

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1/2 Level; Reopening)
Natural. New suit = constructive NF; Jump in new suit = Nat, F (1x)-1y-...-2X = 3 card raise, Inv+ or some stuck big hand (1x)-1M-...-2N = 4+ card raise, Inv+ if oppo bid nat if pass Jump in opponent's suit = mixed raise Jumps in competition = weak e.g. (1♣)-1♥-(1♠)-3♦=weak
1NT OVERCALL (2nd/4th 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)
1-Suit: Pre-emptive; 2NT ask and new suit forcing unless 3rd hand bids 2-Suit: 2N = 2 lowest unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels: (1m)-2m = Majors 5/5; (1M)-2M = OM+m 5/5 Jump cue ask for stopper in opponent's suit. (1♣)-♣=nat, 2♦=majors
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = strong, 17+ (5m,4M BPH) 2♣ = both majors 2♦ = 1 major 2M = M + m
2N = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = Takeout. (2M)-2N all suits are transfers. Start with 3C to sign off
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = MM; 1NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer responses
1♥/♠-(dblr)-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	3 rd and low	3 rd and low	
NT	4th best but 2 nd from bad	3 rd and low	
Subseq	attitude		
Other: King asks for unblock or count in NT			
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)	
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	Often SP	Hi = Disc
Suit 2	Hi = Even	But if count- Hi=even	Hi = Even if count. SP likely
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			
King asks for count 5 level or higher or 4L doubled (so K lead from AK)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Equal level conversion of ♣ to ♦ after takeout dbl			
After takeout dbl of M, responder's cue = FG			
After takeout dbl of m, responder's cue = forcing to suit agreement			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Competitive, Support doubles up to 2 of our Major			
1♣-(1♥)-dbl = 4♣			
1♦-(1♥)-dbl = 4♠; 1♦-(1♥)-1♠ = 5♠ +			
(1x)-1y-(dbl)-rdbl = competitive (8+) 2 cards in partners suit			
11-(dbl)-rdbl = 9+ next double pens unless they jump or raise			
'Action' doubles up to 4♣			

W B F CONVENTION CARD
Diana Nettleton & David Gold
Mixed Teams Poznan
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SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Short Club, Multi and Constructive 2's 1♣ = 2+ (4432 12-14, or any 18-19 balanced w/o 5♦) 1NT = 15-17 1M-2♣ = bal/nat GF
1H - 2S = 3 card inv 1S - 3C = 3 card inv
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = Multi, weak 2 in a M (0-7ish) 2M = 6M (8-11ish)
1♣-2♦ = invitational in clubs 1D-3C= invitational in diamonds
2♣ = Strong, if Bal 22+
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	Natural	2♦ inv in clubs 2♣ is GF 3L= Nat, weak	1♣ - 2♣ - 2♦ is less than 4♣	
1♦		4	7♥	Natural	2♠= GF; 2M=Nat weak; 3♣= Inv in diamonds; 3M=Spl		
1♥		5	7♥	Natural	2♣= FG; 2♦= nat GF; 2♠=Nat, weak (3-9) 2N=4+ card raise FG; 3♣=4+ card raise with unspecified singleton; 3NT spade void	1M-1N: then transfers	2♣= Drury 3♣ nat *except mixed raise
1♠		5	7♥	Natural	2♣=FG nat/bal 2N=4+ card raise FG; 3♥=Nat, Inv. 3N=4+ card raise with unspecified singleton		2NT-unspec spli Other jumps fit
INT			7♥	15-17, 5M or 6m possible	2♣=stayman; 2♦/♥=♥/♠ 2♠=Bal Inv or ♣ 2N=puppet ; 3C= ♦; 3D = 22(45) GF; 3M=Spl 4C/D are 2 under transfers	1N-2♣-2♦-2M= to play; 1N-2♣-2♦-2N= Nat inv	
2♣	✓	0		22+ if Bal		2♣-2♦-2N=24+. 2♣-2♦-2♥-2♠ relay-2N=22-23 bal	
2♦	✓	0		Bad Weak 2M Maybe 5M	2M=p/c; 2N=enquiry, 3m NF	2♦-2N-3♣= hearts not best; 3♦= ♠ not best; 3♠/N=Max ♥/♠(6)	
2M		5		6M 8-11ish	3♣=p/c; 2N=enquiry	2M-2N-3m= best or worst	
2NT				20-21, 5M or 6m possible	3♣= stayman; transfers; 3♠=mm; 4L=2 below, s/t	2N-3♣-3♥=no 4M, then 3♠=54(3) major	
3♣		6		Natural very weak NV	4♦=PMKC		
3♦		6		Natural very weak NV	4♠=PMKC		
3♥		6		Natural very weak NV	4♣=PMKC vul, ST nv		
3♠		6		Natural very weak NV	4♣=PMKC vul, ST nv		
3NT	✓			Solid minor	4♦ asks for shortage		
4♣		7		Natural			
4♦		7		Natural			
4♥		7		Natural	4♠= to play but 5X asks for control in THAT suit		
4♠		7		Natural	Over which 6X=void, 6M=sing and 5N= Kx+		
4NT	✓			Asks specific Aces	5♣=0; 5N=2		
5♣		7		Natural			
5♦		7		Natural			
5♥							
5N							
						HIGH LEVEL BIDDING	
						RKCB (1430 if 4NT otherwise 3041) 5NT odd with void 6L even with void; over intervention dopi/ropi	
						Last train, cue bids	
						5N pick a slam except when it is confirming all KC	
						Non serious 3NT/3S	