

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1/2 Level; Reopening)</b> 7-17HCP 1 level, min AKxxx with shortage
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, 8+HCP. 2NT of a major is 4+card, 10+HCP with Swedish responses Otherwise, 2/1 is F1. 1/1 is F1 by Unpassed hand (UPH), 2/2 is F1 by UPH.
<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 as per opening a weak 2 in the suit, 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 (1♣/♦/♥)-4♣/♦/♥ 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). If they run, one takeout double, then penalties, forced to 2H X vs (14-16+) NT = 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 1m (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) (2X)-3X =Stop ask; (2m)-4m = 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 stayman, 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 (see transfer advances) Over 1m: XX is inverted. System on.
Jumps in new suits weak jump shifts. Jump raises weak.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	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: We may lead Q from a KQ sequence against NT (King asks for unblock)			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AK, AKQ, AKJ	
King	AK, KQ	AKJT, KQT9	
Queen	QJ	QJT, QJ9, KQ, AQJ, KQT	
Jack	JT, KJT	JT9, JT8, A/KJT	
10	T9, HT9	T9, HT9	
9	9x	9x, T9x(+)	
Hi-X	(H/x)xXx, Xx, xxXxxx	xXx(+)	
Lo-X	(H/x)xX, (H/x)xxxX	HxX, HxxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev attitude	Rev count	Reverse attitude
Suit 2	Rev count	Suit preference	Rev count
3	Suit preference		Suit preference
1	Rev attitude	Reverse smith if obvious	Reverse Attitude
NT 2	Rev count	Rev count	Rev count
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps): Suit preference in trumps Mckenny suit preference when obvious			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout doubles in direct tend to show values of light openings+ 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♣.			
<b>Pre-empt (X) Rdbl = Penalty</b>			
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♠ = 4+♠			
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: Liam Sanderson + Aaron Hutton</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 (1 <sup>st</sup> /2 <sup>nd</sup> )
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b> Transfer responses over 1♣ openings 1 <sup>st</sup> and 2 <sup>nd</sup> 2♦ is multi coloured, showing 5+♥/♠ and 0-8HCP Transfers over 1M (X) show EITHER 0+ and 6+ cards or 9+ and 5+ cards
<b>SPECIAL FORCING PASS SEQUENCES</b> Making a forcing pass then pulling a double shows a strong hand
<b>IMPORTANT NOTES</b> FASS 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 <b>All fourth-suit-forcing is FG (by passed hand forcing to 2NT)</b> <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=0-5,6+♣, 3♣=6-9,5+♣.	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, 3♦= 15-18 shapely raise.	Approx same as non-passed hand except 1♣ (1R) X = 1♠ (p) 1R 1♣ (1R) 1NT = natural
1♦		4	3♠	4+♦, unbalanced	2♦=10+HCP 4+♦. 2♥/♠=4-8HCP, 6+cds. 2NT=0-5HCP 4+♦. 3♦= 6-9, 4+♦	1♦-1M: transfer responses to 2♦.(2♦ shows ♦+♥ non reverse). 1♦-1M-2N 16+ 9 card raise. 1♦-2♦-2♥ any min. Others FG, 2N 4+♥.	1♦ (1♥) X = 4♠, 1♠ = 5+ Transfer rebids off after any overcall
1♥		5	3♠	5+♥	2NT=FG, 4+♥ 3♣= 9-11 3♥, 3♦=9-11, 4+♥, 3♥=4-8 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♥=♠.	Transfers over 1M (X) and 1♥ (1♠) show EITHER 0+ and 6+ cards or 9+ and 5+ cards PH: 2♣. 3M, 9-11, 2♦. 4+M, 9-11
1♠		5	3♠	5+♠	2NT=FG, 4+♠ 3♣= 9-11 3♠, 3♦=9-11 4+♠, 3♥=4-8, 4+♠ 3NT=9-11&singleton, ♠support.	2NT: 3♣=11-14, 3♦=15+, 3♥/♠/NT= 15+ ♣/♦/♥shortage. 4x shows two suited strong. 3NT: 4♣ asks, then bid shortage, 4♠=♣	Transfers over 1M (X) show EITHER 0+ and 6+ cards or 9+ and 5+ cards PH: 2♣. 3M, 9-11, 2♦. 4+M, 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 = 3M: min with 4+, 2N: max with 4+. Completing minor transfer shows fitting honours. 3♦-3M=linked minor support.	Lebensohl FASS 4m always linked for major 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.	2♣-2♦-2♥ forces 2♠ where opener is either hearts or 25+bal	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, 4-8HCP	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♦ 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	
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, 2♠ NF, others F1	3♣=9-10, 3♦=11-12 3♥/♠/NT= 11-12 ♣/♦/♠shortage. 4x shows two suited.	
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.	
2NT				20-21HCP	3♣=Reverse Muppet Stayman (RMS), 3♦/♥=RST, 3♠=5/4+in minors. 4x=6+ 4x+2. 5NT asks for 4 card m.	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♦ is modified RKCB: steps are 0, 1, 1+Q, 2, 2+Q.		
3♦		6		Pre-emptive, 4-10HCP, 6+♦	4♣=modified KC, steps are 0, 1,1+Q,2,2+Q.		
3♥		6		Pre-emptive, 4-10HCP, 6+♥	4♠=modified KC		
3♠		6		Pre-emptive, 4-10HCP, 6+♠	4♣=modified KC		
3NT				7+M, good suit quality, 8-8.5 tricks	4♣=Transfer to major, 4♦=bid major, 4M=Void in M, ST in oM		
4♣		6		Pre-emptive, 4-10HCP, 6+♣			
4♦		6		Pre-emptive, 4-10HCP, 6+♦			
4♥		6		Pre-emptive			
4♠		6		Pre-emptive			
4NT	X			Specific Ace Ask	5♣=no ace, 5♦/♥/♠=suit ace, 5NT=♣ace, 6♣=2 aces		
5♣		6		Pre-emptive		<b>HIGH LEVEL BIDDING</b>	
5♦		6		Pre-emptive		When we have cue bid past 4NT, 5NT is RKCB.	
5♥		6		Pre-emptive		Voidwood (3014)	
5♠		6		Pre-emptive		RKCB ♦/♥/♠ 1430, ♣ 3014 After KC, 6x asks for 3 <sup>rd</sup> round control in x.	