

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
7+ at 1-level. Transfer advances. Fit jumps.	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15+ - 18 in direct or sandwich. 11-14 balancing System on over strong, 2C asks over balancing	
Balancing 2N 19-21	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak, except intermediate in balancing seat. Unusual v Unusual, linked suits	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
2C over 2+ 1C is natural. 2D over 0-2 1D is natural. 2D over 2+ 1C is Michaels, 2H over 0-2 1D is limited Michaels	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Strong:	weak:
2C majors	2C majors
2D one major	2R transfer
2M that and a minor	2S one minor
X 4M 5+m	2N minors
X penalty oriented	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Two suited jumps to 4m: that suit and OM or that suit and a major	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Suction v 1C and a 1D response, suction v 2C, not the response	
OVER OPPONENTS' TAKEOUT DOUBLE	
Transfers at the one level, xx begins string. 2N is limit or better raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low	3 rd and low, unless we have raised (then top of xxx)	
NT	4 th or 2 nd from no interest (4+) or top from xxx/xx	3 rd and low unless we have raised, then top from xxx or 2 nd from xxxx	
Subseq	Generally attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Shows K except at 5-level or higher		
King	Shows Queen, denies King except at game or higher		
Queen	Top of sequence or short		
Jack	Can be from KJ10(x)(x)..		
10	Can be from interior sequence		
9			
Hi-X	Doubleton (at least)		
Lo-X	Tripleton (at least)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude/count/SP	Count/sp	udca
Suit 2	Attitude/count	Count/sp	udca
3			
1			
NT 2		Rev smith	
3			
Signals (including Trumps):			
SP in trump unless in a ruff situation, then count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive at 1 level favourable. Cue bid advance forces to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Game try doubles, DSIP doubles			

W B F CONVENTION CARD	
CATEGORY: GREEN	
NCBO: CANADA	
PLAYERS: McOrmond - Hargreaves	
EVENT Senior/Transnational	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF/ Transfer responses to 1C. Open most 11 counts, Variable 1N. Multi and 2-suited 2M openings, weak. Transfers in many sequences	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Multi 2D: a weak 2 in a major	
Transfer responses to 1C	
1m 2H balanced invite in notrump	
1C 2D meckwell: 5+ spades, 4+ hearts, 5-9 hcp	
4C in ½ seat is unspecified 1 loser major, 8.5 tricks	
4D ub ½ is unspecified major, solid	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS: frequent at favourable, esp 1/3 seat	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7S	Can have longer diamonds, even 3=3=5=2 if 17-19 hcp	Transfers. 1S is either weak balanced or any diamond hand. 2H uph is balanced invite, by ph, fit jump. 2S is mixed raise	1C 1R 2N = 4 card support and 17-19 hcp 1C 2H 2S relay to 2N 1C 1R 1N is 17-19, 2-3 card support	
1♦		4	7S	Can be 4 only if 4441 or awkward 4=5 minors, or 3 rd or 4 th seat	2H by uph is balanced invite. Fit jump by PH, 2S is mixed raise	1D 1M 2N is gf with 6+D 1D 2H 2S relay to 2N	
1♥		5	7S	10-22, may rarely be 4 in 3 rd seat	1N F1, 2/1 GF. 2S forcing raise. 3S any splinter. 4m void splinter. 3N weak raise, stronger than 4H, 2 way drury by ph		
1♠		5	7H	See 1H	See 1H: 3S any splinter, 4m void		
INT			4H	11-13 nv, 14-16 vul	2 way stayman (art. responses) over weak, stayman and 4 way transfers/range ask over 14-16)	Respond 2S to 2C (14-16) with 4=4, extended transfers by responder	Transfer leb, switch after 3C/D overcalls
2♣	x			22+ if balanced (may be upgraded 21)	2D positive, waiting, 2H negative, 2S some 4441 with 2+ controls 2N any AKQJxx suit 3suit is transfer, 6+m next suit, ¼ Honours. 3N any AKQJxxx suit	Kokish relay with switch	X of interference denies any control (A/K)
2♦	x			Weak 2 in major, rarely 5	2M p/c. 2N asks, 3C puppet prior to showing own suit, 3D invite both M, 4C asks transfer, 4D asks bid suit		2D (2M) X takeout unless that is opener's suit 2D (x) (xx) asks for 2H: responder has own suit 2D (x) 3C natural, non forcing 2D (x) 3D invite in both majors
2♥		5		5-10, 5H and 4+ minor, usually 5	2N asks, 3m p/c in minor, 3S gf natural. 4m p/c. 4S keycard	2N: 3m nat and weak, 3H max., C. 3S/N: good/great with D	2H (x) xx forces 2S: responder has own suit (may not be spades)
2♠		5		See 2H	See 2H: 3H is natural, gf, 4N keycard		2S (x) xx asks 2N with D, 3C with clubs...responder has own suit
2NT				20-21, may upgrade into or out of range	Mod. Puppet stayman, transfers.	Various modified keycard asks	
3♣		6				4D mod keycard	
3♦		6				4C mod keycard	
3♥		6				4C mod keycard	
3♠		6				4C mod keycard	
3NT	x				4 level minor hand ½. To play 3 rd /4th	4m p/c 4M to play (all after ½ opening)	
4♣	x				Good 4M opening, 1-loser suit opp x	4D asks opener to bid suit, 4H p/c, 4S and higher, slam interest, lower of touching aces	
4♦	x				Good 4M, solid suit	4H p/c 4S slam try, lower of touching aces	
4♥					Less than a 4m opening (may be tactical in ¾ seat)		
4♠					See 4H		
4NT					Specific ace ask		
5♣						HIGH LEVEL BIDDING	
5♦						Exclusion keycard, optional (min-max) keycard, 6 card keycard in some situations, D(R)OP1 if available otherwise D(R)OPE	
5♥						5N often pick a slam	
5♠							