

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
7-17, 5+ cards at 1 level
new suit jump= fit with overcall and good 5+ card side suit
Responses to overcall forcing, cue= 3♣ support 10+
2NT= 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
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
1NT= 15-18 in 2 <sup>nd</sup> , 11-14 in 4 <sup>th</sup> , 18-20 after (1x)-p-(1y)
1NT system in response, transferring to opps' suit= 4-4-4-1 ish
By passed hand, 1NT=lowest 2 suits, at least 5-4 NV
2NT without any bid from partner is lowest 2 (not over weak 2)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Jump cue= asking for stop, 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
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
X=pens
2♣= majors, usually 5-4+, over which 2♦= pick a major
2NT= minors, usually 5-5+
Else = NAT
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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+,
4♣= range enquiry, 4♦= 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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over Polish 1♣, 2♦=majors, 2NT=minors
Over strong 1♣, x= 4-4 M, 1NT= 4-4m, 2♦= 5-5M, 2NT= 5-5m
Over strong 2♣, x = good clubs, suits = pre-emptive, good quality
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> (2 <sup>nd</sup> from bad suits), low from Hxx		
NT			
Subseq	Generally same as above		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AK(x) asks 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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (low=odd)	Count (low=odd)	Attitude (high=enc)
2	ATT on A/Q, CT on K/J/10		Count (hi - even remaining)
3			S/P hi for high 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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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 4♥			
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 2♣ pass/correct			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>PLAYERS: Will Battersby and Aman Parekh</b>
<b>NCBO: England</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Strong NT (15-17)
5 card majors, 1♣ 3+, 1♦ 4+ unless 4=4=3=2
2♦/♥/♠ weak, 5-9, usually 6 cards
2/1 GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
If we are in a game-forcing bidding sequence and opponents sacrifice, pass is forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: 1 level opening in third sometimes light (8/9+)</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DOUBLE THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		3	4♥	10+, 3+ if 4333, 3433, 4423	1NT 5-9; 2♣ 10+ 4+♣ F2NT, 2♦♥/♠ NAT 6cards 5-9; 2NT= 0-5 6+♣; 3♣ 4-8 5+♣ 3♦♥/♠ shortage, ♣ fit; 3NT 13-15 BAL all side suits stopped	1♣-1X-1NT 12-14 BAL 2NT 18-19 BAL; 1♣-2NT-3X stops up the line; 1♣-2♣-2♦ 12-14 BAL, 2M stopper, 3♣ minimum	By PH 1X NF; 2M NAT with ♣ fit. All ♣ raises in competition NAT NF
1♦		(3) 4	4♥	10+, 4+♦ unless 4=4=3=2	1NT 5-11 NF; 2♣ NAT FG; 2♦ 4+♦ F2NT; 2M NAT 6cards 5-9; 2NT 0-5 6+♦; 3♣ 9-11 6cards NAT; 3♦ 4-8 5+♦; 3M/4; 3M/4♣ shortage, ♦ fit; 3NT 13-15 BAL all side suits stopped	1♦-1X-1NT 12-14 BAL 2NT 18-19 BAL; 1♦-2NT-3X stops up the line; 1♦-2♦-2♥ 12-14 BAL, 2♠/3♣ stopper, 3♦ minimum	By PH 1M/2♣ NF; 2M NAT with ♦ fit. All ♦ raises in competition NAT NF
1♥		5	4♦	10+, not 5♥332 15-17	1NT 5-11 NF; 2m NAT GF; 2M 7-9 3card support; 2NT GF with 4+M [A4]; 3M 10-11 4card support; other jump shifts NAT 9-11 NF; 1♥-3♠ and 1M-4m shortage, 9-11, 4card support	1M-1NT-2NT 18-19 BAL 1M-2NT-3♣ any minimum	After an overcall, jumps are NAT with fit for M.
1♠		5	4♥	10+, not 5♠332 15-17			
1NT			2♠	15-17 BAL, all 5332, some 5422 and 6m322	2♣ asks 4M, does not promise M or values; 2♦♥/♠/NT TRF to ♥/♠/♣/♦; 3♣ PUP [A1], 3♦♥/♠ NAT slam try; 4♣ asks aces.	After 2♦♥ [A5]; after 2♠/NT S1 denies m fit.	Fast arrival shows stop lebensohl; double of 2X T/O
2♣	√			23+ BAL or 9 ½+tricks suit	2♦ relay, 2♥/2♠/3♣/3♦ = 5+ cards, 2 of 3 top honours	2NT system applies after 2♣-2♦-2NT and 2♣-2♦-3NT	Over intervention X=0-5, pass 6+
2♦ 2♥ 2♠		(5) 6		5-9, almost always 6 cards. Wider range in 3 <sup>rd</sup> seat.	New suit F1; 2NT asks for feature if MAX; jump new suit SPL unless game	Over 2NT, rebid suit minimum, 3X feature and MAX, 3NT MAX BAL, 4M MAX with no feature.	
2NT			4♥	20-22 BAL, all 5332, some 5422 and 6m322	3♣ PUP [A2]; 3♦♥ TRF to ♥/♠; 3♠ 5-5 ms slam try; 4♣/♦♥/♠ TRF to ♥/♠/♣/♦, weak or strong	TRF breaks promise 4card support; 3♠-3NT not 4m, not 3-3ms; after 4X S2 shows xx	
3♣ 3♦ 3♥ 3♠		(6) 7		5-9, no side 4M. Wider range in 3 <sup>rd</sup> seat.	New suit F unless game; 3NT to play; 4NT KCB		
		(6) 7		5-9, probably not 4oM. Wider range in 3 <sup>rd</sup> seat.	New suit F unless game; 3NT to play; 4NT KCB		
3NT	√			AKQxxx minor, 3- hcp outside except 3 <sup>rd</sup> seat.	4/5♣ P/C; 4♦ asks singleton; 4NT asks 8 <sup>th</sup> trump	4♦-4♥-♠-m short ♥/♠/om, 4NT 7222	
4♣ 4♦ 4♥ 4♠		8		4-9, may have 4M	NAT, 4NT KCB		
		7		4-9, may have 4oM	NAT, 4NT KCB		
4NT	√			Asks specific aces	5♣ no ace; 5♦♥/♠/6♦ that ace; 5NT two aces.		
5♣ 5♦ 5♥ 5♠		8		Pre-empt, highly distributional		<b>HIGH LEVEL BIDDING</b>	
	√	7		Asks A/K in suit	Pass no A/K, 6M A/K, 7M AK	RKCB 1430 but 0314 if ♣ trump; R0P1, S1 asks trump queen. 6lv1 asks 3 <sup>rd</sup> round control. EKCB with 0314 responses. Cuebids 1 <sup>st</sup> /2 <sup>nd</sup> round controls up line. Last Train need not show control in constrained auctions. Raise to 5M in competition asks control in opponents' suit. Serious 3NT in some auctions. 5NT pick slam in some auctions.	

Will Battersby – Aman Parekh Supplementary Notes

<u>Reference key</u>	<u>Description</u>	<u>Responses</u>	<u>Subsequent action/bonus</u>
<b>A1</b> <i>3♣ game-forcing puppet Stayman over INT</i>	1NT-(p)-3♣ shows 8+ and at least one 3+cM Over 3♣: 3♦= at least 1 4 card major 3♥= 5 hearts 3♠= 5 spades 3NT= no 4 or 5 card majors	Over 3♦, responder then bids the major they <i>don't</i> have: 3♥= 4 spades, but not 4 hearts 3♠= 4 hearts, but not 4 spades 3NT= no 4 card majors 4♣= both 4 card majors, slam interest 4♦= both 4 card majors, no slam interest	Opener then bids the fit or reverts back to NTs Over 1NT-3♣-3♦-3M, any new non-trump suits are cues
<b>A2</b> <i>Muppet Stayman for 2NT</i>	2NT-(p)-3♣ shows 4+ points looking for a major fit Over 3♣: 3♦= at least one 4 card major 3♥= no 4+cM 3♠= 5 spades 3NT= 5 hearts	Over 3♦, responder then bids the major they <i>don't</i> have: 3♥= 4 spades, but not 4 hearts 3♠= 4 hearts, but not 4 spades 3NT= no 4 card majors 4♣= both 4 card majors, slam interest 4♦= both 4 card majors, no slam interest	Opener then bids the fit or reverts back to NTs, or after 4♣-4M, a cue-bidding sequence may begin  Over 2NT-3♣-3♥, 3♠ shows 5 spades and 4 hearts
<b>A3</b> <i>Non-promissory Stayman over INT</i>	2♣ does not promise a 4cM, as BAL invites have to go through Stayman first 2♣ could also be bid on a weak hand with 5-4 in the majors looking for the best fit 1NT-2♣-2M-3NT promises 4 of the other major, as a GF hand without a 4cM could have gone through 3♣ puppet or bid 3NT immediately	2♦= no 4/5cM 2♥= 4+ hearts 2♠= 4+ spades, not 4+ hearts  1NT-2♣-2♥-2♠ shows 4 spades invitational	After 1NT-2♣-2♦:  2♥/s= NF 5-4+ majors 2NT= invite, may not have 4/5cM 3m = NAT 5m 4M GF 3♥= 5♠ 4♥ gf 3♠= 5♥ 4♠ gf
<b>A4</b> <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: 3♣= any minimum 3♦= BAL extras (18-19) 3♥/s/NT= shortage in clubs/diamonds/other major 4♣/♦/♥= good side suit in ♣/♦/oM	Over partner's 3♣ response: 3♦= relay 3♥/♠/NT= shortage ♣/♦/oM Over partner's 3♦ response: 3♥/♠/NT= shortage ♣/♦/oM	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
<b>A5</b> <i>Transfer breaks over INT-(p)-2♦/2♥</i>	After the sequence 1NT-(p)-2♦/2♥, opener will show 4+ card support by bidding something other than 2♥/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 2♦ (To be printed and taken to table in EBL/WBF events)

### After Multi 2♦ Opening

- X – 13-15 BAL 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.
- 2♥/S - NAT overcall, 5+ cards (usually 6), 10/11+pts
- 2NT – 16-18 BAL – followed by 2NT opening system (3♣ Stayman, 3♦/H Transfers to H/S, 3♠ 5♠+4♥)
- 3♣/D - NAT 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 2♦-P-2M (Pass or Correct), then we treat it as a weak two in that suit. Thus 2♦-P-2M:

- X - Takeout  
2NT - Lebensohl relay
- Overcalls - NAT. 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 2♦ - P - 2NT (Enquiry)

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

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

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

6th Hand Actions.

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

- X - Takeout, competitive values
- 3minor – NAT invitational
- 3M/4M - NAT
- 3NT - To play