

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
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.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 with Sys on in direct. 11-14 over 1m in 4 th , 11-16 over 1M in 4 th . If 11-16, 2C asks range As well as staymanic
JUMP OVERCALLS (Style; Responses; Unusual NT)
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.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(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.
VS. NT (vs. Strong/Weak; Reopening;PH)
X = 5m4M or 18+ Penalty double. Vs any NT that can contain 13 by Agreement DBL is Pens and 3 rd seat NV 1N also. 2C = Majors 2D = 1 Major 2M = 5 Major, 4+ minor 2NT = Minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
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.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = MAJORS, NT = Minors. 2L = That suit OR the suit above
OVER OPPONENTS' TAKEOUT DOUBLE
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			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /Low	Same (Att if supported)	
NT	2 nd /4 th	3 rd /Low (Att if supported)	
Subseq	Attitude during play	Attitude during play	
Other: Can lead 4 th best from low cards vs NTs if we have nothing we are Interested in partner switching to			
LEADS			
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	
SIGNALS IN ORDER OF PRIORITY			
	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.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light when shape suitable			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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
CATEGORY: Green NCBO: England PLAYERS: Peter Crouch & Simon Cope EVENT Camrose 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE 5 Card Majors (4 poss in 3 rd 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
SPECIAL BIDS THAT MAY REQUIRE DEFENSE 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.
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. If you lead a suit YOU have bid showing 4+ cards, RUSINOW as above (so Q promises K, J promises Q etc)
SPECIAL FORCING PASS SEQUENCES (3m) DBL (5m) when we are red against green.
IMPORTANT NOTES
PSYCHICS: Crouch sometimes, Cope rare.

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	2D INV as PH, 2M/3C FIT JUMP
1♥		5 (4)	7D	Natural (4 poss in 3 rd)	2C=FG clubs or balanced, 2D=5+D FG 2H (6)7-9(10). 2S 3 or 4 card limit, 2N Jacoby 3C/D = Natural INV. 3H Mixed. 3S any sing	1H-2S-2N asks 1H-3N = Void spade, 1H-4m = Void	2C 3+H good raise (Drury) . 2S 4+H Raise any sing
1♠		5 (4)	7H	Natural (4 poss in 3 rd)	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 Pre-emptive OPT Key Card		
3♦		(5)6			4C Pre-emptive OPT Key Card		
3♥		6			4C Pre-emptive OPT Key Card		
3♠		6			4C Pre-emptive OPT Key Card		
3NT	YES			Good 4M Opener 1 st /2 nd Natural TO PLAY in 3 rd /4 th	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.	HIGH LEVEL BIDDING	
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	