


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Light occasionally; new suit forcing; cue of oppo suit usually sound raise
Sounder at 2 level
Reopening can be 4 carder
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 system on
In fourth 11-13, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak at all vulnerabilities
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Ghestem - weak or strong: 2NT=lowest; 3♣=highest; cue=extremes
Jumps ask for stop
VS. NT (vs. Strong/ Weak; Reopening; PH)
2♣ = single suiter with 2♦ relay
2♦ = ♥+♠; 2♥ = ♥+ minor; 2♠ = ♠+ minor (In both latter major is usually 4 carder)
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
double takeout, otherwise natural and NF
VS. ARTIFICIAL STRONG OPENINGS
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = sound raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th	4th	
NT	4th	4th	
Subseq	remaining count		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	plus King or unsupported	as suit	
King	plus queen or unsupported		
Queen	plus jack or unsupported		
Jack	plus 10 or unsupported		
10	as above		
9	as above		
Hi-x	even number		
Lo-x	odd number		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 orthodox length	ditto	ditto
	2		
	3		
NT	1 orthodox length	ditto	ditto
	2		
	3		
Some orthodox suit preference signals			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
can be light distributional; jumps NF			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Doubles are as a rule competitive			

WBF Convention Card		
		♠ ♥ ♦ ♣
Category:	Event	
NCBO:		EVENT: Camrose Trials
PLAYERS:	Sam Hall	
	John Ferguson	
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
Acol		
4 card majors		
Weak NT		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Multi 2♦ = 5-10 6 card major or 4:4:4:1 17-24		

OPENING	TICKET	ARTICLE	OF CARDS MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			4	7♠	natural and NF	natural 1NT NF		
1♦			4	7♠	do.	do		
1♥			4	7♠	do.	do	2NT in competition is a sound 4 card raise ; cue is a 3 card raise	
1♠			4	7♠	do.	do.	ditto	
1 NT			2		balanced, rarely singleton	2♣ stayman non-promissary	If 1NT is doubled xx is puppet to 2♣; suits are suit and suit above equal length (Helvic)	
						2♦=♥; 2♥=♠; 2♠=♣; 2NT=♦		
2♣	✓		0		GF or 23-24 balanced	2♦ not necessarily weak		
2♦			0		5-10 Major 6 carder or 17-21 4:4:4:1	2♥/♠ to play; 2NT asks; new suit natural and forcing		
2♥			6		Game-going unlimited	Only non-forcing continuation is simple rebid		
					Single or two-suiter			
2♠			6		As above	As above		
2 NT			2		20-22	5 card stayman without puppet responses		
3 bids			6		weak			
3NT			7		solid minor, minimal outside			
4♣			7		Natural			
4♦			7		Natural			
							HIGH LEVEL BIDDING	
							RKCB - 30/41	