

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1/1 2/2 F1, others constructive NF, then jump in new suit is forcing
After third hand passes, 2x cue = 3 card raise or nebulous strong
2NT = 4+ card raise (nat after 2L overcall)
Jump in opponent's suit = mixed raise
Jumps in competition = weak e.g. (1♣) 1♥ (1♠) 3♦ = weak (3-9)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct = 15-18, system on
Protective = 11-14 over 1m 11-16 over 1M, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJOs then 2NT ask and new suit forcing unless 3rd hand bids
Unusual 2NT
Reopen: 2NT 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels: (1m) 2♦ = majors 5/5; (1M) 2M = OM+m 5/5
Jump cue asks for stopper in opponent's suit
(1♣) 2♣ natural
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = penalty (5m4M by PH)
2♣ = both majors
2♦ = one major
2M = 5+M 4+m
2N = minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = Takeout, then lebensohl
(2M) 2NT (P) 3♣ = puppet to 3♦ to sign off
Leaping and non-leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = MM; 1NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
1M (dbl) - transfers starting from 1NT
Jump in partner's suit = weak 0-6, jump in oM = mixed raise 6-9

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and low	3 rd and low	
NT	4 th and 2 nd	3 rd and 5 th	
Subseq	Attitude	Attitude	
Other: King asks for unblock or count vs NT			
Partner's suit: top from xxx if we've raised, bottom if we haven't			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x)	AKx(x)	
King	KQ(x)	AKJT(x), KQT9(x)	
Queen	QJ(x)	KQx(x), QJ(x)	
Jack	JT(x), KJT(x)	JT(x), A/KJT(x)	
10	T9(x), HT9(x)	T9(x), HT9(x)	
9	9x	9x(x), J98x, Q98x	
Hi-X	xx	xxx(x)	
Lo-X	xxx, Hxx	Hxx(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Disc	Hi = Even	Hi = Disc
Suit 2	Hi = Even		Hi = Even
3			
1	Hi = Disc	Smith (Hi = Enc)	Hi = Disc
NT 2	Hi = Even	Hi = Even	Hi = Even
3			
Signals (including Trumps):			
Suit preference overtones			
Smith, high enc from both sides at T2 vs NT			
King asks for count at 5L or higher vs suits			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Equal level conversion after takeout dbl			
After takeout dbl of M, responder's cue = FG			
After takeout dbl of m, responder's cue = 4/4 majors or any FG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Competitive, No support dbls or rdbls			
1♣ (1♥) dbl = 4♠; 1♣ (1♥) 1♠ = 5+♠			
1♦ (1♥) dbl = 4♠; 1♦ (1♥) 1♠ = 5+♠			
(1x) 1y (dbl) rdbl = competitive (8+) 2 cards in partners suit			
1x (dbl) rdbl = 9+ next double pens unless they jump or raise			

W B F CONVENTION CARD
Diana Nettleton & SallyBrock England
Champions Cup
November 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Short Club, Multi and Constructive 2M (8-11)
1♣ = 2+ (wk NT without 4D or 18-19 without 5D)
1NT = 15-17
1M:2♣ = nat or bal GF, 1M:2♦ = nat 5+ GF
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = Multi, weak 2 in a M (3-8 NV can be 5 // 5-8 vul shows 6)
2M = 6M (8-11)
1♣:2♦ = invitational in clubs
1♦:3♣ = invitational in diamonds
1♥:2♠ and 1♠:3♣ = 3T limit, 1M:3♦ = 4T limit
SPECIAL FORCING PASS SEQUENCES
After 1x (X) XX or a value-showing double of 1NT (2x art)
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGD BLTHRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	7♥	Natural, weak NT without 4D or 18-19 without 5D	2♣ = GF, 2♦ = INV club raise, 2M/3L = weak	1♣:2♣; 2♦ = 12-14/18-19 bal without 4C, 2NT = 12-14 with 4C, 3NT = 18-19 with 4C	Fit jumps (jump in new suit weak UPH)	
1♦		4	7♥	Natural, weak NT with 4/5 or 18-19 with 5	2♦ = GF, 2M = weak, 3♣ = INV diamond raise, 3M=SPL		Fit jumps (also UPH)	
1♥		5	7♥	Natural	2♣ = nat or bal GF, 2♦ = nat 5+ GF, 2♠ = 3T limit 2NT = 4+ card raise GF, 3♣ = nat INV, 3♦ = 4T limit, 3♥ 4-8 3♠ = unspecified singleton, 3NT = spade void	Transfers after 1M:1NT, 1M:2♣; 2NT shows 6M	2♣ = Drury (one-way) Jumps = fit 3M = mixed	
1♠		5	7♥	Natural	2♣ = nat or bal GF, 2R = nat 5+ GF, 2NT = Jacoby, 3♣ = 3T limit, 3♦ = 4T limit, 3♥ = nat INV, 3♠ = 4-8 3NT = unspecified singleton	Transfers after 1M:1NT, 1M:2♣; 2NT shows 6M	2NT = best SPL raise	
1NT			7♥	15-17, 5M or 6m possible	Promissory Stayman, transfers, 2♠ = range or clubs 2NT = puppet, 3♣ = diamonds, 3♦ = 22(45) slamish 3M = SPL, 4m = two-under game-only or drive, 4M = nat	1NT:2♣; 2♦:2M = to play; 1NT:2♣; 2♦-2NT = Nat INV	Xfers in competition	
2♣	✓	0		22+ Bal or GF	2♦ = relay, 2NT = light positive in clubs, 3M = 4M5+D	2♣:2♦; 2NT = 24+, 2♣:2♦; 2♥:2♠(relay); 2NT = 22-23 bal	In comp, Pass = 5-7	
2♦	✓	0		Weak 2M, can be 5 NV NV: 3-8, V: 5-8	2M/3♥ = p/c, 2NT = enquiry, 3m = NF, 3♠ = GF with own major and tolerance for other major	2♦:2NT; 3♣ = hearts not best, 3♦ = spades not best, 3♥ = max with spades, 3♠/NT = max with hearts 5/6		
2M		5		6M, 8-11	2NT = enquiry, 3m = NF	2M:2NT; 3♣ = short somewhere, 3♦ = max no shortage, 3M = min, 3oM = 6/4, 3NT = two of top three, 4m 6M5m		
2NT				20-21, 5M or 6m possible	3♣ = Muppet stayman, 3R = transfers (complete with a fit), 3♠ = minors, 4L = two-under transfers, slamish	2NT:3♣; 3♥ = no 4cM, then 3♠ = five		
3♣		6		Natural	3♦ = three-card Stayman, 4♦ = PMKC	3♣:3♦; 3M = nat 3M, 4♣ = both		
3♦		6		Natural	4♣ = PMKC			
3♥		6		Natural	4♣ = PMKC			
3♠		6		Natural	4♣ = PMKC			
3NT	✓			Solid minor	4♦ = asks for shortage			
4♣		7		Natural	4♦ = PMKC, 4NT = nat			
4♦		7		Natural	4NT = nat, 5♣ = PMKC			
4♥		7		Natural	4♣ = to play, 4NT = PMKC			
4♠		7		Natural	4NT = PMKC			
4NT	✓			Asks for specific Aces	5♣ = 0, 5NT = 2			
5♣		7		Natural				
5♦		7		Natural				
							HIGH LEVEL BIDDING	
							RKCB (1430 if 4NT otherwise 30/41) 5NT odd with void, 6♣ even with void Over intervention: ignore doubles, D0P1 below 5x, DEPO above	
							Last train, 1 st /2 nd cue-bids	
							5NT always pick a slam	
							Non-serious 3NT (3♣ for hearts)	