

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Natural, can be light at one-level.
New suit NF facing one-level overcall (uncontested jump F1)
2N in comp facing M overcall = good 4T raise
Three of opener's suit = mixed raise
Transfers after double of 1M
Fit jumps in further competition
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 responses as opener
R/O 11-15
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Strongish (13-16)
1C - 2D = majors
R/O about 10-12
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1C – 2C = natural
Michaels 2D/H/S
1C – 3C and 1D – 3D = strongish natural
1M – 3M = asking for stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dble = PEN in direct position and R/O vs weak no-trump
Dble PH = 5m 4M
Dble R/O vs strong no-trump = 5m 4M or very strong
2C = both majors
2D/H/S = natural
2NT = minors
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dble for take-out
Leaping Michaels NF
4m over Multi = natural weak
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dble = majors
1NT = minors
2NT = reds over 1C
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
Transfers after 1M is doubled (jump in other major = weak raise)
Jump in other minor = inv+ raise, jump raise (any suit) = mixed raise
1m-(x)-2NT = weak raise

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & low	3 <sup>rd</sup> & low	
NT	ATT	3 <sup>rd</sup> & low (attitude if raised)	
Subseq	Mostly attitude	same	
Other: K for CT vs suits (exception: possible Bath position)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ, AK bare, AK	KQ, AKJ10	
Queen	Denies the King	QJ, KQ109	
Jack	Denies the Queen	same	
10	Denies the Jack	same	
9	Shortage, KJ9+	J98, Q98	
Hi-X	Top of doubleton, 3rd	Second from bad suits	
Lo-X	Low from an odd number	ATT	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High encourage	High even	High encourage
Suit 2	High even	SP	High even
3	SP		SP
1	ditto	Smith	ditto
NT 2	ditto	High even	ditto
3	ditto	SP	ditto
Signals (including Trumps):			
SP in trumps			
Smith peter by both sides to like the lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double			
Support redouble			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>G</b>
<b>NCBO: ENGLAND</b>
<b>PLAYERS:</b> BEN HANDLEY-PRITCHARD / TOM TOWNSEND
<b>EVENT</b> Bermuda Bowl 2025
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors
15-17 NT (routinely 5M, can be offshape)
2/1 FG
1C can be three
1D three only on 4432
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D/H/S weak (often five dealer green)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Lebensohl over opener's R/O double of a 2D/H/S overcall
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	YES		2C inverted, 2D/M INV	2-way CB	Fit jumps in competition
					3D/M natural PRE		
1♦		3	YES	Can be 4432	2C FG, 2D inverted, 2M/3C INV	2-way CB	
					3M/4C natural PRE		
1♥		5(4)	YES		2m FG, 2S INV, 2NT FG Jacoby		PH Drury 2C
					3m NAT INV, 1S-3H INV, 1H-3S any weak SPL		PH 2NT natural, 3M best raise
1♠		5(4)	YES		2/1 FG, 1S-3NT any weak SPL	Bart	ditto
INT			4H	15-17 routinely 5M	Stayman, transfers, 2NT puppet, 3C = diamonds,	Smolen	Transfers over Multi 2D and 2M
				Can be offshape	3D minors, 3M = 3-suited SPL, 4m SAT		
2♣	YES			22-23 bal or FG	2D waiting, suits positive	Kokish (2C-2D-2N = 22/23)	
2♦		6 (5)		WK	2NT feature ask		10-12 4th
				Often five dealer green	New suits NF		
2♥		6 (5)		WK	2NT feature ask		10-12 4th
				Often five dealer green	New suits NF		
2♠		6 (5)		WK	2NT feature ask		10-12 4th
				Often five dealer green	New suits NF		
2NT			4H	20-21	Stayman, transfers, 3S minors, 4X two-under.		
				Can be offshape			
3♣		6		pre	4D = RKCB		
3♦		6		pre	4C = RKCB		
3♥		6		pre	4C = artificial slam-try		
3♠		6		pre	4C = artificial slam-try		
3NT	YES			No outside A/K 1 <sup>st</sup> /2nd			
				Gambling, solid minor			
4♣		6		pre	4D = RKCB, 4NT = to play		
4♦		6		pre	5C = RKCB, 4NT = to play		
4♥		6		pre			
4♠		6		pre			
4NT				WK both minors, 11+ cards			
5♣				pre		HIGH LEVEL BIDDING	
5♦				pre		RKCB 1430	
5♥						D0 P1	
5♠						Ignore double of RKCB	
						Exclusion 0, 1, 2, 2Q, 3	
						Emergency 5NT RKCB	
						5NT more often “pick a slam”	