

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level - 8+pts, 5+ cards, 2-level 10+points, usually 6+cards unless stronger
Cue bid of opponent's suit after partner overcalls shows good raise (10+ points, 3+ card support)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18, (11-14 in protective)
Responses as for 1NT opener
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, 6 cards 4-9points. (If Vul at 3 level, 7cards 7-10)
Unusual 2NT (5-5 lowest 2 unbid, 10+points)
Vs. 1♣(2+), 2♦ = 5-5 ♥+♠
Reopen: Intermediate jump overcalls (11-14ish), 2NT=19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels(10+), 5+,5+ (over m = both M, over M = oM+m)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C Majors (normally 54 either way). X = Pen (16+)
2D - One major
2H/S - That major + minor (5-4+)
2NT - Minors
Passed hand X - 4M5m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Vs Wk 2, Dbl= T/O (+Lebensohl, fast arrival to 3N shows stop), Cuebid = Stop ask, 2NT 16-19bal (+2N system) (Note 2)
Vs Wk 3, Dbl - T/O, 3NT 16+ bal, (Note 3)
Vs Wk 4, Dbl Values, 4NT 2 places to play
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. Str 1♣: X=Majors, 1NT=Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=9+, new suit=Nat Fl, 2NT=good raise (10+)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct/UB	
NT	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct/UB	2 <sup>nd</sup> /4 <sup>th</sup> , AQ Att, K Ct/UB	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Other: attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK, KQ,	AKJ, KQJ, KQT	
Queen	QJ	QJT, QJ9, KQx	
Jack	JT	JT9, JT8, A/KJT	
10	T9	T9, HT9	
9	9x	9x	
Hi-X	xXxx(x)	Xx, xXxx(x)	
Lo-X	HxxX, HxX, xXx	HxxX, HxX, xXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi-low even	Hi-low even	Hi Enc
Suit 2	Hi=Enc	S/P	Hi-Lo Even
3	S/P		S/P
1	Hi-low even	Hi-low even	Hi Enc
NT 2	Hi=Enc	S/P	Hi Lo Even
3	S/P		S/P
Signals (including Trumps): AQ Att, K Ct, others mostly count (Hi - Even)			
Suit preference occasionally (e.g. lead for ruff, shortage in dummy)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles takeout in suit auctions in first 2 rounds of bidding if a suit has not been agreed.			
1♣ - (1♦) - X = 44M; 1♣ - (1♦) - 1M = 4+M			
1m - (1♥) - X = 4♠, 1m - (1♥) - 1♠ = 5+♠			
1NT - (2X NAT) - X. 1NT - (2x NAT) - P - (P) - X			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X/XX up to 2H.			
Lead Directing X			
Double of shortage is save suggesting			
All doubles penalties when us or opposition open natural NT bid			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: England</b>
<b>PLAYERS: Maks Blicharz, Thomas Bradkin</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 card majors, 1NT=15-17, 2/1 F/G, 3 weak twos
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Pre-empts may be aggressive 1st NV & 3rd seat
Some use of Lebensohl 2N in competition after takeout doubles
Lebensohl 2N (Blackout) after reverse by opening bidder
Some use of 2N in competition as two places to play after takeout doubles by hand that has already limited itself by passing or opposite a passed hand takeout double
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		3	4♥	11-21	2♣ 10+ 4+♣, 3♣ 5-9 5♣, 2N Nat	2♣/♦ Checkback (Note 1)	(P/H) Fit jumps.
					2♣/♥/♠ 4-9 6cards	After 2♣ raise, 2♦ 12-14, 2N 18-19	(Comp) Cuebid, 10+ 4+♣
1♦		3	4♥	11-21	2♣ Nat FG, 2♦ 10+ 4card raise, 3♦ 5-9 5♦,	2♣/♦ Checkback (Note 1)	(P/H) Fit jumps
				Only 3 if 4432 shape	2N Nat, 2♥/♠ 4-9 6cards, 3♣ 9-11 6+♣	After 2♦ raise, 2♥ 12-14, 2N 18-19	(Comp) Cuebid, 10+ 4+♦
1♥		5	4♥	11-21	2/1=FG Nat, 2NT=FG 4♥, 3♥= 10-11 4♥, 1NT=semi forcing 5-11, 2♥=5-9 3-4♥, 2♠ 4-9 6♠, 3♣/♦ 9-11 good 6+♣/♦	2♣/♦ Checkback after 1♥-1♠-1NT After 1♠-2N, 3♣/♦/♠ shortage, 3♥ extras no feature, 3N 18-19Bal	(P/H) 2♣=8-11 3♥, 2♦=8-11 4♥, fit jumps
					3♣/4♠/♦ shortage 8-11 with 4+♥	4♣/♦ 5card suit, 4♥ min	(Comp) Cuebid, 10+ 3+♥
1♠		5	4♥	11-21	2/1=F/G Nat, 2NT=FG 4+♠, 3♠= 10-11 4card raise, 1NT=semi forcing 5-11, 2♣=5-9 3-4card raise, 3♣/♦/♥ 9-11 good 6+♣/♦/♥	After 1♠-2N, 3♣/♦/♥ shortage, 3♠ Extras no feature, 3N 18-19Bal, 4♣/♦/♥ 5card suit, 4♠ min	(P/H) 2♣=8-11 3crd raise, 2♦=8-11 4crd raise, fit jumps
					4♣/♦ shortage 8-11 with 4+♠, 4♥ to play		(Comp) Cuebid, 10+ 3+♠
1NT				15-17 Bal, can include 5M/6m	2♣ Non-prom Stayman + Smolen, 2♦/♥/♠/NT Tfr to ♥/♠/♣/♦ 3♣/♦=Nat FG, 6+cards 3♥/♠=shortage, 3oM(54m), 4♣/♦ = Transfer to ♥/♠	step 1 no fit after minor trf	After overcall, x T/O, new suits 2level NF, 2NT Leb (3N via Leb denies stop), Cuebid asks 4M, 3level 5+cards (inv below opp suit, GF above opp suit), 3N to play
2♣	X			GF	2♦Relay	2NT - 23-24bal, 3NT 25-26bal	After overcall, Pass = 0-3, X=4-6
2♦		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Feature)		
2♥		6 (5)		Weak two	2 new suit=F1, 2NT=Ask(Feature)		
2♠		6 (5)		Weak two	2NT=Ask(Feature)		
2NT				20-22 Bal	3♣ Stayman + Smolen, 3♦/♥ Transfers to ♥/♠, 3♠ Minor Stay, 4♣/♦/♥/♠ Transfer to ♥/♠/♣/♦		X T/O after 3-level overcall
3♣		7 (6)		PRE	new suit=Nat, F1		
3♦		7 (6)		PRE	new suit=Nat, F1		
3♥		7 (6)		PRE	new suit=Nat, F1		
3♠		7 (6)		PRE	new suit=Nat, F1		
3NT				Gambling	4♣=P/C, 4♦=shortage ask		
4♣		7		PRE			
4♦		7		PRE			
4♥		7		PRE			
4♠		7		PRE			
4NT				Specific ace ask			
5♣				PRE		<b>HIGH LEVEL BIDDING</b>	
5♦				PRE		1430 RKCB + Specific King Ask. DOPI/ROPI over interference	
5♥				PRE		Cues 1st or 2nd round control. May use Last Train Cuebid to show interest	
5♠				PRE			

## SUPPLEMENTARY SHEETS

### Note 1:

After 1NT Rebid (showing 12-14 balanced)

- Non-forcing hands in the majors get bid simply at the 2-level if possible (not clubs/diamonds because of 2C Checkback. 2D NF hand goes via 2C)
- Hands that are just looking for extra length in the majors - be they invitational or game forcing - go through 2C or 2D
- To set up a game force we have to go through 2D - direct bids are invitational. So...
- Invitational hands with 5+cards in their first bid suit go through 2C, puppet to 2D
- Invitational hands with only four cards in their first bid suit bid directly
- Strong hands go through 2D, which is an artificial enquiry and is forcing to game
- If we know where we want to place the contract in game, we just bid it without bothering with Checkback
- Direct NT raises are just like over a 1NT opening, so 2NT Inv to game, 3NT to play, 4NT Inv to slam, 6NT to play

### Note 2:

Defence to Weak 2s

- Double is for takeout (+ Lebensohl).
- 2NT shows 15-18 balanced with our 2NT system on.
- Cuebid of the opposition Weak 2 suit is a stop ask for 3NT (usually based on a running suit).
- Leaping Michaels (see next)

After Wk2D,

- 4C shows C + Major (4D now bid your major, 4M to play)
- 4D will show both majors.
- 4M Strong jump to play

After Wk2M

- 4C/D M + that minor
- 4oM Strong jump overcall

### Note 3:

Defence to Weak 3s

- Double is for takeout,
- 3NT shows 16+ points + stop - a hand where 3NT may be the best place to play.
- If the opposition open 3minor, then 4minor cuebid shows 5-5 in the majors and 14ish+ points.
- Non-leaping Michaels (see below)

Over 3C

- 4C - Both M
- 4D - D+M
- 4M - Strong Jump Overcall

Over 3D

- 4C - C+M
- 4D - Both M
- 4M - Strong Jump Overcall

Over 3M

- 4m - m + OM
- 4oM - To play
- 4M - Slam try oM + m

## 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