

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level - 8+pts, 5+ cards, 2-level 10+points, usually 6+cards unless stronger
Cue bid of opponent's suit after partner overcalls shows good raise (10+ points, 3+ card support)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18, (11-14 in protective)
Responses as for 1NT opener
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, 6 cards 4-9points. (If Vul at 3 level, 7cards 6-10)
Unusual 2NT (5-5 lowest 2 unbid, 10+points)
Reopen: Intermediate jump overcalls (11-14ish), 2NT=19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels(9+), 5+,5+ (over m = both M, over M = oM+m)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C Majors (normally 54 either way). X = Pen (16+ against strong NT, 15+ against weak NT)
2NT = Minors
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs Wk 2, Dbl= T/O
Cuebid = Stop ask, 2NT 16-19bal (+2N system)
Vs Wk 3, Dbl - T/O, 3NT 16+ bal
Vs Wk 4, Dbl Values, 4NT 2 places to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. Short 1C: 2C natural overcall
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=9+ no fit, new suit=Nat F1, 2NT=good raise (10+) over major, 10-11 bal over minor

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct/UB	
NT	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct/UB	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct/UB	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Other: count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ	AKJ, KQJ, KQT	
Queen	QJ	QJT, QJ9, KQx	
Jack	JT	JT9, JT8, A/KJT	
10	T9	T9, HT9	
9	9x	9x	
Hi-X	xXxx(x)	Xx, xXxx(x)	
Lo-X	HxxX, HxX, xXx	HxxX, HxX, xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi-low even	Hi-low even	Hi Enc
Suit 2	Hi=Enc	S/P	Hi-Lo Even
3	S/P		S/P
1	Hi-low even	Hi-low even	Hi Enc
NT 2	Hi=Enc	S/P	Hi Lo Even
3	S/P		S/P
Signals (including Trumps): AQ Att, K Ct, others mostly count (Hi - Even)			
Suit preference occasionally (e.g. lead for ruff, shortage in dummy)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles takeout in suit auctions in first 2 rounds of bidding if a suit has not been agreed.			
1♣ - (1♦) - X = 44M; 1♣ - (1♦) - 1M = 4+M			
1m - (1♥) - X = 4♣, 1m - (1♥) - 1♠ = 5+♠			
1NT - (2X NAT) - X. 1NT - (2x NAT) - P - (P) - X			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X/XX up to 2H.			
Lead Directing X			
Double of shortage is save suggesting			
All doubles penalties when opposition open natural NT bid			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: England</b>
<b>PLAYERS: Holden Clark + Dina Bennett</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors, 1NT=15-17, 2/1 F/G, 3 weak twos
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Pre-empt may be aggressive 1st NV & 3rd seat
Some use of 2N in competition as two places to play after takeout doubles by hand that has already limited itself by passing or opposite a passed hand takeout double
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		2	4♥	11-21	2♣ 10+ 4+♣, 3♣ 5-9 5♣, 2N 0-5 6♣ 2♦/♥/♠ 4-9 6cards	2♣/♦ 2-way Chkbk after 1NT rebid After 2♣ raise, 2D 12-14, 2N 18-19	(P/H) Fit jumps. (Comp) Cuebid, 10+ 4+♣
1♦		4	4♥	11-21	2♣ Nat FG, 2♦ 10+ 4card raise, 3♣ 5-9 5♦, Only 3 if 4432 shape	2♣/♦ 2-way Chkbk after 1NT rebid After 2♦ raise, 2H 12-14, 2N 18-19	(P/H) Fit jumps (Comp) Cuebid, 10+ 4+♦
1♥		5	4♥	11-21	2/1=FG Nat, 2NT=FG 4♥, 3♥= 10-11 4♥, 1NT=semi forcing 5-11, 2♥=5-9 3-4♥, 2♣ 4-9 6♣, 3♣/♦ 9-11 good 6+♣/♦ 3♣/4♣/♦ shortage 8-11 with 4+♥	2♣/♦ 2-way Chkbk after 1♥-1♠-1N After 1♠-2N, 3♣/♦/♠ shortage, 3♥ extras no feature, 3N 18-19Bal 4♣/♦ 5card suit, 4♥ min	(P/H) 2♣=8-11 3♥, 2♦=8-11 4♥, fit jumps (Comp) Cuebid, 10+ 3+♥
1♠		5	4♥	11-21	2/1=F/G Nat, 2NT=FG 4+♠, 3♠= 10-11 4card raise, 1NT=semi forcing 5-11, 2♠=5-9 3-4card raise, 3♣/♦/♥ 9-11 good 6+♣/♦/♥ 4♣/♦ shortage 8-11 with 4+♠, 4♥ to play	After 1♠-2N, 3♣/♦/♥ shortage, 3♣ Extras no feature, 3N 18-19Bal, 4♣/♦/♥ 5card suit, 4♠ min	(P/H) 2♣=8-11 3crd raise, 2♦=8-11 4crd raise, fit jumps (Comp) Cuebid, 10+ 3+♠
1NT				15-17 Bal, can include 5M/6m	2♣ Non-prom Stayman, 2♦/♥/♠/NT Tfr to ♥/♠/♣/♦ 3level=Nat FG, 6+cards	step 1 no fit after minor trf	After overcall, x T/O, new suits 2level NF, Cuebid asks 4M, 2NT Leb (fast shows), 3level 5+cards GF, 3N denies stop After X, XX shows 5-card suit
2♣	X			GF	2♦Relay	2NT - 23-24bal, 3NT 25-26bal	After overcall, Pass = 0-3, X=4-6
2♦		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Feature)		
2♥		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Feature)		
2♠		6 (5)		Weak two	2NT=Ask(Feature)		
2NT				20-22 Bal	3♣ Asks 4/5M, 3♦/♥ Transfers to ♥/♠, 3S minor suit slam try, 4-level Nat Slam Try, 6+cards		X T/O after 3-level overcall
3♣		7 (6)		PRE	new suit=Nat, F1		
3♦		7 (6)		PRE	new suit=Nat, F1		
3♥		7 (6)		PRE	new suit=Nat, F1		
3♠		7 (6)		PRE	new suit=Nat, F1		
3NT				Gambling	4♣=P/C		
4♣		8 (7)		PRE			
4♦		8 (7)		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT				PRE, both minors			
5♣		8		PRE		<b>HIGH LEVEL BIDDING</b>	
5♦		8		PRE		1430 RKCB + Specific King Ask.	
5♥		9		PRE		Cues 1st or 2nd round control.	
5♠		9		PRE			

## DEFENCE TO MULTI 2D (To be printed and taken to table in EBL/WBF events)

### After Multi 2D Opening

- X – 13-15 balanced or any 19+. In most situations, we treat the auction like partner has opened a 13-15 NT and the next hand has overcalled – so double is takeout
  - If opposition now bid 2H/S over the X, our next double from either hand is again takeout. Bids show positive values for the (2 or 3-level). If we wish to penalise the suit they have bid, we pass and hope partner doubles
  - If opposition bid 2NT (Relay), double shows values (9/10+). Any subsequent doubles are then penalties.
  - If opposition bid 3H/S (or higher in a major), double is again takeout
- 2H/S - Natural overcall, 5+ cards (usually 6), 10/11+pts
- 2NT – 16-18 bal – followed by 2NT opening system (3C Stayman, 3D/H Transfers to H/S, 3S 5S+4H)
- 3C/D - Natural overcall, 5+ cards (usually 6), 10/11+pts
- 3M – Strong jump overcall, 16+pts, 6+ cards
- 3NT - To play. Usually based on running minor and stops in both majors
- 4m – Strong jump overcall
- 4M – To play.
- Pass then double – Takeout (of their major)
- Pass then 2NT – Minors

If the auction starts 2D-P-2M (Pass or Correct), then we treat it as a weak two in that suit. Thus 2D-P-2M:

- X - Takeout
- Overcalls - Natural. At this point, the Major bid by responder to the Multi is used as the cuebid suit for UCB purposes.
- Jump overcalls - Strong
- Cuebid - Stop ask for NT (usually based on running suit)
- 3NT - To play

If the auction starts 2D - P - 2NT (Enquiry)

- 3-level overcalls - Natural
- Jump overcalls - Strong
- X - 17+
- 3NT - To play
- Pass then X - takeout of their major

If the auction starts 2D - P - 3M (Pass or Correct)

- X - Takeout
- Overcalls - Natural
- 3NT - To play
- Jumps to game - To play

6th Hand Actions.

If the auction begins (2D) - P - (2M) - X - (2/3oM) (i.e. opener has corrected to their major) then:

- X - Takeout, competitive values
- 3minor - natural/invitational
- 3M/4M - Natural
- 3NT - To play