</td> <td>3rd and Low</td> </tr> <tr> <td>NT</td> <td>2nd and 4th (x_{xxx})</td> <td>3rd and Low</td> </tr> <tr> <td>Subsequent</td> <td>Low from Honour*</td> <td>Low from Honour*</td> </tr> </tbody> </table> <p>Other: *maybe 3/5 if defenders know position. 3rd from 6 usually King for unblock or count v NT if we have 4+ in suit</p> <p>LEADS Rusinow if bid suit or 4+ v NT</p> <table border="1"> <thead> <tr> <th>Lead</th> <th>Vs. Suit Rusinow if bid</th> <th>Vs. NT Rusinow if 4+</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AKx(+) Ax(+)</td> <td>AKx(+) Ax (+)</td> </tr> <tr> <td>King</td> <td>KQx(+) AK Kx</td> <td>KQx(+) AKJ10 Kx</td> </tr> <tr> <td>Queen</td> <td>QJx(+) Qx AKQ</td> <td>QJx(+) KQ109 Qx AKQ</td> </tr> <tr> <td>Jack</td> <td>J10(+)KJ10 AJ10 Jx</td> <td>J10(+) KJ10/AJ10/QJ98</td> </tr> <tr> <td>10</td> <td>109(+)H109 10x</td> <td>109(+) H109 10x</td> </tr> <tr> <td>9</td> <td>9x H98(+)</td> <td>9x H98(+)</td> </tr> <tr> <td>Hi-X</td> <td>3rd and 5th leads</td> <td>Usually shortage</td> </tr> <tr> <td>Lo-X</td> <td>3rd and 5th leads</td> <td>Usually promises honour</td> </tr> </tbody> </table> <p>Switch to 9/10 through declarer usually higher honour v NT</p> <p>SIGNALS IN ORDER OF PRIORITY</p> <table border="1"> <thead> <tr> <th>Suit</th> <th>Partner's Lead</th> <th>Declarer's Lead</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Standard attitude</td> <td>Reverse Smith v</td> <td>First discard will</td> </tr> <tr> <td>2</td> <td>Trick 1, reverse</td> <td>NT and suits</td> <td>usually be reverse</td> </tr> <tr> <td>3</td> <td>attitude after T1</td> <td>positively asking</td> <td>attitude but</td> </tr> <tr> <td></td> <td>but maybe</td> <td>for switch. Will be</td> <td>maybe count if</td> </tr> <tr> <td>NT</td> <td></td> <td>count otherwise</td> <td>appropriate</td> </tr> <tr> <td>1</td> <td>standard count or</td> <td></td> <td></td> </tr> <tr> <td>2</td> <td>SP, depends on</td> <td>but usually</td> <td></td> </tr> <tr> <td>3</td> <td>dummy</td> <td>random</td> <td></td> </tr> </tbody> </table> <p>Signals (including Trumps) High Low in trump suit often discourages opening lead, otherwise could be SP or 3 trumps if ruffing</p> <p>DOUBLES</p> <p>TAKEOUT DOUBLES (Style; Responses; Reopening) May not have the other minor if we double 1m Equal level conversion applies.</p> <p>SPECIAL ARTIFICIAL & COMPETITIVE Doubles/Redoubles Support Double/Redouble at 1 Level Take-out if not support, often minimum with 3 card support at 2L Game try if no space at 3 level after we have raised our suit Double=next suit up after 1♦ or 1♥ overcall After 2M/3L opening and opponents Double, Redouble is competitive Pass and then Double=penalties If opponents Double our overcall Redouble=good hand with doubleton</p> <p>Suggests a sacrifice after a jump overcall when we are non-vulnerable eg (1♠)-3♣-(3♠)-Double</p>		Lead	In Partner's Suit	Suit	3rd and Low	3rd and Low	NT	2 nd and 4 th (x _{xxx})	3rd and Low	Subsequent	Low from Honour*	Low from Honour*	Lead	Vs. Suit Rusinow if bid	Vs. NT Rusinow if 4+	Ace	AKx(+) Ax(+)	AKx(+) Ax (+)	King	KQx(+) AK Kx	KQx(+) AKJ10 Kx	Queen	QJx(+) Qx AKQ	QJx(+) KQ109 Qx AKQ	Jack	J10(+)KJ10 AJ10 Jx	J10(+) KJ10/AJ10/QJ98	10	109(+)H109 10x	109(+) H109 10x	9	9x H98(+)	9x H98(+)	Hi-X	3 rd and 5 th leads	Usually shortage	Lo-X	3 rd and 5 th leads	Usually promises honour	Suit	Partner's Lead	Declarer's Lead	Discarding	1	Standard attitude	Reverse Smith v	First discard will	2	Trick 1, reverse	NT and suits	usually be reverse	3	attitude after T1	positively asking	attitude but		but maybe	for switch. Will be	maybe count if	NT		count otherwise	appropriate	1	standard count or			2	SP, depends on	but usually		3	dummy	random	
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W B F CONVENTION CARD	31-August-2020
<p>CATEGORY: GREEN NCBO: ENGLAND PLAYERS: SIMON COPE and PETER CROUCH SYSTEM SUMMARY</p>	
<p>GENERAL APPROACH AND STYLE 1♦/1M=forcing 1/2/3 non-vulnerable 5 Card Majors, possibly 4 cards in third 1N=14-16 1&2/15-17 3&4 may contain 5M/6m1♣=2+♣, either balanced or natural 1♦=5+♦ OR 4441 <18</p>	
<p>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</p>	
<p>1 Level Responses Transfer responses to 1♣ (1♠=4+♣ or FG balanced) 1♣-1N=NF with 5+♦ or 3343 1♣-2♣=6+♦ FG, 1♣-2M=4OM and 6+m by unpassed 1♦-2♣=♦ raise by unpassed hand 1♦-2♦=5+♣ no 4M FG by unpassed hand 1♦-2♥=9-12 5+♠ 4+♥ possibly weaker if 5+5+ 1♦-2♠=FG 4+M and 5+♣ by unpassed hand 1M-2♣=FG Relay by unpassed hand 1♠-2♦=5+♥ 10+ or equivalent 1♥-2♦ and 1♠-2♥=strong raise 1N-2♣=4+♥, 1N-2♦=4+♠ 1N-2♥=4♠ invite or 4/5♠ FG 3 suited 4441/4450</p>	
<p>2 Level Openings 2♣=20-22/25+ balanced, 17+ 4441 or FG 5+♣ 2♦=multi, 5M or 0-5 6M first 3 positions non-vulnerable 2♦=FG ♦/♥/♠ in other seats</p>	
<p>3 Level Openings 3N=Strong 4M in first two seats</p>	
<p>Competition Artificial Redouble, e.g. 1♥-(Double)-Redouble=4+♠ Many transfers in competition After opponents Double our pass may be 11+ balanced</p>	
<p>SPECIAL FORCING PASS SEQUENCES Rare, 3m-Double-5m at Red and if we have FG values</p>	
<p>IMPORTANT NOTES PSYCHICS: Crouch sometimes Cope rare</p>	

Opening	Artificial	Min no:	Negative	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	5+♣ or 4414 short ♦ <17 or balanced hand 10-13(14) maybe 5♦ 17(18)-19 denies 5♦	1♦=4+♥, 1♥=4+♠, 1♠=4+♣ or FG balanced, 1N=5+♦ or 3343 NF, 2♣=FG 6+♦ 2♦=9-12 6+♦, 2M=40M 6+ minor FG 2N=Natural invite 4/5♦, 3L=weak	1♣-1R-complete=10-13 2/3 cards 1♣-1R-1N=17+ F1 1♣-1♥-2♥=14-16 natural NF 1♣-1R-2N=16+ 4+ card support	2♣=5+♣/4+♦ 2M=4M 6+m 2N=5-5 minors
1♦		4	7♥	10-22 5+♦ or 4441 <18 Forcing 1/2/3 NV	1M=4+, 1N=5-11 no 4M 2♣=3+♦ raise invite+, 2♦=5+♣ no 4M FG 2♥=5+♠4+♥ 9-12, 2♠=4+M 5+♣ FG 2N=12-13 balanced invite, 3♣=Invite 3♦=mixed, 3M=splinter	1♦-1M-1N=15+ <4 card support 1♦-1M-2m=10-14 1♦-1♠-2♥=15-17 1444/0454 1♦-1M-2N=16+ with 4+ support 1♦-2♣-2♦=<15 with 4/5♦	2m=natural, Jump is fit 2♠=4+♦ unbalanced max 2N=4+♦ balanced max 3M=splinter
1♥		5 (4)	7♦	10-22 Possibly 4 cards 3 rd Forcing 1/2/3 NV	1♠=4+♠, 1N=5-12 NF 2♣=Artificial FG, 2♦=3+♥ good raise+ 2♥=weak, 2♠=strong, 2N=4+♥ invite/min FG 3m=Invite, 3♥=mixed 3♠=any singleton, 3N(♠)/4m=void	1♥-1♠-1N=15+ <4 card support 1♥-1♠-2L=10-14, 1♥-1♠-2N=16+ with 4+ support 1♥-1N-2♣=multi meaning	2♣=3+♥ 2♦=3+♥ / 4+♠ Jump=fit
1♠		5 (4)	7♥	10-22 Possibly 4 cards 3 rd Forcing 1/2/3 NV	1N=5-12 NF, 2♣=Artificial FG 2♦=5+♥ 9+pts, 2♥=3+♠ good raise+ 2♠=weak, 2N=4+♠ invite/min FG 3m/♥=Invite, 3♠=mixed 3N=any singleton, 4X=void	1♠-2♦-2M=not forcing 1♠-2♦-2N=FG artificial 1♠-2♦-3♦=FG with 6+♠	2♣=5+♥ 2♥=3+♠ 2♦=3+♠ / 4+♥ Jump=fit
INT			4♠	14-16 1 st /2 nd 15-17 3 rd /4 th 5M/6m optional	2♣=4+♥, 2♦=4+♠, 2♥=4♠ invite or 4/5♠ FG 3 suited, 2♠=range ask maybe 6+ minor, 2N=Puppet Stayman, 3♣=6+♦, 3♦=minors, 3M=shortage minors, 4m=Texas, 4M=natural	<u>1N-2♣</u> 2♦=2♥, 2♥=3♥ (with 4♥) Others=4/5♥ <u>1N-2♥</u> 2♠ no 4M, 2N/3♣=4/5♥ min/max, 3♦=4/5♠	3M=void with both minors
2♣	Yes	0		(1) 20-22/25+ balanced (2) FG 5+♣ (3) 17+ 4(441)/18+ 1444 maybe 445m0	2♦=Relay (no 5M unless 0-7 with 5+♥) 2♥=5+♠ <4♥ unless 0-3, 2♠=5+♥ <4♠ 2N=8+ 4+4+ Majors, 3♣=4-7 5+4+ Majors 3♦=4-8 4-4 Majors, 3M=5+4+minors short M	<u>2♣-2♦</u> 2♥=20-22 balanced or 1444 or solid ♣ 2♠=17-20 4♠441, 2N=25+ balanced 3♣=FG ♣, 3♦/3M=4144/4441/4414	
2♦	Yes	0		FG 5+♦ or 5+M Vulnerable and 4 th	2♥=Waiting but maybe ♥ 2♠=♠, 2N=♣, 3♣=♦, 3♦=minors	<u>2♦-2♥</u> 2♠=♠, 2N=♦, 3L=♥ <u>2♦-2♥</u> 3♣=♥, 3♥=♥ and ♣	
2♦	Yes	0		5+either Major, <6hcp if 6+ 1/2/3 non vulnerable	2♥=p/c, 2♠=NF, 2N=Relay, 3♣=FG ♣ or ♥, 3♦=FG ♦ or ♠, 3M/4♥=p/c, 4m=transfer/bid	<u>2♦-2N</u> 3♣=any minimum, 3♦=5+♥&m 3♥=5+♠&m, 3♠/3N=6♥/6♠	
2M		6		6-10 Weak 2 first 2 <14 3 rd 10-12 in 4 th	2♠=Natural NF, 2N=Relay 3L=either natural FG or fit 4m=shortage	<u>2M-2N</u> 3♣=minimum, 3♦=singleton minor, 3♥=4♥/singleton ♥, 3♠/3N=no shortage good/not good suit, 4L=void	3L=shortage game-try by passed hand
2NT				23-24 balanced	3♣=Stayman, 3♦/3♥=transfers, 3♠=minors 4♣=6+♦, 4♦=6+♥, 4♥=6+♠, 4♠=5♦332	2N-3♣-3N=4-4 Majors	
3 Level		5		Pre-emptive	3♣-3♦=Artificial FG 3♦/3M-4♣=slam try in opener's suit	3♣-3♦-3M=3+OM/3N=no 3M/4♣=3M3M After 4♣, return to suit is weakest	New suit has fit for opener
3NT	Yes	7		Strong 4M opening 1 st /2 nd Gambling 3 rd /4 th	4♣=slam try relay, 4♦=asks suit, 4M=P/C 4N=4 Ace Blackwood, 5m asks	Gambling 3N, 4♣ asks suit, 4♦=asks shortage (4N=no)	
4 Level		6		Natural	4♣-4♦=kickback, 4X-4N=RKC	HIGH LEVEL BIDDING Kickback (suit above trump suit at 4 level) applies 1 or 4, 0 or 3, 2 no Q, 2&Q, Even & void, odd & void. DOP1/ROP1	
4NT				Specific Ace ask	5♣=no ace, 5N=2 aces		
5m		7		Usually sound 1 st /2 nd			