

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide-ranging; unassuming cue bids; jump raise 4+card support
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : = 15-18; responses as for opening 1NT
4 th = 12-15 non-vul; 12-16 vul (does not promise stop)
JUMP OVERCALLS (Style; Responses; Unusual NT)
NV = Weak 5-9
V = Intermediate at 2-level; Strong at 3-level
Cue bid = 2 highest suits; NT = 2 lowest suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue – 2 highest suits
Jump cue = asks for stop; game going hand
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong NT: X = 6+ card minor
Vs weak NT : X = penalties (if passed hand = 6-card minor)
Vs strong/weak NT: 2 C = majors; 2D = 1 suited major; 2H/2S = that major + minor; 2NT = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
3-level pre-empts: X -= Take-out; cue-bid = strong 2-suiter
4-level pre-empts: X = take-out; cue-bid = strong 2-suiter; 4NT = 2 places to play
1♣: 2♣ = majors; 1NT = Minors; jump overcalls = weak
2♣: 3 level bids = pre-emptive; 2NT minors
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
V suit contracts 4 th and 2 nd from length			
V NT contracts 4 th and 2 nd from length			
Top of sequences			
Top of sequences			
MUD; Low from 3 or 4 small cards in partner's suit if unsupported			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+) asks for Att	AKJ10(+) asks for Att	
King	AKx(+); KQx(+) asks for CT	KQ (+) asks for unblock or CT	
Queen	KQx(+) or QJx(+) asks for Att	KQx(+) or QJx(+) asks for Att	
Jack	J10 (x+); KJ10x(+)	J10 (x+); KJ10x(+)	
10	10x= 10	10x=10	
9	109xx(+); 109x (MUD)	109xx(+) or 4 th ; 109x (MUD)	
Hi-X	doubleton	doubleton	
Lo-X	4th	4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	count	count	count
Suit 2	Att	Att	Att
3	S/P	S/P	S/P
1	count	count	count
NT 2	Att	Att	Att
3			
Signals (including Trumps):			
Attitude: high = encouraging; low = discouraging; Count: high/low even number; low/high odd number; Trump suit: high/low = 3			
Smith Peters V NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Dbl of suit contracts thru 3S = take-out			
Dbl of NT bids and overcalls = penalty; Dbl of strong 1NT = single-suited 6-card minor			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg Dbl thru 3S			
Leads against 3NT doubled: doubler has overcalled: X= lead overcall suit;			
Doubler has opened a suit: X=do not lead opening bid; Partner (on lead) has bid a suit: X= lead your suit part; Both defenders have bid: X= lead your suit part; neither defender has bid: X=lead dummy's 1 st bid ; NT bid: X=lead Sp			
Opponents have made a splinter bid: Vul: X= lead suit below; Non-Vul: suggest a sacrifice in splinter suit			

W B F CONVENTION CARD
SHEILA MACDONALD SBU No 3776
MAIDA GRANT SBU No 3947
SYSTEM SUMMARY
ACOL
INT Opening: 12-14
3-way Multi 2-Diamond
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2 Diamonds – 3-way:
Weak major 5-9 points
Strong minor 8/9 playing tricks
Balanced 23-24
Lebensohl after interventions over 1NT; weak 2s and Multi 2D: (Fast arrival denies a stop)
Ghestem: cue bid = 2 highest; 2NT = 2 lowest
Leaping Michael's over Multi + Weak 2 bids
When it is our hand:
Pass = forcing
IMPORTANT NOTES
PSYCHICS: very rare

OPENING	* IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	3S	Natural	Normal limit raises 2NT=15+ agreeing opening suit; 3NT=12-14 bal suit agreement; splinters		
1♦		4	3S	Natural			
1♥		4	3S	Natural	2NT=suit agreement 14+; 3NT=suit agreement 12-13; splinters		
1♠		4	3S	Natural			
INT				12-14 (May contain 5-card major)	Stayman; 4 suit transfers; 3-level bids=slam interest; extended Stayman; 4C/4D transfers to Ms		
2♣	*			GF	2H=>K; 2D=<K; 2NT=positive with Hearts; jump response 3H/3S=6+ one loser suit +nothing else		
2♦	*			3-way Multi: weak major 5-9; strong minor 8/9PTs; 23-24 bal			
2♥				Acol 2: 8/9 PTs	2NT Negative		
2♠				Acol 2: 8/9 PTs	2NT Negative		
2NT				20-22 Balanced	3C=5-card Stayman; 3D/3H transfers; 3S transfer to 3NT to play or show various slam interest hands 3NT=5/5 minors game only; 4H/S slam invitation		
3♣		6+		Pre-emptive	Change of suit forcing for one round		
3♦		6+		Pre-emptive	Change of suit forcing for one round		
3♥				Pre-emptive	Change of suit forcing for one round		
3♠				Pre-emptive	Change of suit forcing for one round		
3NT	*			Solid 7 or 8 card Minor	4D = enquiry about singletons/voids		
4♣	*			1 st &2 nd : 8/9 PTs pre-empt in ♥s 3 rd &4 th : pre-empt in ♣s	Next suit=relay ask for 1 st round control; followed by new suit=bid slam if 2 nd round control in the suit		
4♦	*			1 st &2 nd : 8/9 PTs pre-empt in ♠s 3 rd &4 th : pre-empt in ♦s	Next suit=relay ask for 1 st round control; followed by new suit=bid slam if 2 nd round control in the suit		
4♥				Pre-emptive	5 of new suit asks for 2 nd round control in that suit		
4♠				Pre-emptive	5 of new suit asks for 2 nd round control in that suit		
4NT	*			Specific Ace ask	5C=0; 5D/H/S=that ace; 5NT=2 Aces; 6C=C Ace		
5♣				High level pre-emptive		HIGH LEVEL BIDDING	
5♦				High level pre-emptive		Slam methods = RKC 14/30; DOPI and ROPI; Exclusion Blackwood;	
5♥				High level pre-emptive		4-level minor suit RKC following strong forcing sequence in minors;	
5♠				High level pre-emptive		4 Ace Blackwood after 1 of suit opening; 5NT- Grand Slam Force	

