

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Simple – natural, can be 4 card suit at 1 level
Change of suit 2:1 is NF. 1:1, 2:2 and 3:2 is F
Responding – Jump cue = mixed; UCB – 3+ card raise; 2NT – is a 4 card raise of overcall
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct 15- 18, system on, Stayman and transfers
4 <sup>th</sup> - 11-14 over 1m and 11-16 over 1M. over 1M system on except 2C is also range enquiry
Sandwich with both opponents bidding 15-18
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Direct = weak (less than an opening bid)
2NT – unusual, 5/5 in the lowest 2
Reopening: Intermediate (11-15)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels 5/5 Majors over 1m opening, 5/5 OM and a minor over 1M opening, 2NT response = game interest
Jump cues ask for stop for NT
Cue following weak 2 opener = stop ask
<b>VS. NT (vs. Strong/Weak; Reopening; Passed Hand)</b>
X – 15+
2C = majors, then 2D shows equal length
2D = one major,
2H/S = 5H/S + 4+ minor, 3C pass or correct, 2NT enquiry
2NT- mm or any GF 2 suiter
Passed hand: X = 5C+4M; 2C – majors; 2D =5D+4M
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = t/o
Leaping and non-leaping Michaels (4m=5/5 in bid minor and other major over a Major suit pre-empts, 4 other m=5/5 in bid minor and a Major, cue=5/5 Majors. When 4m is bid=constructive NF)
3NT to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X – Majors, 1NT = minors, Weak Jump Overcalls
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 9+ , New suit = F1, Jump = Fit
Jump raise = pre-emptive, 2NT = best raise
1H (X) 2D and 1S (X) 2H = 9+ 3 card raise

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /2 <sup>nd</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	4 <sup>th</sup> /2 <sup>nd</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq			
Other: May lead top from xxx in partners suit if supported			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	From AK –for Rev Att	From AK –for Rev Att	
King	K from AK or KQ - Count	AK or KQ – count/unblock	
Queen	KQ or QJ – Rev attitude	KQ or QJ – rev attitude	
Jack	KJ10x, J10x or Jx	AJ10, KJ10x or J10x	
10	K109, Q109, 109x	H109, 109x (10 is an H)	
9	H98x or 9x	Q98x, J98x, 9x	
Hi-X	Xx, xXx, xXxx (+)	Xx, xXx, xXxx (+)	
Lo-X	HxX, HxxX (+) 3/5 if P suit	HxX, HxxX; 3/5 if P suit	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encouraging	High =even	Low encouraging
Suit 2	High = even		High = even
3	SPS if x on dummy		
1	Low encouraging		Low encouraging
NT 2	Count	Count	Count
3			
Signals (including Trumps):			
Suit preference signals where possible.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
T/o of opening bids up to and including 4D, X of 4M t/o orientated			
T/o of suits bid and supported to 4S.			
Re-opening x light			
(1H) X (2H) X = 4S; (1H) X (2H) 2S =5S			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles – for D, H, S of bids up to 2 of our major			
Responsive, Game try			
Lightner			

W B F CONVENTION CARD
<b>CATEGORY: British Isles Trophy Teams</b>
<b>NCBO: England</b>
<b>PLAYERS: Natalie Hoff &amp; Steve Root</b>
<b>SYSTEM SUMMARY</b>
5 Card Majors, with 15-17NT
2 over 1 GF
1C can be 2;
1D is usually 5
2D/2H/2S weak first to third position
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Inverted minor response to 1C/D which is gf
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<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	4H	Clubs, or weak NT or 18/19 NT hands.	IH/1S = natural (may have longer minor); inverted minor response, weak jump shifts	1C -2C-2D = weak NT without 4C 1C -2C -2NT = weak NT clubs	Support doubles and redoubles 1C (1H) X 4+ spades, 1S denies 4S
1♦	---	4	4H	Natural	Inverted Minors response, weak jump shifts	1m – 1M -2M – step 1 = enquiry	Support doubles; After 1D opener jumps are fit in competition. P/H 2NT = best raise
1♥	---	5	3S	Natural	1NT = semi-forcing; 2/1 = nat GF; Raising the suit: 2 maj 7-10; 2NT = GF;	1M – 2M – 3 any long suit try 1M – 2NT – 3C = any min, 3D = bal extras, 3H/S/NT = extras short C, D, OM.	P/H = 2C – 3 card raise; 2NT = best raise 4 cards//
1♠	---	5	3S	Natural	1H-2S = weak, 1H-3C = 3 limit, 1H – 3D = 4 limit, 1H-3H weak 4 card raise//1S-3C= 3 limit, 1S-3D=4 limit, 1S=3H nat invit, 1S-3S 4-6		Compn = 2NT best raise; UCBs; Fit jumps as p/h and in compn
1NT		Bal		15-17 Bal	Stayman; 4 suit transfers; 3C 5 card puppet, 3D 5/5 m GF, 3M fragment with 5/4 mm. 4C transfer H, 4D transfer S, 4M to play	Smolen after 2D response to Stayman  After minor suit transfers – bid shortage	Lebensohl, 2NT asks for 3C (FAST shows a stop), x = t/o up to 4H, new suits at 2 level=NF, direct 3 level=FG, 3 level new suit after 2NT=to play or inv if the suit could have been bid at the 2 level after intervention
2♣	✓	0		23+ or Game Forcing	2D Negative/Relay usually less than 8, 2NT = 8+ Bal; 2H/2S/3C/3D = Nat positives	Kokish 2C – 2D-2H -2S – 2NT = 24/25 bal	X at 2 or 3 level t/o, bids F and positive. 4 level x = pens
2♦		6(5)		Weak 2: 4-9 NV, 6-10V, could be 5 card suit in 1st nv (Intermediate 9-12 in 4 <sup>th</sup> position)	New suit at 2 level NF; 3 level F  2NT = F enquiry, game interest	2D -2NT – 3 any = shortage 2M- 2NT - 3 any = shortage	X penalties
2♥		6(5)					
2♠		6(5)					
2NT	---	Bal		20-21 Bal	3C stayman, 3D/3H = transfers complete with 3 3S = minors; 3NT = to play; 4 level = 2 up transfer slam tries	Smolen after 3D response to Stayman	
3♣	---	6		Pre-emptive	Change of suit is natural and F1. 4C – generic slam try over 3D/H/S; 4D over 3C		X pens after pre-empt openers
3♦	---	6	Pre-emptive				
3♥	---	6	Pre-emptive				
3♠	---	6	Pre-emptive				
3NT	✓	0		Pre-emptive – solid minor in 1 <sup>st</sup> and 2 <sup>nd</sup> ; to play in 3 <sup>rd</sup> and 4 <sup>th</sup> .	4C p/c to play in minor 4D asks for singletons		
4♣	---	7(6)		Pre-empt – more playing strength	4NT – RKCB New suits at 5 level show 2 losers in other suit		
4♦							
4♥							
4♠							
4NT	✓	0		Minor two suiter		<b>HIGH LEVEL BIDDING</b>	
5♣		8				Cue bids (1 <sup>st</sup> or 2 <sup>nd</sup> round control), last train in uncontested auctions	
5♦		8				4NT RKCB – 1430 2 no Q, 2+Q// 5NT for specific kings ;	
5♥		8				Over intervention: D is step 0/3, P is 1/4 , next suit is step 3	
5♠		8				Exclusion KCB may apply at the 5 level; 5NT pick a slam; GSF	