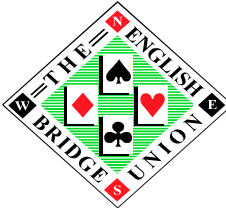


DEFENSIVE & COMPETITIVE BIDDING	LEADS & SIGNALS				WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE					
Sound @ 2 level (Usually good suit + something else)		Lead	Partner's Suit			
Resp to OV: XFR between Cue-bid & OV suit-1	Suit	3rd & 5th; Std Honours	3rd/5th (H from Hxx(+))			
Else change of suit = F1; jump shift = FIT	NT	2nd & 4th Strong K	3rd/5th			
Jump cue response = mixed raise	Subseq.	Low = ENC	3rd/5th			
2NT opposite 1M OV = Limit raise +, 4T	Note we sometimes lead higher than 4th if we desire a switch				Country	ENGLAND
Protective may be shaded					EVENT	PREMIER LEAGUE
1NT Overcall (2nd/4th Live; Responses; Reopening)	LEADS				PLAYERS	Jonathan Cooke
15-18 RESP AS OPENER (XFER TO OPEN SUIT = 3 suited)		vs. Suit	vs. NT		Martin Garvey	
Protective 11-15	A	A? Rev ATT	AK(+)... ? Rev ATT		SYSTEM SUMMARY	
	K	KQ(+), AK(+)? CT	Strong		GENERAL APPROACH AND STYLE	
	Q	QJ(+)	weak KQ(+) or (A)QJ(+)		Strong Club (16+ if unbal - occasionally less with high playing strength)	
JUMP OVECALLS	J	(H)J10(+), Jx, Jxx	(H)J10(+), Jx, Jxx		1st/2nd: 1♥ = 4+♠ maybe canape, 1♠=5+♥, 2 bids all ART	
Weak except (V at 3 level - good suit ~16-19)	10	(H)109(+), 10x	(H)109(+), H10x or 10x		1st/2nd Catch-all-1♦ denies 4♠, denies 5♥, denies decent 6-card minor	
2NT = LOW 2	9	9x, 98x	2nd/4th		Aggressive openings NV	
In protective seat 2NT = NAT, jump overcall = Intermediate	Hi-x	3rd/5th Hi-x	2nd 4th		3rd/4th 4 card M, strong ♣ 1♦ NAT or no 4M, may canape for lead	
	Lo-x	3rd/5th	2nd/4th		Light style of immediate t/o X over 1m opposite passed hand	
DIRECT & JUMP CUE BIDS					Lots of Transfers in Competition	
Jump Cue = SOL ASK for stop	SIGNALS IN ORDER OF PRIORITY				1NT Openings 15-17 1st/2nd; 14-16 3rd/4th	
DBL jump cue = good 4M overcall	Suit		Partner	Declarer	2 OVER 1 Responses All artificial except raises	
Cue = Michaels; p/h 2m cue = ♠ & other minor (no 2♣ opener)		1st	Rev ATT	Std CT	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
VS NT		2nd	Std CT	S/P	1♠ opener = 5+♥, 11-15 HCP	
v wk NT (<15-17) or v 1NT NV in 3rd: ASPTRO (anchor to weak MAJ)		3rd	S/P	S/P	1♥ opener = 4+♠, 11-15 HCP, maybe longer m	
v 15-17+: X=5m4M; 2♣ = MAJS; 2♦ = 1 MAJ; 2♥/2♠ = 5M+4m	NT	1st	Rev ATT	Smith*	2♣ opener = 8-13 4+4 majors; if 44, then top of range	
Passed Hand X = max if PD can have opening values		2nd	Std CT	Std CT	2♦ opener = weak 2 in either major	
Passed hand X = [♥ & ♠] or [♣] or [♦] if partner is also passed		3rd	S/P	S/P	2♥ opener = 11-15 4♥+longer minor	
Passed hand other 2♣ = ♣ + M; 2♦ = ♦ + M; 2M = 5M+m	*Smith echo from either side enc for lead				2♠ opener = 11-15, 6+ clubs	
	S/P in trumps				2NT opener = 11-15, 6+ diamonds	
VS PREEMPTS	Rev ATT (Hi=Discouraging) Std CT (Hi=Even)				Versus short club opening (2+) 3+ canape overcalls (see Note 1)	
v weak 2: X T/O + lebensohl, leaping Michaels, cue = STOP ASK	DOUBLES				1♦ - intervention (X or 1M) - 2♣=NF at least 8 minor cards	
v 3X: T/O X, cue = 2 suited, non-leaping Michaels	TAKEOUT DOUBLES STYLE & RESPONSES				1♦ - 1NT - 2♣ = minors/2♦=majors	
v higher X = T/O (high cards at red, shape at green)	NV over 1m can be light, esp with Ms, otherwise shape suitable style				1♦-1♥ response balanced INV+ or hearts	
v ART PRE X=values, 2nd X = c.Hxx over, xx under, 3rd = PEN	CUE RESP does not promise another bid				SPECIAL FORCING PASS SEQUENCES	
VS ART STRONG OPENING	(1X)-dbl-Cue: If Q<2♠, 2M NF, 2NT FG: If Q=2♠, 2NT=weak 3Y=FG				1NT X 2m P = F, X defensive T/O	
v STRONG CLUB x MAJs NT mins	DBLer CUES over min RESP asks STEP 1 minimum				Pass/x inversion when pass F	
	SPECIAL, ART & COMPETITIVE Xs/XXs				1♣ - interference/x or bid sets up FP	
	Mainly T/O till fit found				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS T/O X	Support X below 2M; T/O doubles v 1NT X (run); after 1X-X-XX				1oM-pass-4M distributional or weak NT	
1M (X) 1NT-> OurM-1 = XFER; 1♥/♠ (X) XX = mm, 1♥ (X) 1♠ = 3	v ART pre-empts (1st BAL/2nd Co-op T/O/3rd PEN)				Oppo bid 3/4♠ before we find strain 4♠/5♠=H+m or 3 suited, 4N=mm	
1♦ (X) XX = ♥, 1♥=♠, 1♠=♣, 2♣=♣&♦, 2♦/♥=♥/♠, 2♠=♦, 2N=mm	GAME TRY X if no space available				1NT-overcall-PEN starts with P	
1♦ (X) 3m = PRE	1♠-(x/P)-4♥-(4♠)-X=wants to bid on				**(3rd/4th all 2 bids NAT - 2m 9-14, 2M weak)	
1♠ (X) 2♥ =2♥ 8-10HCP defence to spades or light 3♥ raise	ACTION from known offensive hand 1 level above where he bid				Psychics: rare	

OPENING BID DESCRIPTIONS							
Open	Art?	Min?	Neg X thru?	Description	Responses	Subsequent Action	Passed Hand Bidding
1♣	✓	0	7♥	16+ UNBAL or 18+ BAL 3rd/4th (17+ if BAL)	1♦=0-7; 1♥=ART 8+ various +ves; 1♠=5♥ 8+ 1NT=5♠ 8+, 2♣=6♣ 8+, 2♦=8-10 BAL 2M=6M 5-7, 2N=55mm 8+, 3m=6m 5-7, 3M=7M 3-6	1♣-1♦-1M=4+M, UNBAL, often canape 1♣-1♥-RELAYS 1♣-M+ve-NAT & RODWELL	
1♦	✓	0	7♦	1st/2nd 11-15 not 4♠/5♥/good 6m 3rd/4th, 4+♦ or (11-13 w/o 4♥ or 4♠)	1♥ = INV+ or ♥; 1♠=nat; 1NT NF may conceal 4♠ 2X = TFR (2♠=♣); 3m = PRE; 3M = mild INV	1♦-1♥-1X: 2♣->2♦/2♦=5m CHKBK	2m=NAT NF, 2M=5M4m, 1♥=NAT
1♥	✓	0	7♥	1st/2nd 4+♠, 11-15, maybe canape 3rd/4th 11-15 4+♥, maybe canape	1♠=3♠, F1; 2♣=ART FG; 2♦=INV+5+♥, 2♥=INV+ S 2NT=INV, 3m/3♥=INV, 3♠=PRE, 3NT=->4♠, 4X=SPL	1♥-1♠-2♥=max 5♠/2♠=min 5♠ 1♥-1♠-2m=canape	2♣=9+ 3T 2♦ = 8+ 4T, jumps = fit
1♠	✓	0	7♥	1st/2nd 5+♥, 11-15 3rd/4th 11-15 4+♠, maybe canape	2♣=INV+ BAL or 6+♠ or FG 5+♠ 2♦=INV+ H, 2♠=FG ♣, 2NT=FG ♦s, 3m=INV	2♣-2♦=R->2♥=INV+♠, 2♠=toplay, 3m 5♠5mFG 1♠-2♣-2♠=min 3♠, 1♠-2♣-2NT=max 3♠	2♣=9+ 3T 2♦ = 8+ 4T, jumps = fit
1NT			7♥	15-17 BAL/14-16 3rd/4th 5M routine if 5332 6m OK, occasionally sing HNR	2♣ = 4+♥; 2♦ = 4+♠; 2♥ = FG ♣ FG ♦ or 4♠ INV+ 2♠ = INV 5♥5♠/INV NT/wk ♣ or ♦ /5♥4♠/(4441) 2NT = SOL M or INV m; 3♣=ASK 5M; 3♦=xx in M 3M = SPL 31(45); 4♣/4♦ = 2 below MST weak suit	2♣/2♦ - step 1 = good opposite 5M Over the others generally R After 2m X, step1=3M, step2 = HHx or 4	
2♣	✓	0	PEN	1st/2nd 8-13 4+4+MM if 44 10-13 3rd/4th 5+♣ 10-14	2♦ = INV+, 2NT=to play, 3m = INV	2♦:2♥/2♠=5♥/♠ min; 2NT=44; 3♣=FRAG max 3♣=FRAG; 3♦=55; 3M=5M4oM, max♦FRAG	Nat, NF, jump=fit
2♦	✓	0	2♠	1st/2nd 6(5) card weak 2 in ♥ or ♠ 3rd/4th 6+♦ 10-14	2M/3M P/C 4♣=->TFR, 4♦=->bid, 4M=to play	Over X: P=♦; XX=->bid suit; 2M=fit oM	Nat, NF, jump=fit
2♥	✓	4	PEN	1st/2nd 4♥ 6+m or (14)(35)11-15 HCP 3rd/4th 6♥, 6-11	2S=NAT F; 2NT=INV+; 3m/4m P/C; 3♥ INV		2NT = fit, ask SPL
2♠	✓	0	PEN	1st/2nd 6+♣, HJ->6+, 11-15 HCP 3rd/4th 6♠, 6-11	2NT=INV+; 3X=INV good suit; 3♣/4♣=to play	2♠-2NT:3♣=min/3X=SPL max, 3NT=BAL max	2NT = fit ask SPL
2NT	✓		PEN	1st/2nd 6+♦, HJ->6+, 11-15 HCP 3rd/4th 5♣5♦ 9-14	3♣=INV+; 3X=INV good suit; 3♣/4♣=to play	2NT-3♣:3♦-min; 3M=+SPL; 3NT-BAL/3361 max	3M = INV with linked; 3m/4m=PRE
3X		(7)6	PEN	Sound 2nd or V, random 3rd NV aggressive sane 1st NV	4♣ (4♦ over 3♣) modified RKC 0,1,1.5,2,2.5		
3NT		7	PEN		4♣ = Pass/Correct 4♦ = SPL ASK		
4X		6	PEN		4♠/4♥ NATURAL else Qs		

HIGH LEVEL BIDDING

CUE STYLE = First "CUE" often NATURAL; otherwise FLEXIBLE STYLE, generally don't CUE shortage in partner's suit; LAST DITCH where space cramped
 RKCB 3041 in MAJ auctions; then step 1 asks for TQ, 5NT asks for tricks or K cue bid; new suit asks for 3rd round control [DOPI/ROPI]
 Jump to 4NT NAT if no other logical way to show BAL extras. Minor suit agreed: 4NT either NAT discouraging (if a place to play) or ENC if a minor is locked in.
 4 trump suit following SPL agreeing a minor or various canape/2S/2NT opener auctions = RKCB
 5NT GSF (sign off none)
 5NT often pick a slam (default unless suit explicitly agreed)
 Jumps to 5X RKCWW

SUPPLEMENTARY NOTES (1)

(1) Defense to short club opening (2+)														
Double = clubs or balanced outside NT range or 18+ with transfer responses														
One level overcalls show 3/4 in suit bid + longer side suit - details in matrix below														
Auction	1♦	1♥	1♠	1NT	2♣	2♦	2♥	2♠	2NT	3♣	3♦	3♥	3♠	4new
(1♣)	3/4♦, 5+M 8-15 hcp	3/4♥, 5+♠/♦ 8-15 hcp	3/4♠, 5+♦/♥ 8-15 hcp	15-18 BAL	5♥ & 5♠ weak+	INV ♥ or ♠ 11+ hcp	weak V NV wk ♥ or ♠	weak V NV 6♠/♣/♦	5♦ & 5♥ inv+	INV 6♣	PRE	PRE	PRE	4♣=good 4M
(1♣)-1♦		P/C bid on ♥	P/C bid on = ♠	8-13 NF	Strong R FG v extras	4♦ limited	P/C rebid ♥ nat	P/C rebid ♠ nat	14-16 stops	good 5♦	weak 5♦	Nat FG	Nat FG	
(1♣)-1♥			P/C bid on = ♠	8-13 NF v ♠	Strong R FG v extras	P/C	weak 4♥ rebid ♦ nat	P/C rebid ♠ nat	14-16 stops	good 5♥	Nat FG	weak 5♥	Nat FG	
(1♣)-1♠				8-13 NF v ♥	Strong R FG v extras	P/C	P/C rebid ♦ nat	weak 4♠ rebid ♥ nat	14-16 stops	good 5♠	Nat FG	Nat FG	weak 5♠	
(1♣)-1♦ 1♥			min 5♠	5♠ extras NF	good ♥	5♠4♦, NF extras			All ♠ + natural			good 4♦6♥	good 4♦6♠	
(1♣)-1♦ 1♠			5♥ min	good ♠	5♥4♦, NF extras				All ♥ + Natural			good 4♦6♥	good 4♦6♠	
(1♣)-1♦ 1NT					3♠ NF	F1 art	5♥ extras	5♠ extras	INV	INV ♣ raise	5♦5♠	6♥4♦	6♠4♦	
(1♣)-1♥ 1NT						asks M stop	medm	medm	stop in oM		extras, NF	4♥6♦		All ♠ + natural
(1♣)-1♠ 1NT						extras 5♦	min 5♦	4♥5♠	3♥5♠		All ♠ + natural	extras		All ♠ + natural
(1♣)-1♦ 2♣						4♦	min 5♥3♦	min 5♠3♦	5♥-3♦	5♠-3♦	5♦5♠	good 4♦6♥	good 4♦6♠	
(1♣)-1♥ 2♣						4♥	min 5♦3♥	min 5♠3♥	5♦-3♥	5♠-3♥	good 4♥6♦	5440	good 4♥6♠	
(1♣)-1♠ 2♣						4♠	min 5♥3♠	min 5♦3♠	5♦3♠	5♥3♠	good 4♠6♦	good 4♠6♥	4540	
(1♣)-1X 2♣-2♦							P/C	P/C	FG R	NAT F	NAT F	NAT F	NAT F	
(1♣)-1X 2♣2♦2NT										min lower	min higher	medium + lower	medium+ higher	
(1♣)-1X (Dbl)	Pass 3 or 4	X/XX Own suit wk or str	1M P/C rebid nat inv	1NT NF	2♣ relay sys on	2♦	2♥	2♠	2NT	3♣	3♦	3♥	3♠	
(1♣)-1X (1NT)		Own suit			relay sys on	2X = weak, 4, 2 other = P/C			Nat	good 5X	3X = pre 5 or 6, 3 other = P/C			
(1♣)-1X (club bid)		Own suit				2X = weak, 4, other=P/C			Offensive good hand	good 5X	3X = pre 5 or 6, 3 other = P/C			
(1♣)-1X (suit bid)		T/O	nat if avail			Nat unless available a level lower (P/C)			Natural	good 5X	P/C if nat a level lower else NAT			

SUPPLEMENTARY NOTES (2)

(2) Defense to overcalls of 1D

<16, < 4 Spades, commonly; < 5Hearts, <6m commonly

Auction	X or XX	1♥	1♠	1NT	2♣	2♦	2♥	2♠	2NT	3♣	3♦	3♥	3♠	4new
1♦-(X)	♥	♠	♣	NF	Minors NF	♥	♠	♦	Minors	♣	♦	♥	xfer 3NT	4m= m+M
		not 5GF, <6			weak+	5GF or 6	5GF or 6	INV+		PRE	PRE	PRE		4M= NF
1♦-(1♥)	♠		♣	NF	Minors NF	♦	♠	♦	Natural	♣	♦	♥	S/V♠	4m= m+S
		not 5GF, <6			weak+	NF	5GF or 6	INV+	INV	PRE	PRE	PRE	minors	
1♦-(1♠)	NEG			NF	Minors NF	♥	♣	♦	Natural	♣	♦	♠	S/V♠	4m= m+H
	3+♥				weak+	xfer	INV+	INV+	INV	PRE	PRE	PRE	minors	
1♦-(1NT)	Two-suiter not minors				Natural /lead ♠ shortage		NF	NF	Minors	NF	NF	NF	NF	
1♦-(2♣)	NEG					♥	♠	♦	Majors	♥ (6+)	♦	♠ (6+)	xfer 3NT	4C= C+M
	2+ ♣							INV+	55+ not GF	INV+	PRE	INV+		4D= D+ M
1♦-(2♦)	NEG	v Natural				♥	♠		Two-suiter	♣	♥ (6+)	♠ (6+)	xfer 3NT	4C= C+M
						NF	NF		Weak/INV	F1	INV+	INV+		4D= Majors
1♦-(2♥)	Penalty orientated	v Michaels				♣	♦		Minors	♣	♦	♥ (6+)	♠ (6+)	PRE
						INV+	INV+			NF	NF	GF	GF	all NF
1♦-(2♥)	NEG						♠			♣	♦	S/V♠	♠ (6+)	xfer 3NT
							INV+			INV+	INV+	minors	INV+	4C= C+S
1♦-(2♠)	NEG									♣	♦	♥ (6+)	♥ (6+)	xfer 3NT
										INV+	INV+	INV+	NF	4D= D+S
1♦-(2NT)	Penalty orientated	v Lowest Two									♦	♦	♠ (5+)	♠ (6+)
										INV+	NF	INV+	NF	4D= Majors
1♦-(3♣)	NEG										♥ (5+)	♠ (5+)	♦	
											INV+	INV+	F1	4C= Majors
1♦-(3♦)	NEG	v Natural										♥	♠	
												GF	GF	4D= Majors
1♦-(3♥)	NEG												♠	4C= C + S
													GF	4D= D + S
1♦-(3♠)	NEG													4m = F
														4H = NF
1♦-(3NT)	Penalty orientated													4C= H + another
														4D= S + another

4new
4m= m+M
4M= NF
4m= m+S
4m= m+H
4C= C+M
4D= D+ M
4C= C+M
4D= Majors
PRE
all NF
4C= C+S
4D= D+S
4C= C+H
4D= D+H
4D= Majors
4C= Majors
4D= Majors
4C= C + S
4D= D + S
4m = F
4H = NF
4C= H + another
4D= S + another

SUPPLEMENTARY NOTES (3)

