

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
7-17, 5+ cards at 1 level
new suit jump= fit with overcall and good 5+ card side suit
Responses to overcall forcing, cue= 3c support 10+
2n= 10+ with 4 card support if overcall in major
At 2 level, overcalls will have good quality, especially if vul, and will usually have opening hand values
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1nt= 15-18 in 2 nd , 11-14 in 4 th , 18-20 after (1x)-p-(1y)
1nt system in response, transferring to opps' suit= 4-4-4-1 ish
If 1nt bidder is a passed hand, 1nt=lowest 2 suits, at least 5-4 nv
2nt without any bid from partner is lowest 2 except over weak 2
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1x)-3x asks for stop
(1x)-2nt and (1nt)-2nt show 2 lowest, 5+5+, 10+ points
Jump in new suit= 4-9, 2nt response asks for feature
Reopen: 2nt=19-21 bal, jump suit still weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue= asking for stop to bid nts, usually on long solid suit
Cue of opponents 1m= Both M, 5+5+, 9+ points
Cue of opponents 1M= oM + m, 5+5+, 9+points
VS. NT (vs. Strong/Weak; Reopening;PH)
X=pens
2c= majors, usually 5-4+, over which 2d= pick a major
2nt= minors, usually 5-5+
Else = natural
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs Wk2: X t/o + Leb (FASS), 2N 16-19 bal, Cue = stop ask
Vs Wk3: X t/o, 3nt=16+ with stop(s), 4M continuation nat 12+,
4c= range enquiry, 4d= transfer to long suit, <12 points 4m over
3m= majors; 4nt over 3M= minors
Vs 4x, X = values (passed fairly often in response), 4nt = two suits
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over Polish 1c, 2d=majors, 2nt=minors
Over strong 1c, x= 4-4 M, 1nt= 4-4m, 2d= 5-5M, 2nt= 5-5m
Over strong 2c, x = good clubs, suits = preemptive, good quality
OVER OPPONENTS' TAKEOUT DOUBLE
xx = 9+ no fit, suggesting pens of opps but nf
1nt = nat, 7-11, tolerance for p's suit
2/1= nf 6+ card suit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nds and 4ths, low from Hxx	2nds and 4ths, low from Hxx	
NT	2nds and 4ths, low from Hxx	2nds and 4ths, low from Hxx	
Subseq	Generally same as above	Generally same as above	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK(x) for att, AKJ(x)	Ax, AK(x), AKJ(x), AQ10x(x)	
King	KQJ(x),AK(x),Kx,AKJ10,AKQ(x)	KQJ(x), AKQ(x), AKJ10, Kx	
Queen	KQ(x), QJ(x), QJ10(x), Qx (rare)	QJ10(x),QJ9(x),AKQ(x),AQJ(x)	
Jack	Jx, J10(x), HJ10(x)	Jx, J10(x), HJ10(x)	
10	10x, H109(x), K10x, Q10x	10x, H109(x), H109	
9	9x, 109(x), H9x in partner's suit	9x, 109(x), H9x	
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (low=odd)	Count (low=odd)	Attitude (high=enc)
2	Attitude on a or q, count on k,j,10		Count (hi - even remaining)
3			Suit Pref (Hi - higher suit)
Signals (including Trumps):			
Suit preference in order of trumps, if a lead is an obvious singleton, hits kqx or a singleton in dummy, when clearing a suit, when giving partner a ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Unless 18+ single-suiter or 19+bal, should have support for all unbid suits, may be as light as 7/8 with shape in protective seat			
A shortage (2-) in opponents' suit is preferred but not required, but hands without a shortage will be less likely to enter the auction			
Jump= 8-12, double jump below game=weak, Lebensohl (Fast Arrival to 3NT Shows Stop) if applicable			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lightner double against freely bid slam to ask for unusual lead (usually a void)			
If opponents cue our suit, double by opener would say not to lead the suit, double by responder that it is safe to lead the suit (usually Hxx or similar)			
Negative doubles up to and including 4H			
Responsive: (1M)-x-(2M)-x! shows minors while (1m)-x-(2m)-x! shows majors			
Support doubles below 2M			
Doubles of artificial bids are usually lead-directing, at low levels 5+ or 6+ cards			
1nt-(x)-xx shows a 5 card suit and is a transfer to 2c pass/correct			

W B F CONVENTION CARD
PLAYERS: Will Battersby and Aman Parekh
NCBO: England
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Strong nt (15-17)
5 card majors
Better minor
3 Weak Twos
2/1 gf
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
If we are in a game-forcing bidding sequence and opponents sacrifice, pass is forcing
IMPORTANT NOTES
PSYCHICS: 1 level opening in third sometimes light (8/9+)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEC.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4h	10+, 3+ if 4333, 3433, 4423	1nt=5-9; 2x= nat 6crds 5-9; 2nt= 0-5 6+c; 3d/h/s= short; 3nt= 13-15 bal all stopped 2c= 10+ 4+c F2nt, 3c= 4-8 5+c	1nt=12-14; over 1nt, 2nt=18-19; over 2nt, suits= stops up the line; over 3nt, 4nt= 18-19 2d= 12-14 bal, 2h/s=stops up the line, 3c=min	After original pass, 1x nf, 2M= 5M and support for c 2c/3c= nat weak in competition
1♦		3	4h	10+, only 3 if 4432	1nt=5-11; 2c= 4+ gf, 2d 4+d F2nt, 2M= nat 6cards 5-9; 2nt= 0-5 6+d; 3c=9-11 nat;3nt=13-15 bal stops 2d= 10+ 4+d forcing to 2nt, 3d= 4-8 5+d	1nt=12-14; over 1nt, 2nt= 18-19; over 2nt, suits= stops up the line; over 3nt, 4nt=18-19 2h= 12-14 bal,2s/3c=stops up the line,3d=min	After original pass, 1x nf, 2x= 5+ cards and d support 2d/3d= nat weak in competition
1♥		5	4d	10+, not a 5332	1nt= 5-11, 2m= nat gf, 2M= 7-9 3c supp, 2nt= gf [A4] 3x = nat 9-11 6c; 3M = 10-11 4c supp; 4x = shortage, 9-11, 4c supp	Over 1nt, 2nt=18-19; over 2nt, 3c=min	Jumps 5+ cards w/H support over an overcall but same over double
1♠		5	4d	10+, not a 5332	As for 1H opening	Over 1nt, 2nt=18-19; over 2nt, 3c=min	As 1H but with S support
INT		-	2s	15-17, 5332, some 5422, 6m322	2c= Non-promissory Stayman [A3], 2d/h/s/nt= trans, 3c= GF puppet [A1], 3d/h/s = nat slam try, 4c= 0,1,2,3 gerber	Transfer breaks over 2d/2h[A5];over 2s/nt, first step=no c/d honour;second step=fitting honour	Lebensohl (Fast Arrival 3NT shows stop), x of 2x= takeout 5-9
2♣	√	-	-	23+bal or 9 ½+tricks suit	2d relay, 2h/2s/3c/3d= 5+ cards, 2 of 3 top honours 2N= 8+ no good suit, 3H/S= solid 6 card suit	2nt=23-24 bal; 3nt=25-27 bal ,others=nat GF 2nt system applies over 2nt/3nt rebid	Over interference, pass=6+ x/xx over an x=0-5
2♦		6	-	5-9 points	2N asks feature, 3N to play, 3/4/5D to play, new suit F1, jump new suit shortage, 4H/S/5C to play	Over 2nt, 3D min, 3X = feature and max, 3NT to play	Third in hand +/- 2 point range
2♥		6	-	5-9 points	2N asks feature, 3N to play, 3/4H to play, new suit F1, jump new suit shortage, 4S, 5C/D to play	After 2nt, 3H min, 3X feature and max, 3N max and bal, 4H max w/o features	Third in hand +/- 2 point range
2♠		6	-	5-9 points	2N asks feature, 3N to play, 3/4S to play, new suit F1, jump new suit shortage, 4H 5C/D to play	After 2nt, 3S min, 3X feature and max, 3N max and bal, 4S max w/o features	Third in hand +/- 2 point range
2NT		-	4h	20-22 bal,may be 5422, 6m322	3C= Puppet Stayman [A2]; 3D/H= transfers; 3S= 5-5 minors slam try; 4C/D/H/S transfers to H/S/C/D wk/str	Transfer breaks promise 4+c support, 3nt after 3s= no 4c or 3-3 support, 2 nd step after 4x= xx	
3♣		7	-	5-9, no outside 4cM	Suits forcing, 3nt to play, 4nt= 0314 RKCB	5c= 0/3, 5d= 1/4, 5h= 2 without q,5s=2 with q	Third seat may be card short
3♦		7	-	5-9, no outside 4cM	Suits forcing, 3nt to play, 4nt= 1430 RKCB	5c= 1/4, 5d= 0/3, 5h= 2 without q,5s=2 with q	Third seat may be card short
3♥		7	-	5-9, probably not 4S	Suits forcing, 3nt to play, 4nt= 1430 RKCB	5c= 1/4, 5d= 0/3, 5h= 2 without q,5s=2 with q	Third seat may be card short
3♠		7	-	5-9, probably not 4H	Suits forcing, 3nt to play, 4nt= 1430 RKCB	5c= 1/4, 5d= 0/3, 5h= 2 without q,5s=2 with q	Third seat may be card short
3NT	√	7	-	AKQxxx(x) minor, 3- outside	4c/5c p/c; 4d asks for singleton;4nt invite to 6nt if 8 cards	After 4d, 4h/s/5m=short h/s/other m, 4nt=7222	Third seat will have a bit outside
4♣		8	-	4-9, may have 4cM	Natural, 4nt 0314 RKCB	5c= 0/3, 5d= 1/4, 5h= 2 without q,5s=2 with q	Third seat wider ranging
4♦		8	-	4-9, may have 4cM	Natural, 4nt 1430 RKCB	5c=1/4, 5d=0/3, 5h=2 without q, 5s=2 with q	Third seat wider ranging
4♥		7	-	4-9, may have 4cM	Natural, 4nt 1430 RKCB	5c=1/4, 5d=0/3, 5h=2 without q, 5s=2 with q	Third seat wider ranging
4♠		7	-	4-9, may have 4cM	Natural, 4nt 1430 RKCB	5c=1/4, 5d=0/3, 5h=2 without q, 5s=2 with q	Third seat wider ranging
4NT	√	-	-	Specific ace-asking bid	5c = 0, 5x= ace of x, 5nt= 2, 6c= ace of clubs		R0P1 and D0P1
5♣		8	-	Amazing distribution, preempt		HIGH LEVEL BIDDING	
5♦		8	-	Amazing distribution, preempt		RKCB= 1430, 0314 for c, R0P1 and D0P1, next non-trump step asks for trump q	
5♥	√	7	-	Asking partner to raise a level	Pass= neither, 6h= one, 7h= both	Cue 1st/2nd round controls up the line, Serious 3nt for strength, 6lvl asks 3rd round	
				for each heart honour held		Gerber opposite 1nt= 0/4,1,2,3 responses, R0P1 and D0P1	
5♠	√	7	-	Asking partner to raise a level	Pass= neither, 6s= one, 7s= both	EKCB= 0314 outside suit, R0P1 and D0P1, next non-trump step asks for trump q	
				for each spade honour held		5nt = pick a slam	
						Last train cue bid below game level to show interest in constrained auctions	
						Raising to 5M in competitive auction shows 2 losers in the opponents' suit	

Supplementary Notes

<u>Reference key</u>	<u>Description</u>	<u>Responses</u>	<u>Subsequent action/bonus</u>
A1 <i>3c game-forcing puppet stayman over 1nt</i>	1nt-(p)-3c shows 8+ and at least one 3+cM Over 3c: 3d= at least 1 4 card major 3h= 5 hearts 3s= 5 spades 3nt= no 4 or 5 card majors	Over 3d, responder then bids the major they <i>don't</i> have: 3h= 4 spades, but not 4 hearts 3s= 4 hearts, but not 4 spades 3nt= no 4 card majors 4c= both 4 card majors, slam interest 4d= both 4 card majors, no slam interest	Opener then bids the fit or reverts back to nts Over 1nt-3c-3d-3M, any new non-trump suits are cues
A2 <i>Muppet stayman for 2nt</i>	2nt-(p)-3c shows 4+ points looking for a major fit Over 3c: 3d= at least one 4 card major 3h= no 4+cM 3s= 5 spades 3nt= 5 hearts	Over 3d, responder then bids the major they <i>don't</i> have: 3h= 4 spades, but not 4 hearts 3s= 4 hearts, but not 4 spades 3nt= no 4 card majors 4c= both 4 card majors, slam interest 4d= both 4 card majors, no slam interest	Opener then bids the fit or reverts back to nts, or after 4c-4M, a cue-bidding sequence may begin Over 2nt-3c-3h, 3s shows 5 spades and 4 hearts
A3 <i>Non-promissory stayman over 1nt</i>	2c does not promise a 4cM, as balanced invites have to go through stayman first 2c could also be bid on a weak hand with 5-4 in the majors looking for the best fit 1nt-2c-2M-3nt promises 4 of the other major, as a GF hand without a 4cM could have gone through 3c puppet or bid 3nt immediately	2d= no 4/5cM 2h= 4+ hearts 2s= 4+ spades, not 4+ hearts 1nt-2c-2h-2s shows 4 spades invitational	After 1nt-2c-2d: 2h/s= nf 5-4+ majors 2nt= invite, may not have 4/5cM 3m = nat 5m 4M GF 3h= 5S 4H gf 3s= 5H 4S gf
A4 <i>Swedish Jacoby 2nt in response to 1M</i>	1M-(p)-2nt! shows a gf hand with 4+ card support for the opened major. Over 2nt: 3c= any minimum 3d= balanced extras (18-19) 3h/s/nt= shortage in clubs/diamonds/other major 4c/d/h= good sidesuit in clubs/diamonds/other major	Over partner's 3c response: 3d= relay 3h/s/nt= shortage clubs/diamonds/other major Over partner's 3d response: 3h/s/nt= shortage clubs/diamonds/other major	If the 2nt is bid by a passed hand, it shows 4 card support and 9-11. The responses are: 3x= shortage 3M= min, no game interest
A5 <i>Transfer breaks over 1nt-(p)-2d/2h</i>	After the sequence 1nt-(p)-2d/2h, opener will show 4+ card support by bidding something other than 2h/s	2x/3x show a good side suit in x, 4+c support, max 2nt shows no good side suit, 4+c support, max 3M shows a min with 4+ c support	3M= signoff, suits= cues, 3nt at any point= serious slam interest (very good hand)

DEFENCE TO MULTI 2D (To be printed and taken to table in EBL/WBF events)

After Multi 2D Opening

- X – 13-15 balanced or any 19+. In most situations, we treat the auction like partner has opened a 13-15 NT and the next hand has overcalled – so double is takeout, 2NT is Lebensohl, suits at the three-level are forcing to game. If advancer acts in this situation, the auction is forcing to game opposite the 19+ hand.
- 2H/S - Natural overcall, 5+ cards (usually 6), 10/11+pts
- 2NT – 16-18 bal – followed by 2NT opening system (3C Stayman, 3D/H Transfers to H/S, 3S 5S+4H)
- 3C/D - Natural overcall, 5+ cards (usually 6), 10/11+pts
- 3M – Strong jump overcall, 16+pts, 6+ cards
- 3NT - To play. Usually based on running minor and stops in both majors
- 4m – Strong jump overcall
- 4M – To play.
- Pass then double – Takeout (of their major)
- Pass then 2NT – Minors

If the auction starts 2D-P-2M (Pass or Correct), then we treat it as a weak two in that suit. Thus 2D-P-2M:

- X - Takeout
2NT - Lebensohl relay
- Overcalls - Natural. At this point, the Major bid by responder to the Multi is used as the cuebid suit for UCB purposes.
- Jump overcalls - Strong
- Cuebid - Stop ask for NT (usually based on running suit)
- 3NT - To play

If the auction starts 2D - P - 2NT (Enquiry)

- 3-level overcalls - Natural
- Jump overcalls - Strong
- X - 17+
- 3NT - To play
- Pass then X - takeout of their major

If the auction starts 2D - P - 3M (Pass or Correct)

- X - Takeout
- Overcalls - Natural
- 3NT - To play
- Jumps to game - To play

6th Hand Actions.

If the auction begins (2D) - P - (2M) - X - (2/3oM) (i.e. opener has corrected to their major) then:

- X - Takeout, competitive values
- 3minor - natural/invitational
- 3M/4M - Natural
- 3NT - To play