

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
7-17HCP 1 level, min AKxxx
Transfer advances from opponents’ cue bid showing EITHER 0+ and 6+cards or 9+ and 5+cards. Transfer into partner’s suit is 3card support, 10+HCP. 2NT of a major is 4+card, 10+HCP with inverted Swedish responses. Transfer advances off over 1♠ opening. Otherwise, 2/1 is F1 unless responder has made a bid. 1/1 is F1 by Unpassed hand (UPH), 2/2 is F1 by UPH.
By PH, cued raises by suits that were available to overcall at the one level: (1♣) p (p) 1♥ (p) 2♦ would be a cued raise showing 10+hcp and 3+♥.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(15)16-18, stop in opponent’s suit; responses as per opening 1NT
Protective=11-14, respond as per opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Sufficient suit, response: 2N asking, feature responses, 2NT unusual (2 lowest suits) direct 2NT 19-21 protective, 2NT system on for responses. Reopen: Distributional
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels (at least 5/5, 8+HCP) 1m-2m=both majors, 1M-2M shows OM +m. 1x - 3x Stopper ask, except 1m-3m is pre when minor is 0-2 cards 1x - 4x (not ♠) A hand too good to bid 4M, 4M responses are Pass or Correct.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = penalty (16+HCP) when weak (13-15) or 3rd when opps are NV. If they run, one take/out double, then penalties X vs (14-16+) NT not in 3 <sup>rd</sup> NV= long minor 7+HCP 2♣ Majors (5+/4+), then 2♦ = equal preference, 2NT = asking bid 2♦ = 6+♥/♠, then all major suit bids are p/c, 2NT = asking bid 2M = 5M and 4+m, then 2NT = enquiry, 3♣ = p/c 2NT = 5+♣5+♠. Over mini 1N, 2N is 19-21 bal After 1x (1NT) 2♣ shows both majors. X is penalty.
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = take/out, then Lebensohl (FASS) (2M)-3M = Michaels; (2m)-3m = majors Leaping Michaels: (2M)-4m = minor and other major and (3♣)-4♦ = ♦s and a major, (3♦) - 4♣=♣+M. (3m)-4m = majors. (4♣)-4♦ majors, -4N Lebensohl (3x)-3NT range ask, RST and 4♠ asks for minors
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
1♠: X = Majors < 55, 1/2/3N = Minors, 2♦ = Majors 55+. Use 1NT as UCB 2♠: X = Majors, 2/3NT = Minors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers over 1M (x), 1♠ is natural F1, XX = clubs, 2M-1 is 3M 8+ (see transfer advances), 3M-1 mixed raise, 3X fit, 4X splinter Over 1m: XX is inverted. System on. Over 1♦: 2M fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> from even, low from odd	If count is not known, 3 <sup>rd</sup> and low. If count is known, reverse attitude leads.	
NT	2 <sup>nd</sup> and 4 <sup>th</sup>	2 <sup>nd</sup> and 4 <sup>th</sup> or rev att if ct known	
Subsequent	Count	Count	
Other: Honour leads vs NT are attitude for two below or unblock for one below			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+, A+	AK+, AKQ+, AKJ+	
King	AK, KQ+	AKJT+, KQJ+, KQT+	
Queen	QJ+	QJT+, QJ9+, AQJ+, KQT9+	
Jack	JT+, KJT+	JT9+, JT8+, A/KJT+, QJ98+	
10	T9+, HT9+	T9, HT9+	
9	9x	9x, T9x+	
Hi-X(usually even)	(H/x)xXx, Xx, xxXxxx	xXx+	
Lo-X(usually odd)	(H/x)xX, (H/x)xxxX	HxX, HxxX, HxxXx+	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	REV Attitude	STD Count	REV Attitude
Suit 2	STD Count	Suit preference	STD Count
3	Suit preference		Suit preference
1	REV Attitude	REV Smith if obvious (low enc)	REV Attitude
NT 2	STD Count	STD Count	STD Count
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps): Suit preference in trumps			
Standard suit preference when obvious			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles in direct tend to show values of light openings+			
Direct X followed by a 2NT rebid is 19-21 with 2NT system on.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Of 1♣ (X): Rdbl=inverted minor, forcing to 2♣.			
Pre-empty (X) Rdbl = Penalty			
1NT (X) Rdbl = 44 in any two suits			
Game Try Doubles, Lightner Doubles, Lead-directing doubles, support (re)doubles, after 1♣-1R-(X): 1M = 3M 12-14, Rdbl is 3card support unbalanced.			
1♣-(1♦)-X/1♥ = 4+♥/♠, 1♣-(1♥)-X = 4+♠, 1♠ = <4♠			
1♦-(1♥)-X = 4♠, 1♦-(1♥)-1♠ = 5+♠			
SOS redoubles after they have tried to penalise partner's overcall			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HMU / Brown Sticker:</b>
<b>NCBO: English Bridge Union</b>
<b>PLAYERS:</b>
<b>Oliver Powell + Aaron Hutton + Stephen Kennedy</b>
EVENT (ALL)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Short club and transfers
Strong NT
5 card majors
2/1 Game Force
Trash Multi 2♦ and intermediate 2 Major opening
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Transfer responses over 1♣ openings
1 <sup>st</sup> and 2 <sup>nd</sup> 2♦ is 5+♥/♠ and 0-8HCP
1♠ (P) 3♣ NV shows 9-11HCP 6+♥
Transfers over 1M (X) show EITHER 0+ and 6+ cards or 9+ and 5+ cards
3m overcall is pre-emptive over 1m showing 0-2 cards
Forcing pass applies where we have shown the values to bid game
Making a forcing pass then pulling a double shows a strong hand
<b>IMPORTANT NOTES</b>
FASS Transfer Lebensohl after interference over 1NT. FASS Lebensohl after a takeout double of a weak/multi two and after (1M)-P-(2M)-X. Stayman sequences over 1NT often don’t promise a 4-card major
Openings in 3 <sup>rd</sup> may be light
All fourth-suit-forcing is FG (by passed hand forcing to 2NT)
<b>PSYCHICS: Extremely RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	2+♣, may contain 5♦ if bal	1♦ = 0+HCP 4+♥, 1♥=0+HCP 4+♠, 1♠=no 4♥/♠, 1NT=FG 5+♦, 2♣=FG 5+♣, 2♦=4♠ 5♥ 4-8HCP, 2♥/♠=4-8HCP, 6+cds, 2N=0-5,(5)6+♣, 3♣=6-9,(5)6+♣.	Completing transfer shows 11-14 w2/3 cards, 3-way checkback applies. Over 1♣-1R:1NT=18-19, 2NT=9 card raise 16+, 3M=18-19bal 4card support, new suit jump=M fit with shortage in bid suit.	Same as unpassed hand except 1♣ (1R) X = 1♣ (p) 1R. 1♣ (X): 2♣ 10+. 5+♦
1♦		4	3♠	4+♦, unbalanced, may have longer clubs when 11-15	2♦=10+HCP 4+♦. 2♥/♠=4-8HCP, 6+cds. 2NT=0-5HCP 4+♦. 3♦=6-9, 4+♦	1♦-1M: transfer rebids 1N-2♦.(2♦ shows ♦+♥ 11-15). 1♦-1M-2N 16+ 9 card raise, 1♦-1M-3M C short. 1♦-2♦-2♥ any min. Others FG, 2N 4+♥.	
1♥		5	3♠	5+♥	2NT=FG, 4+♥, 1N 5-11 SF NV 3♣=9-11, 3/4♥. 3♦=6-9, 4+♥, 3♥=0-6, 4+♥ V 3♣=9-11, 3/4♥. 3♦=9-11 6+♦, 3♥=7-9, 4+♥ 3♠= any singleton 9-11, 3NT=♠ void 9-11.	2NT: 3♣=11-14, 3♦=15+, 3♥/♠/NT= 15+ ♣/♦/♠ shortage. 4x shows two suited strong. 3♠: 3NT asks, then bid shortage, 4♥=♠. 1♥-3♣: 3♠ bal ST, 4x short, 3♦ asks for ♥length	Transfers over 1M (X) show EITHER 0+ and 6+ cards or 9+ and 5+ cards PH: 2♣. 4+M, 9-11 2♦. 3M, 9-11
1♠		5	3♠	5+♠	2NT=FG, 4+♠, 3NT=9-11&singleton, ♠ support. NV 3♣=9-11, 6+♥, 3♦=9-11 3/4♠, 3♥=6-9, 4+♠ V 3♣=9-11, 6+♣, 3♦=9-11 3/4♠, 3♥=9-11, 6+♥, 3♠=7-9, 4+♠. 1NT 5-11 SF	2NT: 3♣=11-14, 3♦=15+, 3♥/♠/NT= 15+ ♣/♦/♥ shortage. 4x shows two suited strong. 3NT: 4♠ asks, then bid shortage, 4♠=♣. 1♠-3♦: 3N bal ST, 4x short, 3♥ asks for ♠ length	Transfers over 1M (X) show EITHER 0+ and 6+ cards or 9+ and 5+ cards PH: 2♣. 4+M, 9-11 2♦. 3M, 9-11
INT			3♠	15-17, never 9 major cards, may contain 9 minor cards.	2♣=NP stayman, 2♥/♥ RST, 2♠/NT=6+♣/♦, 3♣=asks for 5cM, 3♦=FG 5+♠/5+♦, 3♥/♠= splinters, 3cards in OM. 4M-2=transfer to 4M. 5NT asks for a 4-card minor	RST breaks = suit+doubleton (2M+1 shows 4M, generic max). 2♠/NT-3♣/♦ shows Hx+. 3♦-3M= Linked minor support.	2N ♣ or weak, 3X transfer FASS 1 <sup>st</sup> X=t/o, 2 <sup>nd</sup> =values, Further X=pen.
2♣	X			22+HCP or 9+playing tricks or any game forcing hand.	2♦=any waiting, 2♥/♠= 7+, 5+cards, concentrated honours. 2NT/3♣/♦/♥=transfer to suit above, 6+ cards, 2 of the top 3 honours.	2♣-2♦-2♥ forces 2♠ where opener is either hearts or 25+bal. Completing transfer shows fit.	Over X/2x: Pass=5+, X/(XX)=0-4, bid=8+, good suit Over higher: X takeout, bids natural
2♦ 1 <sup>st</sup> 2 <sup>nd</sup>	X	5		5+M, 0-8HCP	2NT=inquiry, 3♣/♦=F1, 2/3♥/♠ (/4♥) Pass or Correct. 4♣=transfer to your major, 4♦=bid your major.	2♦-2NT:3♣=min with♥,3♦=min with♠, 3♥=max with♠, 3♠=max with♥. Cue continuations. 2♦-2♠: 3♣/3♦ hearts max/min	X pen
2♦ 3 <sup>rd</sup> 4 <sup>th</sup>		5		5+♦, 4-12HCP	2M NF, 2NT feature ask	3♦min, 3x feature (A/K+) & max 11-12HCP	X pen
2♥		6		1 <sup>st</sup> 2 <sup>nd</sup> constructive 9-12, 6+♥ 3 <sup>rd</sup> 4 <sup>th</sup> pre-emptive 4-12 5+♥	2NT=inquiry, New suit F1	3♣=9-10, 3♦=11-12 3♥/♠/NT= 11-12 ♣/♦/♠ shortage. 4x shows two suited.	X pen
2♠		6		1 <sup>st</sup> 2 <sup>nd</sup> constructive 9-12, 6+♠ 3 <sup>rd</sup> 4 <sup>th</sup> pre-emptive 4-12 5+♠	2NT=inquiry, New suit F1	3♣=9-10, 3♦=11-12 3♥/♠/NT= 11-12 ♣/♦/♥ shortage. 4x shows two suited.	X pen
2NT				20-21HCP	3♣=Reverse Muppet Stayman (RMS), 3♦/♥=GF RST, 3♠=5/4+in minors. 4x=6+ 4x+2. 5NT asks for 4cd minor.	RMS- 3♦=4cM, 3♥=no4+cM, 3♠=5♠, 3NT=5♥. 4♠/♦: breaking shows a slam suitable hand	
3♣		6		Pre-emptive, 4-10HCP, 6+♣	4♦=modified KC, steps are 0, 1, 1+Q, 2, 2+Q.		X pen
3♦		6		Pre-emptive, 4-10HCP, 6+♦	4♠=modified KC, steps are 0, 1, 1+Q, 2, 2+Q.		X pen
3♥		6		Pre-emptive, 4-10HCP, 6+♥	4♣=modified KC		X pen
3♠		6		Pre-emptive, 4-10HCP, 6+♠	4♣=modified KC		X pen
3NT	X			7+M, good suit quality, 8.5-9 tricks	4♣=Transfer to major, 4♦=bid major, 4M=Void in M, ST in oM		X pen
4♣		6		Pre-emptive, 4-10HCP, 6+♣			X pen
4♦		6		Pre-emptive, 4-10HCP, 6+♦			X pen
4♥		6		Pre-emptive			X pen
4♠		6		Pre-emptive			X pen
4NT	X			Specific Ace Ask	5♣=no ace, 5♦/♥/♠=suit ace, 5NT=♣ace, 6♠=2 aces		X pen
5♣		6		Pre-emptive		HIGH LEVEL BIDDING	
5♦		6		Pre-emptive		When we have cue bid past 4NT, 5NT is RKCB.	
5♥		6		Pre-emptive		Exclusion (3014)	
5♠		6		Pre-emptive		RKCB ♦/♥/♠ 1430, ♣ 3014	
						After KC, 6x asks for 3 <sup>rd</sup> round control in x.	

