DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	G LEA	DS STYLE				
7-18 HCP, 1 level, (6+ HCP NV, 8+ vul at the 1 level)		Lead			In Par	In Partner's Suit	
Transfer advances between the opponents cue bid and $2M$ , $2NT = 4+$	Suit		2nd/4th		3rd/5th		
spades over a major	NT		2nd/4th		2nd/4th		
New suits are forcing after pass from responder, competitive after a	Subseq		2nd/4th				
oid by unpassed hands	Other:						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						
1NT (15.5-18 HCP) and stop in opponent's suit, see 1NT opening for	Lead				Vs. NT		
responses and continuations	Ace		AKx(x+),		AKxx, AKxxx		
4th seat 11-14, responses see 1NT opening	King		KQx(x+), KQJx(x+)		KQJ10(x), AKQ10 (Strong)		
Passed hand in sandwich, unusual NT (two lowest unbid suit)			QJx(x+), QJ		KQ10x(x), QJ10x(x)		
(the terretain state)	Jack	,		J10x, HJ10x(x)		J109x, J108x	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		109(x+), H109(x)		1098x, H109x		
Weak (0-9 HCP) with sufficient point, 2NT = ask, swedish	9		9x, 9, H98x		H98x, 9x,		
2NT = unusual NT (lowest unbid suits), 4th seat natural ( $2N = 20-2$ )	Hi-X	Hi-X		Xx, xXxx		XXXX	
and the second s	Lo-X		Hxxx, xXx		Hxxx, xXx		
Reopen: Distributional		S IN O	RDER OF P	RIORITY	,		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead				Discarding	
Jump cue = stopper ask		1 Count		Count		Att	
Direct cue = Micheals	Suit 2	SP		SP		Count	
1C/1D/1H - 4C/D/H, too good to bid 4M (then 4M is p/c)	3	3 Att		Att		SP	
	_	Count		Count Att		Att	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	SP		SP		Count	
X = penalty  (16+)  when weak  (13-15  or lower).  If they run, one t/o	3	3 Att		Att		SP	
double then penalties, forced to 2H	Signals (including Trumps): Lo-hi = even / encouraging						
X vs (14-16+NT) = long minor 7+HCP	Standard suit preference in trumps						
2C = MM (2NT  nat), 2D = one major  (2NT  enc), 2H/2S = 5M4m (2N)	Reverse s	mith pe	ters (peter for	a switch)			
= enc, $3C = p/c$ , $3D = good 3$ card raise), $2NT$ minors				DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	U <b>T DO</b>	UBLES (Styl	e: Responses:	Reopeni	ng)	
Leaping micheals, 2x-3x stopper ask, (2D)-4D = majors	TAKEOUT DOUBLES (Style; Responses; Reopening) At least an opening hand, unless shapely						
(3c)-4D = diamonds and a major,  3m-(4m)  majors,  (3M)-4m = NAT				ows 19-21, wit	h system	ON	
(3x)-3N - (4C range enq, 4D sign off in a suit, 4M/5m slam try, 4NT,	11 10110 ,,,	ou o , u	-1111014 511	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	11 0 7 0 0 0 111	011	
any two suiter)							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣							
1C: X = MM, 1NT,2NT,3NT = minors, 2D majors 55 (1NT UCB)	SPECIA	L, ART	IFICIAL &	COMPETITI	VE DBL	S/RDLS	
2C: X = majors, 2/3NT = minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Action doubles by pre-empters						
	Game try doubles after 1M-2M						
OVER OPPONENTS' TAKEOUT DOUBLE					port re-do	oubles and doubles	
1M (x), transfers, 1S is nat F1, XX = clubs				alise partner's			
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## W B F CONVENTION CARD CATEGORY: Green NCBO: England PLAYERS: Daniel Winter // Liam Sanderson EVENT Channel Trophy 2023 SYSTEM SUMMARY GENERAL APPROACH AND STYLE 5 Card Majors, 15-17 NT, 2/1 GF Weak only multi, constructive 2H/S Transfers over a short club SPECIAL BIDS THAT MAY REQUIRE DEFENCE Multi 2D Transfer over a 1C openings Transfers after 1 level overcalls Transfers after 1M double SPECIAL FORCING PASS SEQUENCES 2/1 GF auctions IMPORTANT NOTES

PSYCHICS: Rare

	TICK IF ARTI FICIA L	MIN. NO. OF CARDS	NEG.DB L THRU					
OPENING				DESCRIPTION RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
14		2	4H	2+ clubs, natural clubs or any balanced hand w/o 5cM	1D/1H=4+H/S, 1S = No 4cM, 1NT = GF 5+D, 2C = GF 5+C, 2D = 4S5H 4-8 HCP, 2H/S = 4-8 HCP 6 cards, 2NT=0-5 HC 6+C, 3C = 6-9, 5+C  Completing transfer shows a wk NT, 1NT=18-19 (3 way checkback), 2NT 9 card raise, 3M 18-19 bal, 4 card support, mini splinters		1C (1R) 1N nat, 1C (1R) x = trf	
1♦		4	4H	Unbalanced, 4+ cards	1M/1N = nat, 2C = GF nat, 2D = 10+ HCP, 4+D, 2NT = 0-5 HCP raise, 3D = 6-9 4+D	1D-1M: transfer responses to 2D, (2D shows D+H non reverse) 2NT = 9 card raise, 1D-2D-2H any min, any other bid GF, 2N gf 4+H	1D-(1H)-X=4S, 1S= 5+ spade, transfer rebids off after any overcall, 2NT still a weak raise after interv.	
1♥		5	4D	5+ H	1M-2M constructive, 3C = 3 card limit, 3D = 4 card limit,, 1M- 1NT = wide ranging, 1M-2C = 2+ clubs	1M-2M-2S any long suit trial 1M-3M+1-3M+2 = splinter ask	Transfers after 1M (x) and 1H (1S) show either 0+ and 6 cards or 9+ and	
1♠		5	4H	5+ S	3M+1 any splinter, double jump = void and support 2NT = 12+ 4 card support	Swedish responses to 1M-2NT, 4L = strong 2 suiter	5+ cards PH: Twp way drury	
INT		n/a	4H	15-17 HCP - may contain 9 minor cards, or a singleton K/A	2C = stayman, 2D/2H/2S/2N transfers, 3C = 5cM ask, 3D GFmm, 3H/S fragments, 4M 2 under transfer	Smollen; Break to 3C shows 3 card max raise, 2NT any max with 4 card support; Completing shows fit; 3D-3M linked minor support	Rubensohl over intervention, after pen double, xx f card suit, x of art bid pen.	
2♣	х		4H	22+ HCP or 9+ playing tricks or any game forcing hands	2D waiting, 2H/2S 7+, 5+ cards, concentrated honours	2C-2D-2H forces 2S, 25+HCP bal or	X / XX over intervention shows 0-5HCP, new suit positive, over higher	
2♦	х	5		5+M, 4+ HCP	2M/3M/4H p/c, 2NT enquiry, 3C/3D nat, F1, 4C transfer to your major, 4D bid your major	2D-2NT: 3C= H + min, 3D= S + min, 3H= H+ Max, 3S= S+max. Cue continuations		
2 <b>♥</b> 2 <b>♠</b>		6		8-11 constructive, 6+M 1st and second, wider ranging 3/4th (5+M, 4-12)	2NT enquiry, 2S over 2H constructive, 3m F1, double jumps are splinters	Swedish responses (3C min, 3D max no spl. etc.)	In competition, new suits show a fit and are more lead directing, x = pen	
2NT				20-21 bal or semi bal	3C = Reverse Muppet Stayman, 3D/H= GF trf, 3S = mm, 4C/D/H/S = 2 under slam try, 4NT quant, 5NT quant,	3C-3H = no 4/5cM, 3C-3N = 5H; Completing transfers shows fit; Intermediate bid shows fit		
3♣		6		Pre-empt, 3-10 HCP	New suit F1			
3♦		6		Pre-empt, 3-10 HCP	New suit F1			
3♥		6		Pre-empt, 3-10 HCP	New suit F1			
3♠		6		Pre-empt, 3-10 HCP	New suit F1			
3NT								
4♣		6		Pre-empt, 3-10 HCP				
4♦		6		Pre-empt, 3-10 HCP				
4♥		6		Pre-empt, 3-10 HCP				
4♠		6		Pre-empt, 3-10 HCP				
4NT	Х			Specific ace ask	5C no ace, 5D/H/S specific ace, 5N two aces,, 6L lowest ace of 2			
5♣		6		Pre-empt, 3-10 HCP		HIGH LEVEL BII		
5♦		6		Pre-empt, 3-10 HCP		14/30 RCKB, 30/41 for clubs and exclusion, Italian s	tyle cue bidding	
5♥		6		Pre-empt, 3-10 HCP				
5♠		6		Pre-empt, 3-10 HCP				