

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
1/1 2/2 F1, others constructive NF, then jump in new suit is forcing	
After third hand passes, 2x cue = 3 card raise or nebulous strong	
2NT = 4+ card raise (nat after 2L overcall)	
Jump in opponent's suit = mixed raise	
Jumps in competition = weak e.g. (1♣) 1♥ (1♠) 3♦ = weak (3-9)	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
Direct = 15-18, system on	
Protective = 11-14 over 1m 11-16 over 1M, system on	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
WJOs then 2NT ask and new suit forcing unless 3rd hand bids	
Unusual 2NT	
Reopen: 2NT 19-21	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Cue = Michaels: (1m) 2♦ = majors 5/5; (1M) 2M = OM+m 5/5	
Jump cue asks for stopper in opponent's suit	
(1♣) 2♣ natural	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Dbl = penalty (5m4M by PH)	
2♣ = both majors	
2♦ = one major	
2M = 5+M 4+m	
2N = minors	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl = Takeout, then lebensohl	
(2M) 2NT (P) 3♣ = puppet to 3♦ to sign off	
Leaping and non-leaping Michaels	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣	
Dbl = MM; 1NT = mm	
OVER OPPONENTS' TAKEOUT DOUBLE	
1M (dbl) - transfers starting from 1NT	
Jump in partner's suit = weak 0-6, jump in oM = mixed raise 6-9	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th and 2 nd	3 rd and low	
NT	4 th and 2 nd	3 rd and 5 th	
Subseq	Attitude	Attitude	
Other: King asks for unblock or count vs NT			
Partner's suit: top from xxx if we've raised, bottom if we haven't			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AKx(x)	
King	KQ(x)	AKJT(x), KQT9(x)	
Queen	QJ(x)	KQx(x), QJ(x)	
Jack	JT(x), KJT(x)	JT(x), A/KJT(x)	
10	T9(x), HT9(x)	T9(x), HT9(x)	
9	9x	9x(x), J98x, Q98x	
Hi-X	xx	xxx(x)	
Lo-X	xxx, Hxx	Hxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Disc	Hi = Even	Hi = Disc
Suit 2	Hi = Even		Hi = Even
3			
1	Hi = Disc	Smith (Hi = Enc)	Hi = Disc
NT 2	Hi = Even	Hi = Even	Hi = Even
3			
Signals (including Trumps):			
Suit preference overtones			
Smith, high enc from both sides at T2 vs NT			
King asks for count at 5L or higher vs suits			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Equal level conversion after takeout dbl			
After takeout dbl of M, responder's cue = FG			
After takeout dbl of m, responder's cue = 4/4 majors or any FG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Competitive, No support dbls or rdbls			
1♣ (1♥) dbl = 4♣; 1♣ (1♥) 1♠ = 5+♠			
1♦ (1♥) dbl = 4♠; 1♦ (1♥) 1♠ = 5+♠			
(1x) 1y (dbl) rdbl = competitive (8+) 2 cards in partners suit			
1x (dbl) rdbl = 9+ next double pens unless they jump or raise			

W B F CONVENTION CARD	
<div> <div>Diana Nettleton & SallyBrock</div> <div>Champions Cup</div> <div>November 2024</div> </div>	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card Majors, Short Club, Multi and Constructive 2M (8-11)	
1♣ = 2+ (wk NT without 4D or 18-19 without 5D)	
1NT = 15-17	
1M:2♣ = nat or bal GF, 1M:2♦ = nat 5+ GF	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦ = Multi, weak 2 in a M (3-8 NV can be 5 // 5-8 vul shows 6)	
2M = 6M (8-11)	
1♣:2♦ = invitational in clubs	
1♦:3♣ = invitational in diamonds	
1♥:2♠ and 1♠:3♣ = 3T limit, 1M:3♦ = 4T limit	
SPECIAL FORCING PASS SEQUENCES	
After 1x (X) XX or a value-showing double of 1NT (2x art)	
IMPORTANT NOTES	
PSYCHICS: Rare	

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				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	Natural, weak NT without 4D or 18-19 without 5D	2♣ = GF, 2♦ = INV club raise, 2M/3L = weak	1♣:2♣; 2♦ = 12-14/18-19 bal without 4C, 2NT = 12-14 with 4C, 3NT = 18-19 with 4C	Fit jumps (jump in new suit weak UPH)
1♦		4	7♥	Natural, weak NT with 4/5 or 18-19 with 5	2♦ = GF, 2M = weak, 3♣= INV diamond raise, 3M=SPL		Fit jumps (also UPH)
1♥		5	7♥	Natural	2♣ = nat or bal GF, 2♦ = nat 5+ GF, 2♠ = 3T limit	Transfers after 1M:1NT, 1M:2♣; 2NT shows 6M	2♣ = Drury (one-way)
					2NT = 4+ card raise GF, 3♣ = nat INV, 3♦ = 4T limit, 3♥ 4-8		Jumps = fit
					3♠ = unspecified singleton, 3NT = spade void		3M = mixed
1♠		5	7♥	Natural	2♠= nat or bal GF, 2R = nat 5+ GF, 2NT = Jacoby,	Transfers after 1M:1NT, 1M:2♣; 2NT shows 6M	2NT = best SPL raise
					3♠ = 3T limit, 3♦ = 4T limit, 3♥ = nat INV, 3♠ = 4-8		
					3NT = unspecified singleton		
1NT			7♥	15-17, 5M or 6m possible	Promissory Stayman, transfers, 2♠ = range or clubs	1NT:2♣; 2♦:2M = to play; 1NT:2♣; 2♦-2NT = Nat INV	Xfers in competition
					2NT = puppet, 3♠ = diamonds, 3♦ = 22(45) slammish		
					3M = SPL, 4m = two-under game-only or drive, 4M = nat		
2♣	✓	0		22+ Bal or GF	2♦ = relay, 2NT = light positive in clubs, 3M = 4M5+D	2♣:2♦; 2NT = 24+, 2♣:2♦; 2♥:2♣(relay); 2NT = 22-23 bal	In comp, Pass = 5-7
2♦	✓	0		Weak 2M, can be 5 NV NV: 3-8, V: 5-8	2M/3♥ = p/c, 2NT = enquiry, 3m = NF, 3♠ = GF with own major and tolerance for other major	2♦:2NT; 3♠ = hearts not best, 3♦ = spades not best, 3♥ = max with spades, 3♠/NT = max with hearts 5/6	
2M		5		6M, 8-11	2NT = enquiry, 3m = NF	2M:2NT; 3♠ = short somewhere, 3♦ = max no shortage, 3M = min, 3oM = 6/4, 3NT = two of top three, 4m 6M5m	
2NT				20-21, 5M or 6m possible	3♠ = Muppet stayman, 3R = transfers (complete with a fit), 3♠ = minors, 4L = two-under transfers, slammish	2NT:3♠; 3♥ = no 4cM, then 3♠ = five	
3♣		6		Natural	3♦ = three-card Stayman, 4♦ = PMKC	3♣:3♦; 3M = nat 3M, 4♠ = both	
3♦		6		Natural	4♣ = PMKC		
3♥		6		Natural	4♣ = PMKC		
3♠		6		Natural	4♣ = PMKC		
3NT	✓			Solid minor	4♦ = asks for shortage		
4♣		7		Natural	4♦ = PMKC, 4NT = nat		
4♦		7		Natural	4NT = nat, 5♠ = PMKC		
4♥		7		Natural	4♠ = to play, 4NT = PMKC		
4♠		7		Natural	4NT = PMKC		
4NT	✓			Asks for specific Aces	5♠ = 0, 5NT = 2		
5♣		7		Natural			
5♦		7		Natural			
						HIGH LEVEL BIDDING	
						RKCB (1430 if 4NT otherwise 30/41) 5NT odd with void, 6♣ even with void Over intervention: ignore doubles, DOP1 below 5x, DEPO above	
						Last train, 1 st /2 nd cue-bids	
						5NT always pick a slam	
						Non-serious 3NT (3♠ for hearts)	