

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Typically 8+ at 1 level, 10+ at 2 level, depends on vul/position
2C or 2D overcalls normally have 6 card suit
Unassuming Cue Bid to show support in response to overcall ( <b>note 11</b> )
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct = 15-18, balancing = 11-15.
Responses as per 1NT open
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2NT = Unusual (5/5+ in lowest 2 unbid suits – <b>note 13</b> )
Weak jump overcalls (5-10 points, 6+ cards)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 of OPPT's suit = Michael's (5/5+ in majors or unbid M + m – <b>note 12</b> )
2NT response to Michael's asks for minor, shows values; 3m is p/c
Jump cue typically asks for stopper
If OPPT bids Michael's / Unusual, see <b>note 21</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = Penalties, or 5m4M by passed hand.
2C overcall = Landy (5/4+ in majors, see <b>note 14</b> )
Landy may be weaker dependent on vulnerability / 5/5+ in MM
Other overcalls are natural
If OPPT in NT transfer sequence, DBL shows suit / lead. Bidding their suit is T/O ( <b>note 14</b> )
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O (DBL over 4S shows values, can bid 4NT if T/O)
LEB applies after DBL of 2 level pre-empt
Over Multi 2D, DBL = BAL 13-15, 2NT = BAL 16-18, else NAT
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
DBL = both majors, 1/2NT = Both minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suits are 1 level are forcing
Jump shifts to the 2-level are weak
Redouble 9+ without a clear direction for the hand

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Typically 4 <sup>th</sup> from long suit (normally with honour)		
NT	2 <sup>nd</sup> from poor suit (MUD)		
Subseq	Top of doubletons		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (sometimes AKx+), asks for reverse ATT		
King	AK, KQT, KQx, asks for std CT. AKx+ if wanting CT		
Queen	QJ+, rev ATT	QJT/QT9, rev ATT	
Jack	AJT, KJT, JT+, rev ATT	AJT, KJT, JT+, rev ATT	
10	T9+, rev ATT	T9+, rev ATT	
9	9x, 987+, rev ATT	987+, rev ATT	
Hi-X	xSx+	xSx+	
Lo-X	HxS, HxxS, HxxSx+	HxS, HxxS, HxxSx+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev ATT unless K	Std CT	McKenney
Suit 2	Std CT if K	Suit pref per dummy	(Low card asks for lower of other two suits, high for higher of other two suits)
3	Suit pref per dummy		
1	Rev ATT unless K	Std CT	
NT 2	Std CT if K	Suit pref per dummy	
3	Suit pref per dummy		
Signals (including Trumps):			
Rev ATT means high cards discourage, low encourages			
Std CT means high = even, low = odd			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to 3S (4H in first round)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles/redoubles (exactly 3 cards in support)			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: ENGLAND</b>
<b>PLAYERS: WILLIAM CLENNELL AND DOMINIC COOKE</b>
<b>EVENT</b>
<b>EBL 2024</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1NT opening = 15-17, may contain a 5 card major
2 over 1
5 card majors; 1NT responses are <b>semi-forcing</b> (see also <b>note 20</b> )
2C opening is strong, 2D/2H/2S are weak
Long help suit game tries, see <b>note 17</b>
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
None
<b>SPECIAL FORCING PASS SEQUENCES</b>
None
<b>IMPORTANT NOTES</b>
None
<b>PSYCHICS: Rarely</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	Good 11+, Could be rule of 19 If (xx)44, open 1D	Support requires 5C. 2C = 10+, 5+C (Inverted, <b>note 8</b> ); 3C pre-emptive	BAL: 1NT rebid = 12-14, 2NT rebid = 18-19 See <b>note 16</b> for rebid responses.	
1♦		4	3♠	Good 11+, Could be rule of 19 If equal, open lower suit	1D-2C is NAT, GF 2D = 10+, 5+D (Inverted, <b>note 8</b> ); 3D pre-emptive	BAL: 1NT rebid = 12-14, 2NT rebid = 18-19 See <b>note 16</b> for rebid responses	
1♥		5	3♠	11+, Could be rule of 19 If equal, open higher suit	1H-2m is NAT, GF Jacoby/Bergen – See <b>Note 9</b> (all responses at 2NT and above are artificial)	See <b>Note 9</b> for responses to Jacoby/Bergen. See above for balanced rebids. FSF to game for all 1 level opens ( <b>note 19</b> ).	If responder is passed, <b>notes 9 and 18</b> (Drury)
1♠		5	3♠	11+, Could be rule of 19	1S-2m/2H is NAT, GF. As per 1H response for 1S		
INT		BAL		15-17, normally no singleton Will open if BAL even if 5M	2C=STAY (non-promissory), 2D/2H TRF, 2S 6+C, 2NT 6+D, 3C PUP GF, 3D (xx)55, 3H (x)3(54) 3S 3x(54) 3NT S/O 4C Gerber, 4D and 4H see <b>note 3</b>	If DBL, <b>note 4</b> For responses to 2S/2NT/3C, see <b>notes 1 and 2</b>	LEB if interference ( <b>note 5</b> )
2♣	✓	0 (N/A)		23+ or 8.5 playing tricks	2D=0-9, else 8+ NAT	See <b>note 6</b>	
2♦		6		5-10, weaker and/or 5 card suit in 3 <sup>rd</sup> . 10-15 if 4 <sup>th</sup> seat	2NT = Ogust (15+, sometimes with support)	See <b>note 7</b> for Ogust responses	
2♥		6		5-10, weaker and/or 5 card suit in 3 <sup>rd</sup> . 10-15 if 4 <sup>th</sup> seat	2NT = Ogust (15+, sometimes with support)	See <b>note 7</b> for Ogust responses	
2♠		6		5-10, weaker and/or 5 card suit in 3 <sup>rd</sup> . 10-15 if 4 <sup>th</sup> seat	2NT = Ogust (15+, sometimes with support)	See <b>note 7</b> for Ogust responses	
2NT				20-22, normally no singleton Will open if BAL even if 5M	3C=STAY, 3D/3H TFR		
3♣		6 or 7		Pre-emptive, no specific HCP			
3♦		7		Pre-emptive, no specific HCP			
3♥		7		Pre-emptive, no specific HCP			
3♠		7		Pre-emptive, no specific HCP			
3NT	✓	7		Gambling – see <b>note 10</b>			
4♣		7 or 8		Pre-emptive, no specific HCP		<b>HIGH LEVEL BIDDING</b>	
4♦		7 or 8		Pre-emptive, no specific HCP		Cue: 1 <sup>st</sup> or 2 <sup>nd</sup> round controls up the line	
4♥		7 or 8		Pre-emptive, no specific HCP		3 <sup>rd</sup> round controls only bid at 6 level in grand slam try	
4♠		7 or 8		Pre-emptive, no specific HCP		If suit agreed and 3NT available, 3NT shows more slam interest than cue at 4 level	
4NT				Undiscussed		4NT is RKCB in suits: 5C = 1 or 4, 5D = 0 or 3, 5H = 2 or 5 no Q, 5S = 2 or 5 + Q	
5♣				Undiscussed		If interference, DBL = even, pass = odd (unless 5C interference, DBL = 1 or 4)	
5♦				Undiscussed		Exclusion: Responses in same order (if e.g. 1S – 2S – 5C). 5D = 1 or 4 etc.	
5♥				Undiscussed		5NT continuation shows missing Q and asks specific kings, see also <b>note 15</b>	
5♠				Undiscussed		5 of next suit denies missing Q and asks Q and specific kings ( <b>note 15</b> )	
						Gerber: 1NT/2NT – 4C. Asks for aces. 4D = 0 or 4, 4H = 1, 4S = 2, 4NT = 3	
						1NT/2NT-4NT is quantitative invite to 6NT. 5NT is quant invite to 7NT	
						See <b>note 22</b> for general rules re splinters	

## SUPPLEMENTARY DETAILS

1	Responses to minor transfers – Next bid up: Hxx, Ax or Kx in support; Otherwise complete transfer
2	After 1NT – 3♣, major bids show 5 cards in the suit, 3♦ shows a 4cM, 3NT denies a 4 or 5 card major.
3	<b>Texas Transfers:</b> As responses to 1NT, 4♦ shows 6+ ♥ and 4♥ shows 6+ ♠; Game forcing and no interest in slam unless planning to bid Blackwood.
4	<b>Exit Transfers:</b> 2♣: Transfer to diamonds, 2♦: Transfer to hearts, 2♠: Transfer to spades, Redouble: Transfer to clubs or may show equal length in majors (latter shown by 2♦ response to 2♣)
5	<b>Lebensohl</b> (1NT interference / Weak 2 X): A bid of 2NT by responder forces 3♣ by opener; Responder can then pass, sign off in a suit lower than that shown by the overcaller, naturally invite to game in a suit higher than that shown by the overcaller, cue bid in overcaller's suit (asking for opener to bid his 4-card major), or bid 3NT (denying a stop in overcaller's suit); Bids other than 2NT over interference are natural (a direct bid of 3NT shows a stop); These natural bids are weak unless a bid is made at the 3 level where a 2 level bid was possible (game forcing)  If opponents overcall 2♣, normal responses to 1NT apply; If 2♣ shows the majors, a double shows willingness to penalise (otherwise Lebensohl applies as normal); For other meanings of 2♣, a double is for Stayman
6	Responses to 2♣ – 2♦: 0 - 9 points (0 - 7 if unbalanced), 2NT: 10 - 12 points, All other bids: 8+, quality suit and natural. With interference – Pass: 6+ points (balanced), Suit: 6+ points, 2NT: 10 - 12 points; Double: Weak  After 2♣ – 2♦ – 2♥/♠, support at the 3 level shows slam interest, support at the 4 level shows a minimum hand with support, 2NT shows 4 - 8 points, 3♣ shows 3- points and all other bids are 6-9 points with a suit and no support  After 2♣ – 2♦ – 3♣, support at the 4 level shows slam interest, support at the 5 level shows a minimum hand with support, 3♦ shows 4 - 8 points, 3NT shows 3- points and all other bids are 6-9 points with a suit and no support  After 2♣ – 2♦ – 3♦ 3♥ shows 4 - 8 points and 3♠ shows 4+ cards in both majors (otherwise same as above)
7	<b>Ogust:</b> Requires 15+ points; Responses are 3♣: 7- points and 1 top honour, 3♦: 7- points and 2 top honours, 3♥: 8+ points and 1 top honour, 3♠: 8+ points and 2 top honours, 3NT: 3 top honours
8	Responses to <b>Inverted Minors</b> (Note: Forcing to 3♣) – 3♣/♦: Any minimum hand; 2NT: 13 - 14 points (with partial stops in majors) or 18 - 19 points, balanced; 2 of a new suit: Non-minimum with a stop; Jump in a new suit: Splinter with 15+ points; 3NT: Flat 18 - 19 points; 4♦: R.K.C.B. (responses 3 bids lower than normal); Note 1♦ – 2♦ – 3♣ shows shape as opposed to just a stopper
9	3 level responses to a 1 of a major open ( <b>Bergen Raises</b> ) – 3♣: 6-8 points with 4 cards support; 3♦: 9 - 11 points with 4+ cards support; 3 of the major initially bid: weak with 4+ cards support; 3 of the other major: GF with a singleton in some other suit (a 3NT response to this bid asks for the singleton – Note that if hearts are the trump suit and 4♥ is bid, then this shows a singleton in spades)  <b>Jacoby 2NT:</b> Requires 12+ points (therefore game forcing); New suits at the three level are splinters; New suits at the four level are voids; Rebidding the major initially bid at the 3 level shows slam interest; Rebidding the major initially bid at the 4 level is a sign-off bid  <b>Splinters:</b> A 4 level jump shift in response to a major shows a void in that suit, 4+ cards support and 9 - 11 points  If responder is a passed hand, 2NT is only invitational (responses are the same but all show slam interest, 3 of the major is now sign-off), and 3♣ / 3♦ show 7 - 9 points and a good 4+ card minor
10	<b>Gambling 3NT:</b> A 3NT open shows 7+ cards in either minor including the top three honours, in addition to at least one ace in another suit; A return to 3NT after two 1-level bids is similar but shows additional values
11	<b>Unassuming Cue Bid:</b> Bidding the opponent's suit in reply to an overcall shows 3+ cards support and 10+ points
12	<b>Michael's Cue Bid:</b> Overcalling with the opponent's suit shows either 5-5 in the majors or 5-5 in the unbid major and a minor (a 2NT response to this bid asks for the minor suit, showing decent values; 3m is pass or correct)
13	<b>Unusual No Trump:</b> Overcalling 2NT over a one of a suit open can either be pre-emptive or show 10+ points; It shows 5-5 in the two lowest unbid suits
14	<b>Landy:</b> A 2♣ overcall of 1NT shows 5-4 in the majors and 10+ points (could be weaker if 5-5)  After the opponents bid 1NT – 2♦/♥ (Transfer), a double shows both the suit bid and a lead preference, whereas overcalling the next suit up is for take out; This also applies over 2NT – 3♦/♥ (Transfer)

## SUPPLEMENTARY DETAILS (Continued)

	<p>A 5NT continuation of blackwood shows the queen of trumps (if not already shown) and asks for specific kings (lowest first and excluding any known voids) at the 6 level</p>
15	<p>Otherwise, blackwood can be continued using the next suit up (other than the trump suit and if available); Responses at the 6 level show specific kings (lowest first and excluding any known voids) and the queen of trumps (QoT), 5NT shows the QoT but no kings; The next suit up (or 6 of the trump suit if unavailable) shows no QoT</p>
	<p><b>DEPO:</b> Over interference (excluding redoubles), keycards shown using Double = Even and Pass = Odd</p>
16	<p><b>2-way Checkback Stayman:</b></p> <p>a) Following the auction 1♣/♦ – 1♥/♠ – 1NT – 2♣, 2♦ is forced; Major responses then show 5 cards or 4 cards in the opener's suit and the other suit respectively; The initial 2♣ bid is invitational (or an intention to sign off in 2♦)</p> <p>b) Following the auction 1♣/♦ – 1♥/♠ – 1NT – 2♦, major responses show 3 cards support or a 4 card major in the responder's suit and the other suit respectively; 2NT is used if neither case applies; The initial 2♦ bid is game forcing</p> <p>c) Following the auction 1♣/♦ – 1♥/♠ – 2NT – 3♣, major responses show 3 cards support or a 4 card major in the responder's suit and the other suit respectively; 3♦ shows 5-5 in spades and diamonds; 3NT is bid in all other cases</p>
17	<p><b>Help Suit Game Tries:</b> After a suit is agreed, the bid of another suit at the next available level shows a weakness and asks for cover (Game is bid with cover or better hand); Cue bids are only used once game tries are no longer in use</p>
18	<p><b>Drury:</b> After a 3<sup>rd</sup> or 4<sup>th</sup> seat open of 1♥/♠, 2♣ shows a 3 card limit raise (10 - 12 points); 2♦ in response shows additional values, whereas returning to the original bid suit shows a minimum opening hand</p>
19	<p>Direct jump shifts are pre-emptive.</p>
20	<p><b>Impossible Spade:</b> After 1♥ – 1NT – 2♣/♦, 2♠ shows 10/11 points and support for ♣/♦, A 3♣/♦ reply would be weaker</p>
21	<p>Defence to Michael's / Unusual 2NT: Lower cue bid = good raise in opener's suit; Higher cue bid = good raise in 4<sup>th</sup> suit</p>
22	<p>A double jump shift shows a shortage in that suit and support; If a triple jump shift is available, then the triple jump shift shows a void and the double jump shift shows a singleton; Otherwise, "shortage" refers to either a void or a singleton, and a second cue bid of this suit would then show a void; Auto-splinters apply over 1♥/♠ – 1NT; A jump shift from the second round of bidding onwards also shows a singleton or void (e.g. 1♠ – 2♥ – 4♣)</p>