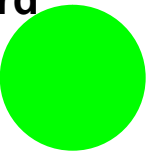


| DEFENSIVE AND COMPETITIVE BIDDING                                                 |                                                                          | LEADS AND SIGNALS                                                     |                          |                                                                      | WBF Convention Card                                                                 |                                                                                    |
|-----------------------------------------------------------------------------------|--------------------------------------------------------------------------|-----------------------------------------------------------------------|--------------------------|----------------------------------------------------------------------|-------------------------------------------------------------------------------------|------------------------------------------------------------------------------------|
| OVERCALLS (Style; Responses; 1/2 level; Reopening)                                |                                                                          | OPENING LEADS STYLE                                                   |                          |                                                                      |  |  |
| Fairly standard style. May be aggressive.                                         |                                                                          | Lead                                                                  | In Partner's Suit        |                                                                      |                                                                                     |                                                                                    |
| Responses: new suit = F if you pass or X; NF if you bid.                          | Suit                                                                     | 4 <sup>th</sup> (2 <sup>nd</sup> of 2/3, 2 <sup>nd</sup> of bad suit) | Same                     |                                                                      |                                                                                     |                                                                                    |
| Cue = sound raise, 3 <sup>(+)</sup> support. Jump cue = 4 <sup>+</sup> support.   | NT                                                                       | 4 <sup>th</sup> (2 <sup>nd</sup> of 2/3, 2 <sup>nd</sup> of bad suit) | Same                     |                                                                      |                                                                                     |                                                                                    |
| NT bids = nat, NF. Jump new suit = fit showing.                                   | Subsequent                                                               | Reverse original count                                                | Reverse original count   |                                                                      | CATEGORY:                                                                           | Natural – Green                                                                    |
| Re-open: Much the same.                                                           | Other:                                                                   | Ace lead asks for attitude, king asks for count (or unblock).         |                          |                                                                      | NCBO:                                                                               | Australia                                                                          |
| 1NT OVERCALLS (2 <sup>nd</sup> / 4 <sup>th</sup> Live; Responses; Reopening)      | Note: we lead bottom of doubleton!                                       |                                                                       |                          | EVENTS:                                                              | Bermuda Bowl 2007                                                                   |                                                                                    |
| 15-18 direct, 11-14 reopening.                                                    | LEADS                                                                    |                                                                       |                          | PLAYERS: Bruce Neill - Ryszard Jedrychowski                          |                                                                                     |                                                                                    |
| Responses as to opening 1NT except                                                | Lead                                                                     | Vs. Suit                                                              | Vs. NT                   |                                                                      | SYSTEM SUMMARY                                                                      |                                                                                    |
| transfer into your major is weakish 3 suited.                                     | Ace                                                                      | A(+) / AK(+)                                                          | Same                     |                                                                      | GENERAL APPROACH AND STYLE                                                          |                                                                                    |
| JUMP OVERCALLS (Style; Responses; Unusual NT)                                     | King                                                                     | K(x) / AK(+) / KQ(+)                                                  | Same                     |                                                                      | Standard, strong NT, 5 card majors.                                                 |                                                                                    |
| 1-suit: 2M/3x=weak (direct) / intermediate (reopening).                           | Queen                                                                    | Q(x) / QJ(+)                                                          | same / AQJ(+) / KQ109(+) |                                                                      | Frequent fit showing jump shifts.                                                   |                                                                                    |
| 2-suit: 2♦ / 2NT = 55 lowest unbid suits (direct only).                           | Jack                                                                     | J(x) / J10(+)                                                         | Same                     |                                                                      |                                                                                     |                                                                                    |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)                               | 10                                                                       | 10 / HJ10(+) / H109(+)                                                | Same                     |                                                                      |                                                                                     |                                                                                    |
| (1m)2m=5♠ 5<other>. (1M)2M=5OM 5m. Wide strength.                                 | 9                                                                        | 9 / 109(+) / H9x                                                      | Same                     |                                                                      |                                                                                     |                                                                                    |
| 2NT resp=asks for other suit.                                                     | Hi-x                                                                     | S / xS(+) / HSx                                                       | Same                     |                                                                      |                                                                                     |                                                                                    |
| New suit=NF (3x= nat,2x=P/C).                                                     | Lo-x                                                                     | S / xS(+) / HxxS(+) / HSx                                             | Same                     |                                                                      | 1NT Opening: 1NT = 15-17, 5M common. May be 14 or offshape.                         |                                                                                    |
|                                                                                   | SIGNALS IN ORDER OF PRIORITY                                             |                                                                       |                          | 2 OVER 1 Response: All GF over 1M. 1M-2♣ artificial, 3 way.          |                                                                                     |                                                                                    |
| Over 1x/weak 2x, 3x=stopper ask. (2♣ Prec: 3♣=♥+♠.)                               |                                                                          | Partner's Lead                                                        | Declarer's Lead          | Discarding                                                           | SPECIAL BIDS THAT MAY REQUIRE DEFENCE                                               |                                                                                    |
| VS. NT (vs. Strong / Weak; Reopening; PH)                                         | Suit                                                                     | 1                                                                     | lo=ENCRG                 | “Smith”                                                              | odd=ENC, E=S/P                                                                      | 2♦ multi: weak with a 5/6 card major, or 22-24 balanced.                           |
| X of weak NT = PEN. Then 2♣ adv=asks Xer to pick suit.                            |                                                                          | 2                                                                     | lo=E original            | Lo=E original                                                        | lo=ENCRG                                                                            | 2♥ & 2♠ weak two suited, including suit opened.                                    |
| X of strong NT = 4M, 5 <sup>+</sup> m (or v. strong). Then 2x=P/C.                |                                                                          | 3                                                                     | S/P                      | S/P                                                                  | lo=E original                                                                       | After we open 1-suit and you overcall, our 2-new-suit = NF.                        |
| 2♣ = 4 <sup>+</sup> ♥4 <sup>+</sup> ♠. Then 2♦ = pick a major.                    | NT                                                                       | 1                                                                     | lo=ENCRG                 | “Smith”                                                              | odd=ENC, E=S/P                                                                      | 2♣ response to 1♦ / 1♥ / 1♠ is artificial 3-way game force.                        |
| 2♦=long suit somewhere. 2M=5 <sup>(+)</sup> M 4 <sup>+</sup> m. 2NT=str 2 suiter. |                                                                          | 2                                                                     | lo=E original            | lo=E original                                                        | lo=ENCRG                                                                            | Over your strong 1♣, our non-jump actions are 2 suited.                            |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)                                  |                                                                          | 3                                                                     | S/P                      | S/P                                                                  | lo=E original                                                                       |                                                                                    |
| X = T/O (except 2♦ multi: X = TO of ♠)                                            | Signals (including Trumps): “Smith”: low at trick 2=encourages suit led. |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
|                                                                                   |                                                                          |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
|                                                                                   |                                                                          |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
| VS. ARTIFICIAL STRONG OPENINGS                                                    | DOUBLES                                                                  |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
| Jumps: 2M = intermediate, 3x = weak.                                              | TAKEOUT DOUBLES (Style; Responses; Reopening)                            |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
| Non-jump calls = 2 suits (4 <sup>+</sup> 4 <sup>+</sup> ), often weak:            | Either support for 2 <sup>(+)</sup> suits (esp majors) or strong.        |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
| (1♣) X = ♣ + ♥. (1♣) 1♦ = ♦ + ♥. (1♣) 1♥ = ♥ + ♠.                                 | Minimum equal level conversion.                                          |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
| (1♣) 1♠ = ♠ + ♣. (1♣) 1NT = ♦ + ♠. (1♣) 2♣ = ♣ + ♦.                               | Over partner's X of their 2M opening, 2NT = pick a minor, ...            |                                                                       |                          | SPECIAL FORCING PASS SEQUENCES                                       |                                                                                     |                                                                                    |
| Over all 2 suiters: jump 2NT = F1, ask.                                           | ... or weak with ♦ (or ♥ over 2♠ X), or FG with 4OM.                     |                                                                       |                          | At high level, pass often F at unfav vul; pass-then-pull = slam try. |                                                                                     |                                                                                    |
| OVER OPPONENTS' TAKEOUT DOUBLE                                                    | SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES                  |                                                                       |                          |                                                                      |                                                                                     |                                                                                    |
| XX = penalty oriented, others = unchanged.                                        |                                                                          |                                                                       |                          | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE                             |                                                                                     |                                                                                    |
|                                                                                   | low level XX may = rescue.                                               |                                                                       |                          | HCP ranges shown on this card are best indication of meaning         |                                                                                     |                                                                                    |
|                                                                                   | 1NT (X) XX = puppet to 2♣. Usually 1 suited. (If X=ART, XX=PEN.)         |                                                                       |                          | but we may vary HCP depending on hand quality & context.             |                                                                                     |                                                                                    |
|                                                                                   | (1NT strong) X = 4 card major, 5 <sup>(+)</sup> minor.                   |                                                                       |                          | PSYCHICS:                                                            |                                                                                     |                                                                                    |
|                                                                                   |                                                                          |                                                                       |                          | In 3rd seat we may depart from opening bid requirements to           |                                                                                     |                                                                                    |
|                                                                                   |                                                                          |                                                                       |                          | suggest a lead or obstruct opponents.                                |                                                                                     |                                                                                    |

| OPENING | TICK IF<br>ARTIFICIAL | MIN. No.<br>OF CARDS | NEG. DBL<br>THRU | DESCRIPTION                                                                                    | RESPONSES                                                                                                                                                                                                                                                                                                                | SUBSEQUENT AUCTION /<br>COMPETITIVE BIDDING                                                                                                                                                                               | PASSED HAND BIDDING /<br>COMPETITIVE BIDDING                                                                                             |
|---------|-----------------------|----------------------|------------------|------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| 1♣      |                       | 3                    | 4♥               | 11-23, 3 <sup>+</sup> ♣.                                                                       | 1♦ = 3 <sup>+</sup> ♦, F1. 1M = 4 <sup>+</sup> , F1 (maybe longer ♦ if weak).<br>1NT = 10-11 bal. 2♣ = 5-9, 4 <sup>+</sup> ♣.<br>2♦/2♥/2♠ = 6-10, NF, 5 <sup>+</sup> suit, 3 <sup>+</sup> ♣. (Then 2NT = F1).<br>2NT = GF, 4 <sup>+</sup> ♣. 3♣ = 10-12, 5 <sup>+</sup> ♣.<br>3♦/3♥/3♠ = splinter, GF, 5 <sup>+</sup> ♣. | Over 1♣-1x, 1NT:<br>2♣ = puppet to 2♦; either any invite, or to play 2♦.<br>2♦ = artificial FG. 2NT = puppet to 3♣.<br>Over 1♣-2NT, 3♦/3♥/3♠ = splinter.<br>Opener's 1M rebid may be balanced. 4 <sup>th</sup> suit = FG. | Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.                                                     |
| 1♦      |                       | 3                    | 4♥               | 11-21, 4 <sup>+</sup> ♦ (or 4:4:3:2).                                                          | 1M = 4 <sup>+</sup> , F1. 1NT = 6-10 balanced.<br>2♣ = FG, artificial: ♣ suit, balanced, or ♦ raise.<br>2♦ = 5-9, 4 <sup>+</sup> ♦. 2♥/2♠/3♣ = 6-10, NF, 5 <sup>+</sup> suit, 3 <sup>+</sup> ♦.<br>2NT = natural, NF, invitational. 3♦ = 10-12, 5 <sup>+</sup> ♦.<br>3♥/3♠ = splinter, GF, 5 <sup>+</sup> ♦.             | Over 1♦-2NT, 3♦ = NF. Otherwise as after 1♣.                                                                                                                                                                              | Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.                                                     |
| 1♥      |                       | 5                    | 4♦               | 11-21, 5 <sup>+</sup> ♥.                                                                       | 1NT = NF: 6-11, or 0-5 with 3♥.<br>2♣ = FG, artificial: ♣ suit, balanced, or ♥ raise.<br>Jump shifts = fit-showing: 5 suit, 3♥, forcing to 3♥.<br>2NT = invitational ♥ raise, forcing to 3♥.                                                                                                                             | 2-over-1 responses forcing to game.<br>Opener's rebid of 2NT or above = extra strength, FG.                                                                                                                               | Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition. After 2 level overcall, 2NT reponse artificial [2]. |
| 1♠      |                       | 5                    | 4♥               | 11-21, 5 <sup>+</sup> ♠.                                                                       | As after 1♥.                                                                                                                                                                                                                                                                                                             | As after 1♥.                                                                                                                                                                                                              | As after 1♥.                                                                                                                             |
| 1NT     |                       |                      | 4♥               | 15-17 BAL.<br>(Maybe 14 with long suit.)<br>Maybe 5M or 6m or 5422.<br>Maybe singleton A or K. | 2♣ = Simple Stayman.<br>2♦ = transfer, 5 <sup>+</sup> ♥. 2♥ = transfer, 5 <sup>+</sup> ♠.<br>2♠ = range probe (balanced, no M); or transfer, 6 <sup>+</sup> ♣.<br>2NT = transfer, 6 <sup>+</sup> ♦. 3♣/♦/♥/♠ = art splinter, FG.                                                                                         | 2♠ = relay after 1NT-2♣; 2♦/2♥.                                                                                                                                                                                           | Same.                                                                                                                                    |
| 2♣      | Y                     | 0                    | 4♦               | Game force.                                                                                    | 2♦ = < 3 controls, any. Others = natural, 3 <sup>+</sup> controls.                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                           | Same.                                                                                                                                    |
| 2♦      | Y                     | 0                    | 2♠               | Multi. Weak 6(5 <sup>+</sup> ) ♥ / ♠; or 22-24.                                                | 2NT = ask. 2M / 3M = pass/correct. 3♣ = NF.<br>3♦/4♦ = asks opener to bid his major. (3♦ = invite.)<br>4♣ = asks opener to transfer into major. 4M = natural.                                                                                                                                                            | ART after 2NT. Others nat.                                                                                                                                                                                                | Same.                                                                                                                                    |
| 2♥      | Y                     | 5                    | Pen              | 2 suited : 5♥+5 other. 6-10(1 <sup>st</sup> /2 <sup>nd</sup> )                                 | 2NT = asks longer minor. Others = nat, NF.                                                                                                                                                                                                                                                                               | After 2♥-2NT; 3m: 3♥ = INV, new suits = F.                                                                                                                                                                                | 3rd: 0-12 nv, 5-12v; 4 <sup>th</sup> 10-14,55.                                                                                           |
| 2♠      | Y                     | 5                    | pen              | 2 suited : 5♠+5 other. 6-10(1 <sup>st</sup> /2 <sup>nd</sup> )                                 | 2NT = asks longer minor. Others = nat, NF.                                                                                                                                                                                                                                                                               | After 2♠-2NT; 3m: 3♠ = INV, new suits = F.                                                                                                                                                                                | 3rd: 0-12 nv, 5-12v; 4 <sup>th</sup> 10-14,55.                                                                                           |
| 2NT     |                       |                      | pen              | 20-21 balanced or semi-balanced.                                                               | 3♣ = Puppet Stayman [1]. 3♦ / 3♥ = trf. 3♠ = minors.                                                                                                                                                                                                                                                                     | <b>HIGH LEVEL BIDDING</b>                                                                                                                                                                                                 |                                                                                                                                          |
| 3♣      |                       | 6                    | pen              | Natural.                                                                                       |                                                                                                                                                                                                                                                                                                                          | RKCB 1430.                                                                                                                                                                                                                |                                                                                                                                          |
| 3♦      |                       | 6                    | pen              | Natural.                                                                                       |                                                                                                                                                                                                                                                                                                                          | Control bids at 4 level may = 1st or 2nd controls.                                                                                                                                                                        |                                                                                                                                          |
| 3♥      |                       | 6                    | pen              | Natural.                                                                                       |                                                                                                                                                                                                                                                                                                                          | After major agreed at 3 level, 3NT denies serious slam interest, allows partner to cue.                                                                                                                                   |                                                                                                                                          |
| 3♠      |                       | 6                    | pen              | Natural.                                                                                       |                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                           |                                                                                                                                          |
| 3NT     | Y                     |                      | pen              | Solid minor, no A/K outside.                                                                   | 4♣ / 5m = P/C. 4♦ = ask for singleton (4NT=none).                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                           |                                                                                                                                          |
| 4m      |                       | 7                    | pen              | Natural.                                                                                       | Natural.                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                           |                                                                                                                                          |
| 4M      |                       | 6                    | pen              | Natural.                                                                                       | Cue suit below needed control.                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                           |                                                                                                                                          |

## Neill – Jedrychowski Supplementary Notes

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[1] 2NT-3♣ = Puppet Stayman.

May be used with 5<sup>+</sup>♠ 4♥. Responses:

3NT = denies 3♠, denies 4♥.

3M = 5 card suit

3♦ = no 5M, either 4M or 3♠.

After 3♦, 3M = denies that suit.

3♥ may have 4♠, 3♠ promises 4♥.

3NT promises 4♥ + 4♠.

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[2] After we open 1 of a major, and you overcall 2 of a suit, our 2NT response is a puppet to 3♣.

Responder has either a limit raise of opener's major, or a weak response in a lower ranking suit.