

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>
8-17HCP 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, 10+HCP. 2NT of a major is 4+card, 10+HCP with inverted Swedish responses
Otherwise, 2/1 is F1. 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>1NT 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) 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.
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 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.
Over 1♦/♥/♠: jump = fit and forcing natural. Over 1♣ WJS. 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)			
Honour leads are not consistent, does not promise structure, just asks for info			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AK, AKQ, AKJ	
King	AK, KQ	AKJT, KQJ, KQT9	
Queen	QJ	QJT, QJ9, KQ, AQJ, AKQ, KQT	
Jack	JT, KJT	JT9, JT8, A/KJT	
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	AQ – rev attitude, K count/suit preference	Count	Reverse attitude
Suit 2	Count	Suit preference	Count
3	Suit preference		Suit preference
1	AQ – rev attitude, K count/suit preference	Reverse smith if obvious	Reverse Attitude
NT 2	Count	Count	Count
3	Suit preference	Suit preference	Suit preference
Signals (including Trumps): Suit preference in trumps			
Mckenney 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.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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, excluding 12-14 bal			
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: Oliver Powell + Stephen Kennedy</b>
<b>EVENT (ALL)</b>
<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 multi coloured, showing 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
Making a forcing pass then pulling a double shows a strong hand
<b>IMPORTANT NOTES</b>
FASS Rubensohl 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=0-5,6+♣, 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.	Same as non-passed hand except 1♣ (1R) X= 1♣ (p) 1R
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+♥.	Same as non-passed hand except 2x = fit jump
1♥		5	3♠	5+♥	2NT=FG, 4+♥, 1N 5-11 SF NV 3♣=9-11, 3/4♥. 3♦=6-9, 4+♥, 3♥=0-5 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♦ asks for ♥length, 4x cue, 3♠ serious	Transfers over 1M (X) show EITHER 0+ and 6+ cards or 9+ and 5+ cards PH: 2♣. 4+M, 9-11, Swedish Res. 2♦. 3M, 9-11 Swedish Responses
1♠		5	3♠	5+♠	2NT=FG, 4+♠, 3NT=9-11 & singleton, ♠support. NV 3♣=9-11, 6+♥, 3♦=9-11, 3/4♠, 3♥=5-9, 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♦: 3♥ asks for ♠ length, 4x cue, 3NT serious	Transfers over 1M (X) show EITHER 0+ and 6+ cards or 9+ and 5+ cards PH: 2♣. 4+M, 9-11, Swedish Res. 2♦. 3M, 9-11 Swedish Responses
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 (2NT shows M-1 doubleton). 2♠/NT-3♣/♦ shows Hx+. 3♦-3M= 3M-2 support. Breaking 4M-2 shows slam suitable.	Transfer lebensohl 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♦	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, New suit 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 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	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	X			7+M, good suit quality, 8.5-9 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.	