

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS		OPENING LEADS STYLE			NCBO: Welsh Bridge Union / Scottish Bridge Union PLAYERS: SUE INGHAM / GWYNN DAVIS WBU 908010 / 903335 SBU 19444 / 19445	
Generally 5+cards, but 4 possible at the one level. Wide-range (up to 17hcp). Thereafter: fit jumps; direct raises are pre; UCB to show constructive raise.			Lead	In Partner's Suit		
		Suit	2 nd & 4 th	Top of doubleton; otherwise low		
		NT	2 nd & 4 th Strong 10s	Top of doubleton; otherwise low	SYSTEM SUMMARY WEAK NT 5-CARD MAJORS/ BETTER MINOR MULTI 2D / EKREN 2H / 2S: SPADES + MINOR STANDARD COUNT 1ST DISCARD: REVERSE ATTITUDE	
1NT OVERCALL		LEADS				
Immediate: 15-17 with responses as 1NT opening		Lead	v Suit	v NT		
Protective: 11-14 with responses as 1NT opening		Ace	For attitude	For attitude		
If opponents open and change suit, 1NT is 18-20 balanced, with responses as to 1NT opening.						
JUMP OVERCALLS		King	For standard count	For standard count/unblock	1NT: 12-14 vul; 10-13 favourable; otherwise 11-14	
Weak (good suit vul). Generally 6 cards, but 5 is possible. 2NT shows lower 2 suits (Ghestem, wide range) 3C: at least 5/5 in the upper two suits (Ghestem, wide range), except over a short club, when 3C is natural. Leaping Michaels over weak 2♥/2♠ openings.		Queen	For attitude/top of sequence	For attitude /top of sequence	2♣ GF OR weak hand with 5+ diamonds	
		Jack	Standard	Denies higher honour	2♦ Multi: weak in a major (4-9hcp 5/6 card suit) or bal 23-24	
		10	Top of doubleton or top of interior sequence	Promising touching card and non-touching higher honour	2♥ Weak both majors 4-9 hcp	
		9	Top of doubleton or MUD	Top of doubleton or MUD	2♠ 5+ spades and 4+ minor 4-9hcp	
		High	2nd highest from poor suit	2nd highest from poor suit	4 suit transfers over both 1NT and 2NT	
		Low	4th highest from Hxxx(x)	4th highest from Hxxx(x)	Texas transfers at the 4 level	
		DIRECT & JUMP CUE BIDS		SIGNALS IN ORDER OF PRIORITY		
Direct cue: 5/5 in the extreme 2 suits (Ghestem, wide range)			Partner's Lead	Declarer's Lead	Discarding	Bergen 3C/D following 1H/S opening Ghestem (3C – upper two suits)
Jump cue: asks for NT stopper [except (1C) - 3C: see above].		1	Standard count	Standard count	1 st discard is reverse attitude. Thereafter, standard (present) count.	
VS. NT (Weak and Strong)		Suit 2	Natural attitude			
2♣ majors (2D equal length; 2N enquiry) 2♦ single-suited major (2NT enquiry) 2♥/♠ that suit (4+) and a minor (5+) (2NT enquiry) 2NT: 2-suited hand		3				
		1	Standard count	Smith Peters (both peter for like)		
		NT 2	Natural attitude	Standard count		
		3				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
V PRE-EMPTS		Other signals: McKenney suit preference – when any obvious need to switch. Also, McKenney signals in trumps.				
Weak 2 t/o X, Lebensohl responses; 2NT-16-18; Leaping Michaels Weak 3 t/o X, 3NT to play (followed by Baron 4C, 4D/H – transfers) 4 bids t/o X of ♣,♦,♥; X of ♠ shows values; 4NT: 2-suited t/o Multi 2♦ - t/o X in 2 nd ; 2N: 16-18. In 4th, X is t/o OR pen.; suits - natural; 2NT:16-18, but Lebensohl when partner has doubled in 2nd.		DOUBLES				2C opening is EITHER a game force OR a weak hand with long diamonds
VS. ARTIFICIAL OR STRONG OPENINGS		Sputnik X promises 4 cards in unbid major (up to 3S).				MULTI 2D (4-9 hcp; weak with either major OR 23/24; in weak hands the major suit is commonly 5 cards non-vul)
Against Strong ♣, X=hearts: 1D=spades; CRO; weak jumps Against short club, 1-level bids natural; 2-level bids: Multi-Landy, as in defence to 1NT (above)		X of weak 2 openings: take-out with Lebensohl responses.				EKREN 2H (4-9 hcp; both majors; usually 5/4, but 4/4 possible, especially non-vul)
		Following oppo 3 level overcall of our 1N/2N openings, X is t/o.				SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKE OUT DOUBLE		Re-opening doubles after overcall by LHO and pass by partner – any hand with shortage in the enemy suit.				After our X of oppo 1NT and their escape, pass of 2C/D is F1.
XX shows 9+ and shortage in partner's suit; direct raise of partner's suit is pre-emptive; 2NT is constructive raise in partner's suit; simple change of suit is natural 4+; jump change of suit – natural/fit.		Most doubles in competition are for take-out in principle.				Whenever the opponents bid on over our freely bid game, pass is forcing.
						IMPORTANT NOTES
						4 th suit at 2 level is F1 only. Halmic defence to 1NT doubled: XX shows 5+ card suit; suit is lower of 2 places to play. After 2 level overcall of our 1H/S, 2NT is 'good/bad' (GF if followed by a bid of opener's major). Stayman: 1N - 2C - 2D/H/S - 3C/D: to play.

Opening	Artificial	Min length	Negative double through	Description	Responses	Subsequent Action	Passed Hand Bidding
1 ♣	No	3	3S	Better minor. With 4/4 in the minors, open 1D. With 3/3 in minors, open 1C.	Raises inverted; 2NT fit-showing and slam try; 3NT is fit-showing - moderate game values - no singleton or void - non-forcing. Jump to 2 of a major is weak and to play, including over interference or a double.		
1 ♦							
1 ♥							
1 ♠	No	5	3S	Natural	Raise to 2 is natural with 3 cards. Raise to 3 is pre-emptive with 4 cards. 3C: Bergen 4+ cards approx 7-9 hcp 3D: Bergen 4+ cards approx 9-11 hcp Limited splinter bids. 2NT: fit-showing and slam try - too strong to splinter or bid 3NT. 3NT: fit-showing with moderate game values and no singleton or void (GF).	Long suit trial bids over raise to 2 (usually at least 3 cards). Following 2NT by responder, a jump to 4 of the agreed major shows absolute minimum; bids at the 3 level are natural; 3NT shows 15-17; a jump to 4 in another suit is a splinter.	
INT	No	-	-	12-14 vul 11-14 non-vul 10-13 at favourable	2♣: non-promissory Stayman 2♦/♥/♠/2NT: transfers (complete transfer to minor with Ax or Kx or Qx or any 4/5 card support). Break major suit transfer by jumping in suit (min), or by bidding 2N (max, to be followed by re-transfer). 3C/3D: Baron (slam interest); 3H/S: singleton; 4C: Majors (5+/5+); 4D/H: transfers; 4S: 4/4 C/D with slam invitational values; 4NT: quantitative raise.		
2 ♣	Yes	0	-	Game Force (25+ if balanced) OR weak hand with 5+ diamonds	2♦ weak or waiting; 2NT – inviting 3NT opposite presumed Weak hand	2NT = 25+. For responses see opening 2NT below.	
2 ♦	Yes	0		Multi: 4-9 hcp with a 5/6 card major or balanced 23/24.	2H/2S/3H/3S: pass or correct. 2NT enquiry.	After 2NT enquiry: 3C/3D upper range with H/S; 3H/S lower range with that major; 3NT balanced 23/24 .	
2 ♥	Yes	4		4-9 hcp. At least 4/4 in majors	Raises of either major below game are pre-emptive and to play. 2NT enquiry. 4C/D artificial, setting the suit (H/S respectively) for subsequent RKCB.	After 2NT enquiry: 3C/D show lower range and longer/better H/S; 3H/S shows upper range and longer/better H/S; 3NT shows 5/5 and lower range; 4C/D shows 5/5, upper range and shortage. After responder's initial jump to 4C/D, intervening bid shows upper range. Other than following responder's 4C/D, 4NT is 6 Ace Blackwood.	
2 ♠	Yes	5		4-9 hcp. At least 5 spades and 4 of a minor	2NT enquiry. Immediate minor suit bid at any level is pass or correct.	After 2NT enquiry: 3C/D shows lower range with that minor; 3H/S shows upper range with C/D respectively.	
2NT	No	-	-	Balanced 20-22 (may contain singleton honour)	3♣: 5-card puppet Stayman. 4-suit transfers as for 1NT. 4C: 5+/5+ majors; 4D/H: transfers; 4S/4NT: as response to 1NT.	Over 3C, 3D shows either a 4 card major OR 2 spades. After this, 3NT shows BOTH majors. Over 3C, 3NT shows exactly 3 spades and no 4 or 5 card major. After this, 4H is a transfer to spades (responder will have 5 spades and 4 hearts).	
3 ♣/♦ ♥/♠	No	6		Pre-emptive	Change of suit forcing for 1 round.	HIGH LEVEL BIDDING Redoubles of high-level cue bids show 1st round control. RKCB: 5♣=1/4; 5♦=0/3; 5♥=2/5 no queen; 5♠=2/5 with Q; 5NT 2 and void. After 5-level response, next non-trump suit asks for QT and any other Kings. After 5-level response, 5NT asks for specific Kings. Intervention: DOPI/ROPI Quantitative 4NT: as direct raise of any preceding NT bid; following transfer and then immediate 4NT; and following a 4th suit bid. Exclusion: jump to the 5 level asks for number of Aces outside the bid suit (responses: 0,1,2 etc 5NT Grand Slam Force: respond up the line (6C, 6D) to show 1, 2 etc CUES: we bid our <i>first</i> control, whether it be 1st or 2nd round. When partner initiates cue bidding it is obligatory to show any controls below the game level.	
3NT	Yes	-		Solid minor - no more than an outside queen	4C: pass or correct. 4D asks for singleton (4NT: no singleton; singleton minor – bid your actual suit).		
4 ♣/♦ ♥/♠	No	7		Pre-emptive			
4NT	Yes			Asks for specific aces	5♣ No ace 5♦/♥/♠/6♣ = that ace 5NT = 2 aces		