then shift shows a sing INT OVERCALL (2ND/4TH Live; Responses; Reopening) 15+ - 19; Resp: If Dbl, Redbl Forces 2C, Shows a minor suit; 2C = Lead Vs. Suit Stayman; 2D/H/S = Transfer; 2S = minors; 2NT = GF, Two Suits Ace Akx(+) Reopening; 11 - 15 HCP's, Stayman & Transfers King KOx(+) Direct 1NT O/C: 2C = NF Stayman & Transfers Ack Hing KOx(+) Direct 1NT O/C: 2C = NF Stayman, Cue = F Stayman Queen QJx(+) JUMP OVERCALLS (Style; Responses; Unusual NT) 10 109x(+),(QH/C)(109x) 1-Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton 9 Shortness or top of r 2-Suit: 2NT - 2 Lower Unbid Suits Hi-x 2 or 5/6 Cards Lo-x 3 or 4 Cards Reopen: Intermediate SigNALS IN ORDER OF PRIOF DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) Partners Lead SigNALS IN ORDER OF PRIOF DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) Suit: 1st Hi = Encourages Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper 2nd Suit Philad Solid Suit, Asks For Stopper 3rd Ack Signal Suit, Asks For Stopper 2nd Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Suit, Asks For Stopper 3rd Signal Suit Philad Solid Solid Solid Philad Solid So				_		
New suit NF opposite 1 level o/c; Jump in New Suit = Invitational; Jump Raise = Preemptive; Cue = 1 Round Force NT Ath Subseq Attitude Other: After trick 1 J,10 or 9 - then shift shows a sing INT OVERCALL (2ND/4TH Live; Responses; Reopening) 15+ -19: Resp: If Dbl, Redbl Forces 2C, Shows a minor suit; 2C = Lead Vs. Suit Stayman; 2D/H/S = Transfer; 2S = minors; 2NT = GF, Two Suits Reopening; 11 - 15 HCPs, Stayman & Transfers Ning KOx(+) Direct 1NT O/C; 2C = NF Stayman & Transfers Ning KOx(+) JumP OVERCALLS (Style: Responses; Unusual NT) 10					WBF Convention Card 2.16	
Dump Raise	aise; Lead In Partner's Suit		s Suit			
Subseq Other: After trick 1 J,10 or 9 = then shift shows a sing INT OVERCALL (2ND/4TH Live; Responses; Reopening) LEADS ISSUMMAN; 2D/H/S = Transfer; 2S = minors; 2NT = GF, Two Sults Reopening; 11 - 15 HCPs, Stayman & Transfers Reopening; 11 - 15 HCPs, Stayman & Transfers Reopening; 11 - 15 HCPs, Stayman & Transfers Sing KQx(+) Direct 1NT O/C; 2C = NF Stayman, Cue = F Stayman Queen QJx(+) Jack J10x(+),KJ10x(+) Jack J10x(+)		3rd		-		
Other: After trick 1 J,10 or 9 then shift shows a sing INT OVERCALL (2ND/4TH Live; Responses; Reopening) LEADS 15+ - 19; Resp: If Dbl, Redbl Forces 2C, Shows a minor sult; 2C = Lead Vs. Sult Stayman; 2D/H/S = Transfer; 2S = minors; 2NT = GF, Two Sults Ace AKx(+) Reopening; 11 - 15 HCP's, Stayman & Transfers King KQx(+) Direct 1NT O/C: 2C = NF Stayman, Cue = F Stayman Queen QJx(+) Jack J10x(+),KJ10x(+) Jack J10x(+) J10x(+) J10x(+) Jack J10x(+) J10x(NT 4th		3rd		Green	
then shift shows a sing the shift shift shows a sing the shift shows a sing the shift shows a sing the shift shift shows a sing the shift shift shows a sing the shift shows a sing the shift shows a sing the shift shi		Attitude		Country:	American Contract Bridge League	
LEADS LEAD	Other: After trick 1 J,10 or 9 = 0 or 2 higher; Lead of King from AK			Event:	Bermuda Bowl	
Lead Vs. Suit	leton (See	Note 6)	Players:	Richard Freeman & Nick Nickell		
Stayman; 2D/H/S = Transfer; 2S = minors; 2NT = GF, Two Suits Reopening: 11 - 15 HCP's, Stayman & Transfers Reopening: 11 - 15 HCP's, Stayman & Transfers Reopening: 11 - 15 HCP's, Stayman, Cue = F Stayman Queen QJx(+) Jack J10x(+),KJ10x(+) J10x(+),KJ1	LEADS				SYSTEM SUMMARY	
Reopening: 11 - 15 HCP's, Stayman & Transfers Direct 1NT O/C: 2C = NF Stayman, Cue = F Stayman Queen QJx(+) Jack J10x(+), KJ10x(+) J10 109x(+), (A/K/Q)109x 1-Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton 9 Shortness or top of r 2-Suit: 2NT - 2 Lower Unbid Suits Reopen: Intermediate DIRECT and JUMP CUE BIDS (Style: Responses; Reopen) Partners Lead Inn)-2m= H+S, (1M)-2M=OM+m; Weak or Strong, 2NT Asks m Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper Jump Cue Over 1M = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages VS. NT (vs. Strong / Weak; Reopening; PH) 2C = 1 Suited Hand; 2D = M's; 2M = That M & a minor; INT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, 2NT = 10-13 HCP's; Cue = 14 - 15 HCP; VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) TO Dibls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) TO Dibls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; SPECIAL, ARTIFICIAL STRONG OPENINGS VS. PREEMP Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE	
Oueen OJx(+) Jack J10x(+),KJ10x(+) UMP OVERCALLS (Style; Responses; Unusual NT) -Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton -Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton -Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton -Suit: 2NT - 2 Lower Unbid Suits Hi-x 2 or 5/6 Cards Lo-x 3 or 4 Cards Reopen: Intermediate SIGNALS IN ORDER OF PRIOF DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) Partners Lead Im)-2m= H+S, (1M)-2M=0M+m; Weak or Strong,2NT Asks m Suit:1st Hi = Encourages Sue Over Weak 2 Bid = Solid Suit, Asks For Stopper 2nd Imp Cue Over 1M = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suitled Hand NT: 1st Hi = Encourages SNT (vs. Strong / Weak; Reopening; PH) 2nd STONT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, SIGNALS IN ORDER OF PRIOF Signals (including Trumps): Aff DOUBLES DOUBLES DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopen) If 4-4-1 Can Be 9 HCP; If 4-3 TO DOUBLES (Style; Responses; Reopen) Partners Lead NT: 1st Hi = Encourages Signals (including Trumps): Aff TAKEOUT DOUBLES (Style; Responses; Reopen) TAKEOUT DOUBLES (Style; Responses; Reopen) Partners Lead NT: 1st Hi = Encourages Signals (including Trumps): Aff DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopen) TAKEOUT DOUBLES (Style; Responses; Reopen) Promises another Bid Except In DOUBLES (Style; Responses; Reopen) Signals (including Trumps): Aff DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopen) Partners Lead NT: 1st Hi = Encourages Signals (including Trumps): Aff DOUBLES TAKEOUT DOUBLES (Style; Responses; Reopen) Reopening Cue - Very Good 1 or 1	AKx(+)		AKx(+),AQx(+),Ax(+)		Std Amer, 5 Card Majors in 1st or 2nd seat; Forcing NT,Fairly	
Jack J10x(+),KJ10x(+) Jack J10x(+),KJ10x(+) Jack J10x(+),KJ10x(+) Joyx(+),(A/K/O)109x Suit: Very Sound Preemptive, 2NT = GT, Asks For Singleton Shortness or top of respective to the properties of the prope			Asks for Unblock or Count		Sound preempts (except NV vs Vul); Natural Weak 2M & 2D ;	
IUMP OVERCALLS (Style; Responses; Unusual NT) 10	QJx(+)		QJ10x(+),QJ9x(+),KQx(+)		Fairly Sound Openings, Especially Bal; Responces Can Be Very	
Response Intermediate Signals Intermediate Response Intermediate Response Intermediate Response Intermediate Signals Intermediate Response Intermediate Response Intermediate Suit: 1st Interpolate Interpolate Response Intermediate Suit: 1st Interpolate Interpolate Response Intermediate Signals Interpolate Response Intermediate Signals Interpolate Response Intermediate Signals Interpolate Response Intermediate Signals Interpolate Response Intermediate Response Intermediate Signals Interpolate Response Intermediate Signals Interpolate Response Intermediate Signals Interpolate Response Interpolate R		J10x(+),AC	QJx(+),KQJx(+)	Light; Rarely Psychic or Tactical		
Reopen: Intermediate DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) Partners Lead 1m)-2m= H+S, (1M)-2M=OM+m; Weak or Strong,2NT Asks m Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages NT: 1st Hi = Encourages NT: 1st Hi = Encourages Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages NT: 1st Hi = Encourages Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages NT: 1st Hi = Encourages Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages NT: 1st Hi = Encourages Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages Solid Suited Hand; 2D = M's; 2M = That M & a minor; NT: 2c - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, Solid Signals (including Trumps): Affect and Solid Suite Solid Suit Solid Hand; Solid Bolid Suite Solid So	+)	109x(+),(A	/K)J10x(+)			
Reopen: Intermediate DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) (Im)-2m= H+S, (1M)-2M=OM+m; Weak or Strong,2NT Asks m Suit:1st Hi = Encourages Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper Jump Cue Over 1M = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages VS. NT (vs. Strong / Weak; Reopening; PH) 2C = 1 Suited Hand; 2D = M's; 2M = That M & a minor; INT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, Signals (including Trumps): Af 2NT = 10-13 HCP's; Cue = 14 - 15 HCP; All Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F Doubles Doubles Doubles VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) If 4-4-4-1 Can Be 9 HCP; If 4-3 T/O Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; WS. ARTIFICIAL STRONG OPENINGS VS. ARTIFICIAL STRONG OPENINGS VS. ARTIFICIAL STRONG OPENINGS VS. ARTIFICIAL STRONG OPENINGS VS. ARTIBICIAL Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-15-3H-Dbl=Good)	othing	(A/K/Q)109	(A/K/Q)109x(+) or Top			
Reopen: Intermediate DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) Partners Lead Im)-2m= H+S, (1M)-2M=OM+m; Weak or Strong,2NT Asks m Suit:1st Hi = Encourages Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper 2nd Imp Cue Over 1M = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages Signals (including Trumps): Af 2nd NT: 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, Signals (including Trumps): Af 2NT = 10-13 HCP's; Cue = 14 - 15 HCP; All Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F Over 2M New Suit = NF DOUBLES Obl By Passed Hand Shows C's TAKEOUT DOUBLES (Style; Re NFEMPTS (Doubles; Cue-bids; Jumps; NT bids) TO Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; TO Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; Dr. 4D = Good 2 Suiter Balancing Dbl Can Be 8 + HCP N SPECIAL, ARTIFICIAL AND CO SS 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, TO 2H, 2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)		Count or S	Count or Sxx(+)		ngs: 15-17(or Bad 18)	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) Partners Lead Inn)-2m= H+S, (1M)-2M=OM+m; Weak or Strong,2NT Asks m Suit:1st Hi = Encourages Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper 2nd Imp Cue Over 1M = Solid Suit, Asks For Stopper 3rd Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages /S. NT (vs. Strong / Weak; Reopening; PH) 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2n	Lo-x 3 or 4 Cards Count			2 OVER 1 Response Forcing to At Least 3 of openers suit		
Inh)-2m= H+S, (1M)-2M=OM+m; Weak or Strong,2NT Asks m Suit:1st Hi = Encourages Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages NT: 1st Hi = Enco	SIGNALS IN ORDER OF PRIORITY			SPECIAL B	IDS THAT MAY REQUIRE DEFENCE	
Cue Over Weak 2 Bid = Solid Suit, Asks For Stopper Jump Cue Over 1M = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st	Decla	rer's Lead	Discarding	Gambling 3	NT (Shows A or K on side)	
tump Cue Over 1M = Solid Suit, Asks For Stopper Reopening Cue = Very Good 1 or 2 Suited Hand Reopening Cue = Very Good 1 or 2 Suited Hill = Encourages Reopening Cue = Very Good 1 or 2 Suited Hill = Encourages Reopening Cue = Very Good 1 or 1 Strain Hill = Encourages Reopening Cue = Very Good 1 or 1 Strain Hill = Encourages Reopening Cue = Very Good 1 or 1 Strain Hill = Encourages Reopening Cue = Very Good 1 or 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages Reopening Cue = Very Good 1 Strain Hill = Encourages	Hi/Lo	= Even	Hi = Encourages	Transfer Le	ebensohl - Slow (Note 3)	
Reopening Cue = Very Good 1 or 2 Suited Hand NT: 1st Hi = Encourages S. NT (vs. Strong / Weak; Reopening; PH) C = 1 Suited Hand; 2D = M's; 2M = That M & a minor; NT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, Signals (including Trumps): Af 2NT = 10-13 HCP's; Cue = 14 - 15 HCP; Al 2Ner 2M, 2NT Asks for m, Then 3M = GT;New Suit = F Sh 2Ner 2M New Suit = NF DOUBLES SID By Passed Hand Shows C's S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) (70 Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; C - 4D = S's & Another Suit; 3C - 4C = H's & D's D - 4D = Good 2 Suiter (75. ARTIFICIAL STRONG OPENINGS) S 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, D - 2H, 2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; Hi = Encourages NT: 1st Hi = Encourages 2nd NT: 1st Hi = Encourages 2nd NT: 1st Hi = Encourages 2nd Strong 3rd Signals (including Trumps): Af 2nd Signals (including Trumps): Af 2nd NT: 1st Hi = Encourages 2nd 3rd Srd Signals (including Trumps): Af 2nd NT: 1st Hi = Encourages 2nd 3rd Signals (including Trumps): Af 2nd NT: 1st Hi = Encourages 2nd 3rd Signals (including Trumps): Af 2nd NT: 1st NT: 1st Hi = Encourages 2nd 4nd NT: 1st Hi = Encourages 2nd 4nd NT: 1st Hi = Encourages 2nd 4nd NT: 1st Hi = Encourages				Over Opponents 1NT Overcall 2C/2D = Artificial (Note 2)		
S. NT (vs. Strong / Weak; Reopening; PH) C = 1 Suited Hand; 2D = M's; 2M = That M & a minor; NT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, Signals (including Trumps): Af 2NT = 10-13 HCP's; Cue = 14 - 15 HCP; Al Over 2M, 2NT Asks for m, Then 3M = GT; New Suit = F Over 2M New Suit = NF DOUBLES TAKEOUT DOUBLES (Style; Re S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) (70 Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; C - 4D = S's & Another Suit; 3C - 4C = H's & D's D - 4D = Good 2 Suiter (8) ARTIFICIAL STRONG OPENINGS S 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, D - 2H, 2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)				1M - Dbl - 4x = Fit Showing		
C = 1 Suited Hand; 2D = M's; 2M = That M & a minor; NT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, Signals (including Trumps): Af 2NT = 10-13 HCP's; Cue = 14 - 15 HCP; Al Over 2M, 2NT Asks for m, Then 3M = GT; New Suit = F Over 2M New Suit = NF DOUBLES TAKEOUT DOUBLES (Style; Re 2S PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) If 4-4-4-1 Can Be 9 HCP; If 4-3 TO Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; C - 4D = S's & Another Suit; 3C - 4C = H's & D's D - 4D = Good 2 Suiter SPECIAL, ARTIFICIAL AND CO S 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)	1st Hi = Encourages Hi/Lo = E		Even Hi = Encourages		Grope/Scrambling 2NT	
NT - 2C - 2x - Dbl = 7 - 10 HCP's, Asks Partner to Compete, Signals (including Trumps): Af 2NT = 10-13 HCP's; Cue = 14 - 15 HCP; Al Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F Over 2M New Suit = NF DOUBLES DOUBLES TAKEOUT DOUBLES (Style; Re VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) If 4-4-4-1 Can Be 9 HCP; If 4-3 VO Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; C - 4D = S's & Another Suit; 3C - 4C = H's & D's D - 4D = Good 2 Suiter SPECIAL, ARTIFICIAL AND CO s 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)				Bad - Good	2NT	
2NT = 10-13 HCP's; Cue = 14 - 15 HCP; 2Ver 2M, 2NT Asks for m, Then 3M = GT; New Suit = F 2Ver 2M New Suit = NF 2Do By Passed Hand Shows C's 2NS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) 2NO Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; 3NO Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; 3NO - 4D = S's & Another Suit; 3C - 4C = H's & D's 3NO - 4D = Good 2 Suiter 3NO ARTIFICIAL STRONG OPENINGS 3NO SPECIAL, ARTIFICIAL AND CO 3NO SPECIAL, ARTIFICIAL AND CO 3NO SPECIAL, ARTIFICIAL STRONG OPENINGS 3NO SPECIAL, ARTIFICIAL AND CO 3NO SPECIAL, ARTIFICIAL STRONG OPENINGS 3NO SPECIAL, ARTIFICIAL AND CO 3NO SPECIAL STRONG OPENINGS 3NO SPECIAL STRONG OPENINGS 3NO SPECIAL STRONG OPENINGS 3NO SPECIAL STRONG OPENINGS 4NO SPECIAL STRONG OPENINGS			Two Suited Bids (Note 1)			
Over 2M, 2NT Asks for m, Then 3M = GT;New Suit = F Over 2M New Suit = NF Obl By Passed Hand Shows C's (S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) (O Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; (C - 4D = S's & Another Suit; 3C - 4C = H's & D's (D - 4D = Good 2 Suiter (S. ARTIFICIAL STRONG OPENINGS (ST - 4D = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, 2D; H) (D - 4D = Since Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)	Signals (including Trumps): After 1st Signal Then Present Count (Not				e Jump Shift at 3 Level = 7 - 10 HCP's	
DOUBLES DOU); 3 Way Signals		e Weak Jump Shift at 2 Level		
Dobl By Passed Hand Shows C's TAKEOUT DOUBLES (Style; Ref. 25) (S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) If 4-4-4-1 Can Be 9 HCP; If 4-3 (70 Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; (C - 4D = S's & Another Suit; 3C - 4C = H's & D's Promises another Bid Except in Balancing Dbl Can Be 8+ HCP V (S. ARTIFICIAL STRONG OPENINGS SPECIAL, ARTIFICIAL AND CO S 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, (D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)	iowing Lenç	gth in Suit Lead -	Unusual vs	Unusual		
/S. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) If 4-4-4-1 Can Be 9 HCP; If 4-3 If 4-4-4-1 Can Be 9 HCP; If 4-3 With 5-4 in Majors We Tend to 0 If 4-4-4-1 Can Be 9 HCP; If 4-3 With 5-4 in Majors We Tend to 0 Promises another Bid Except in Balancing Dbl Can Be 8+ HCP N ID - 4D = Good 2 Suiter Balancing Dbl Can Be 8+ HCP N SPECIAL, ARTIFICIAL AND CO IS 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, 1C-P-1D-1S-Dbl=4H'S;1m-P-1H- ID,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)						
7/O Dbls; Lebensohl vs Weak 2 Bids; Roman Jump O/C's; With 5-4 in Majors We Tend to 0 C - 4D = S's & Another Suit; 3C - 4C = H's & D's Promises another Bid Except in Balancing Dbl Can Be 8+ HCP V S. ARTIFICIAL STRONG OPENINGS STC: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, D-2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good)	•					
Promises another Bid Except in Balancing Dbl Can Be 8+ HCP V S. ARTIFICIAL STRONG OPENINGS SD - 4D = Good 2 Suiter Balancing Dbl Can Be 8+ HCP V SPECIAL, ARTIFICIAL AND CO SPECIAL, ARTIFICIAL AND CO SPECIAL, ARTIFICIAL AND CO SPECIAL STRONG OPENINGS SPECIAL ARTIFICIAL AND CO SPECIAL STRONG SPECIAL S		,				
D - 4D = Good 2 Suiter Balancing Dbl Can Be 8+ HCP V S. ARTIFICIAL STRONG OPENINGS SPECIAL, ARTIFICIAL AND CO S 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, 1C-P-1D-1S-Dbl=4H'S;1m-P-1H- D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good						
S. ARTIFICIAL STRONG OPENINGS S 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good		•				
S 1C: 1NT = Pointed Suits, 2 NT = Minors, 3C = Rounded Suits, 1C-P-1D-1S-Dbl=4H'S;1m-P-1H-1D,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good	Balancing Dbl Can Be 8+ HCP With Shape				ORCING PASS SEQUENCES	
PD,2H,2S = Suit Bid + Next Higher Suit; Dbl = M's & Good Hand; 4H(Except 1H-1S-3H-Dbl=Good			See Note 6			
ass then over a good Hand, immediate over can be very light H - 3H-DNI-=C-00d 3S Bid/Scrambli	4H(Except 1H-1S-3H-Dbl=Good 3S Bid);Maximal Dbls;1m-1H-Dbl				T NOTEC THAT DON'T FIT ELECTANIEDE	
	-3H-Dbl-=Good 3S Bid:Scrambling 2NT;Snapdragon;Negative Dbl				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Thru 4H (no Upper Limit with Hand With No 5 Card Suit); Comp Dbl's; Dbl of Splinter = Suggests Save at Fav Vul, Otherwise				lish or Sweedish Club See Note 5	
· ·						
			Develies	Rare - 1H - 1S is occasionally short S's with H support		
	1m-(1D)-Dbl = Guarantees Only 1 Major; 1m-(1H)-Dbl = Shows 4S's 1x-1y-Dbl-Rdbl = A/K/Q of Ptnr's Suit, At least 2 cards & 5+ HCP			Psychics:	Naie - 111 - 13 is occasionally short 3.5 with H support	

Opening	Artificial	Min.	Neg Dble th	ı Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	7 it till cital	3	4H	If 3 Cards, Then 12 - 15 or	2D = Strong Raise; 1NT = 6 - 10 HCP; We	2 Way Checkback (2C = inv, 2D = GF);	Jump = Fit
1C		+		18+, no 4D ; w/4 -4 m Norm	Tend to Bid Our Suits Up The Line	Wolff Signoff After 2NT Rebid	
1C				Bid 1D; 11 HCP Bal = Pass	Preemptive Jump Raise in Comp	1C - 1NT - P - P -Dbl = Good Hand & M's	
1D		3	4H	3 Cards Only If 4 - 4 - 3 - 2	3C = Strong Raise, Comp JR = Preemptive	2 Way Checkback; Wolff Signoff	Jump = Fit
1H		5	4H	Could Be 4 in 3rd/4th Seat	2/1 Almost GF; 1NT F By UPH; 2NT =	Transfers After 1M - 1NT - 2NT; Over 2NT	Drury (3+ Trumps); 2NT = Big Raise (4+
1H		+			GF Raise; 30M = any singleton 10 - 13 HCP	3C = Min + Singleton;3D = Extras = singleton	Trumps); 3C = C's, 8 - 11; Other JS = Fit
1H					and an experience of the second	1H- 1S - 1NT - 2m = 2 Way Checkback	
1S		5	4H	Same as 1H	Same as 1H	Same as 1H	Same as 1H
1NT		+	@3 Level	15 - 18- HCP, Bal; 5 Card M	Stayman; Transfers; 2S = m's; 2NT = C's;	Smolen; !NT - 2C - 2D - 4C = 6H = 4S;	
1NT				or 6 Card m is possible	3C = D's; 3M = 4 - 4 - 4; Neg Dbl at 3 Level;	1NT - 2C - 2D - 4D = 6S + 4H; 1NT - 2C -	
1NT					4S = Baron; Transfer Lebensohl (Inv =) Slow	2x - 4M = 6M, Bad Suit , Slam Try; 1NT - 2C	
1NT					Shows (Note 4): 4D/H = Texas (also in comp	- 2M - 3OM = Fit & Singleton, Relay to Ask;	
1NT					t hru 3D)	1NT - 2C ,2M - 4C = BW; 4D = Bal Slam Try	
2C		X		Strong & Artificial; Forcing	2D = Negative or Waiting; 2M or 3m = Suit	After 2D Response, 2NT = 23 - 24 HCP,	
2C				To 2NT or 3M	Headed By 2 of 3 Top Honors; 2NT = Pos	3NT = 25 - 26 HCP, 4NT = 27 - 28 HCP,	
2C				10 2.11 0. 0	Response in C's W/O 2 of 3 Top Honors;	3M ,4M,4m or 5m = Sets Trunps & Asks For	
2C					3M = 1 Loser Suit in OM: 3NT /4C = 1 Loser	Specific Information; Cheapest 3 Level Bid By	
2C					Suit in C/D; 4D/H/S/5C = Solid Suit in Next	Responder = Second Negative	
2C					Higher Ranking Suit	Responder – Second Regulive	
2D		6		Weak 2; 5 - 11 HCP; Could	2M = Constuctive, NF; 2NT Asks For		
2D				Be a 5 Card Suit in 3rd Seat	Feature, 3C & 3M = F		
2H		6		Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2H				Be a 5 Card Suit in 3rd Seat	Zivi /isks i or i catalo, ivew sait = i		
2S				Weak 2; 5 - 11 HCP; Could	2NT Asks For Feature, New Suit = F		
2S				Be a 5 Card Suit in 3rd Seat	2111 / John T of T catalog, New York = 1		
2NT				20 -22 HCP, Bal	Stayman, Transfers, Texas, 3S = Relay to	Smolen	
2NT				20 22 1101 , Bui	3NT; 3NT = Relay To 4C & Shows 4-4-4-1	Smooth	
3C		7		Sound Vul, NV Can be 6	4D = Slam Try	Responses to 4D = Artificial	
3C		+ '		Card Suit & Light	ID = Sidiff fly	Responses to 12 - Attinoidi	
3D		7		Sound Vul, NV Can be 6	4C = Slam Try		
3D		+ '		Card Suit & Light	10 - Sidili Tiy		
3H		7		Sound Vul, NV Can be 6	4C = Slam Try; 4D = RKCB	Responses to 4m = Artificial	
3H		1		Card Suit & Light	To claim right is times	Trespondes to IIII / IIIIIIIIII	
3S		7		Sound Vul, NV Can be 6	4C = Slam Try; 4D = RKCB	Responses to 4m = Artificial	
3S		1		Card Suit & Light	To claim right is times	Trespondes to IIII / IIIIIIIIII	
3NT				7+ Solid m Suit , OS A or K	4C = pass or correct, 4NT Asks For OS Ace		
4C		7		Natural			
4D		7		Natural			
4H		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4S		7		Natural, Usually Sound	5 X = Asking Bid, 5M = Trump Ask		
4NT		+ -		29-30 HCP, Bal	5 % Asking Bid, ow - Trump Ask		
HIGH LEVE	I BIDDING						

HIGH LEVEL BIDDING

RKCB(1430); After Q ask, Return to Trump Suit = No Q;

Vs Interference: Above our Suit We Use Depo; Below Dbl = 1 or 4,

Pass = 0 or 3, 1 Step = 2 W/O Q, 2 Steps = 2 W/ Q, Etc; In Many

Auctions RKCB is 4 or 5 of a Suit Rather Than 4NT; In Certain

Auctions When an 8 Card Major Suit Fit Is Established Then 3NT

Is a Slam Try, Weaker Than a Cue Bid;

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WBF SUPPLEMENTARY SHEET
                PLAYERS: DICK FREEMAN, NICK NICKELL
NOTE (1) - BIDS SHOWING 2 SUITED HANDS
1X
                   = 2 LOWER UNBID
    - 2m
                  MICHAEL'S CUE BID (USUALLY EITHER
1m
                 VERY GOOD HAND OR WEAK)
1M
               = MICHAEL'S. OTHER MAJOR PLUS
                 UNKNOWN MINOR - 2NT ASKS MINOR
1NT
    - 2M
                   THAT MAJOR PLUS UNKNOWN MINOR. 2NT
                 ASKS FOR MINOR (THEN 3M =
                 INVITATIONAL RAISE)
    - P - 2M - 2N = TAKE OUT FOR MINORS.
VS STRONG CLUB:
    2D
            = D'S & H'S
             = H'S & S'S
    2H
    2S
                 S'S & C'S
    2NT
                  C'S & D'S
    3C'S
                  C'S & H'S
    1NT

    D'S & S'S

              = H'S & S'S, GOOD HAND
    (THE ABOVE BIDS APPLY AFTER 1C - P - 1D ALSO)
NOTE (2) - TWO OF A MINOR RESPONSE AFTER OPPONENTS 1NT OVERCALL
                       TAKE OUT FOR MAJORS
     - 1NT - 2C
1m
     - 1NT - 2m = THAT MINOR PLUS OTHER MAJOR
NOTE (3) - TRANSFER LEBENSOHL
    - 2S -
             2NT = RELAY TO C'S, THEN 3D/H = TO PLAY,
                     3S = STAYMAN W/STOPPER, 4C = C'S
             3C
                     TRANSFER TO D, INV. OR BETTER
             3D =
                     TRANSFER TO H, INV. OR BETTER
             3H = FAST STAYMAN, NO STOPPER
             3S = BOTH MINORS, INVITATIONAL OR BETTER
             2S = COMPETITIVE
1NT
    - 2H -
             2NT = RELAY TO C'S, THEN 3D TO PLAY, 3H
                     = STAYMAN W/STOPPER, 3S = C'S
             3C
                      TRANSFER TO D. INV. OR BETTER
             3D = FAST STAYMAN, NO STOPPER,
             3H = TRANSFER TO S, INV. OR BETTER
                     MINORS, INVITATIONAL OR BETTER
                     TNSF TO H, THEN 3NT = CHOICE OF
                     GAME,
                      4NT = INVITATIONAL
PAGE 2 OF 2
WBF SUPPLEMENTARY SHEET
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MCBC: USA PLAYERS: DICK FREEMAN, NICK NICKELL

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TNSF TO m, THEN 3NT IS CHOICE OF GAMES OR MILD SLAM TRY TNSF TO D THEN 4D (EITHER AS RAISE OR AFTER CUE BY OPENER) = KCBW 5m OVER CUE = FAST ARRIVAL

AFTER FAST STAYMAN:

3M = NO STOPPER (OR 1 STOPPER) AND NO 5

CARD SUIT -

RESPONDER CAN BID 3NT TO PLAY OPPOSITE 1 STOPPER;

NT'ER PASSES OR BIDS WITH NO STOPPER

4m = 5 CARD SUIT, NON-FORCING

IN THESE AUCTIONS 4m BY RESPONDER IS NOT FORCING - MUST CUE TO SET UP FORCE; THEN BID LOGICALLY TO GET TO FIT

NOTE (4) - LEADS AND SIGNALS

VS SUITS

AT TRICK ONE, SIGNALS ARE USUALLY ATTITUDE. IF THE DUMMY IS SHORT IN THE SUIT LED, AND A SHIFT APPEARS TO BE AN OPTION, WE DO NOT PLAY SUIT PREFERENCE. A DISCOURAGING CARD (LOW) SUGGESTS THAT YOU CAN STAND THE OBVIOUS SHIFT AND AN ENCOURAGING CARD (HIGH) SUGGESTS THAT YOU CANNOT. THE OBVIOUS SHIFT WILL VARY DEPENDING ON THE BIDDING, BUT ABSENT BIDDING, WILL NORMALLY BE DUMMY'S WEAKEST SUIT OR THE SUIT WHICH MOST LIKELY NEEDS TO BE ATTACKED QUICKLY. AN EXCEPTION TO THIS METHOD IS WHEN YOU HAVE SHOWN A LONG SUIT, WE PLAY AT TRICK ONE THAT MIDDLE CARDS ARE ENCOURAGING, AND HIGH AND LOW CARDS ARE SUIT PREFERENCES. THIS TREATMENT ALSO APPLIES IN CERTAIN SITUATIONS AFTER A SUIT HAS BEEN JUMP RAISED BY THE OPENING LEADER'S PARTNER. AFTER ATTITUDE IS ESTABLISHED, WE MAY OR MAY NOT GIVE COUNT DEPENDING ON WHETHER WE THINK IT IS MORE IMPORTANT TO INFORM PARTNER OR KEEP THE DECLARE IN THE DARK. WHEN WE GIVE COUNT, IT IS NORMALLY STANDARD PRESENT COUNT. DEPARTURES FROM STANDARD COUNT SIGNALS MAY HAVE SUIT PREFERENCE IMPLICATIONS.

A HIGH-LOW IN TRUMPS CAN SHOW EITHER AN ODD NUMBER OF TRUMPS OR, OCCASIONALLY, BE SUIT PREFERENCE. LOW-HIGH IS NEUTRAL.

VS NT

AGAINST NT, WE SIGNAL STANDARD ATTITUDE ON THE ACE, QUEEN OR JACK LEAD AND UNBLOCK OR GIVE COUNT ON THE KING LEAD. THEREFORE, FROM SUITS HEADED BY KQ10 YOU MAY LEAD THE KING WHEN YOU WANT AN UNBLOCK OR THE Q WHEN YOU DO NOT.

NOTE (5) - VS POLISH CLUB OR SWEDISH CLUB

1C - 2C = CLUBS

1C - 2D = MAJORS

AFTER 1C OPENING, AND OUR OVERCALL, WE PLAY THAT A CLUB BID AT THE CHEAPEST LEVEL = CUE BID. A C JUMP IN C'S =C'S.

NOTE (6) - FORCING PASS AGREEMENTS

3m - 3m - 5m - P = FORCING IF UNFAVORABLE 3H - 3S - 5H - P = FORCING AT ANY VULNERABILTY

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3X - D - 5X - P = FORCING AT ANY VULNERABILITY 1H - 1S - 3H - 4S = FORCING AT UNFAVORABLE

1X - D - P - 2X = SETS UP A FORCING PASS AT 5 LEVEL

1X - D -2X - 3X = SETS UP A FORCING PASS IF WE BID GAME AND THEY BID

1M - P - 2NT = SETS UP A FORCING PASS EXCEPT AT FAVORABLE

2 OVER 1 = SETS UP A FORCING PASS IF WE BID A GAME.

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