

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
aggressive 1 level (4++ cards); sound at 2 level. <1suit>-1M-P/X gets transfers from 2♣/1N jumps@3L=fit, @4L=splinter. over 1M, jump-cue=4cd in mixed raise
<b>1NT OVERCALL</b>
2 <sup>nd</sup> / sandwich / 4 <sup>th</sup> 15-18 / 16-19 / 11-14 system on, unless 2 suits bid (3+ promised) when lower/higher cue = invite with 4OM/5OM
<b>JUMP OVERCALLS</b>
preempt except strong over weak; 2N asks short 2N = lowest two suits (weak or strong) often 4m is m+OM or om+M at least 55 1X-P-P-2N: balanced 18-20 with system on
<b>DIRECT and JUMP CUE BIDS</b>
shows 55+ in ♥+♠ or OM+minor but 1♠-2♦ majors if 1♠ could be 2 (since 2♣ nat) response over major cue: 2NT asks, 3♦=GTM cue natural in some 4 <sup>th</sup> seat positions jump cue: asks for stop (holding long good suit) double-jump cue: good 4M bid
<b>vs. NT (1N, 1m-P-1N)</b>
2♣ : both majors (2♦ asks) 2♦ : one major with 2♥ pass/correct. 2♥/2♠ : major + minor jump in 2 <sup>nd</sup> /4 <sup>th</sup> = long & obstructive/constructive by PH: X=1minor or both majors with 2m p/c, 2m=5m4M hand and 2M=5M4m hand
<b>vs. PREEMPTS</b>
X=takeout. 3any-4same is MM or m+OM; over 2M: jump 4m = at least 55, m+OM (nf) <3any>-3N-<P>-4♣/4♦=ask/puppet
<b>vs. ARTIFICIAL STRONG OPENINGS</b>
aggressive. X/1♦/1N = two suits (CRO). 2N always ♣+♦ use NT as cue bid if none available.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-X-XX penalty; jump over 1♦/1M-X is fit jump

LEADS AND SIGNALS																											
<b>OPENING LEADS STYLE</b>																											
<table border="1"> <thead> <tr> <th></th> <th>Lead</th> <th>In partner's suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td rowspan="3">4<sup>th</sup> best but usually 2<sup>nd</sup> from bad suit</td> <td rowspan="3">same</td> </tr> <tr> <td>NT</td> </tr> <tr> <td>Subs</td> </tr> </tbody> </table>		Lead	In partner's suit	Suit	4 <sup>th</sup> best but usually 2 <sup>nd</sup> from bad suit	same	NT	Subs																			
	Lead	In partner's suit																									
Suit	4 <sup>th</sup> best but usually 2 <sup>nd</sup> from bad suit	same																									
NT																											
Subs																											
strong K at NT; K above 3N primarily rev count																											
<b>LEADS (not my own suit)</b>																											
<table border="1"> <thead> <tr> <th>Lead</th> <th>vs. suit</th> <th>vs. NT</th> </tr> </thead> <tbody> <tr> <td>Ace</td> <td>AK(+), A(+)</td> <td>AK+, AQJ+, AQT+</td> </tr> <tr> <td>King</td> <td>KQ(+), AK(+)</td> <td>AKJT, KQJ+, KQT9</td> </tr> <tr> <td>Queen</td> <td>AKQ(+), QJ(+)</td> <td>AQJ, (A)KQ+, QJ(+)</td> </tr> <tr> <td>Jack</td> <td colspan="2">(H)JT(+), J, Jx</td> </tr> <tr> <td>T</td> <td colspan="2">(H)T9(+), T(x)</td> </tr> <tr> <td>9</td> <td colspan="2">9(+). H98x(x)</td> </tr> <tr> <td>Hi-x</td> <td colspan="2">Sx, TSx(+)</td> </tr> <tr> <td>Lo-x</td> <td colspan="2">HxS, HxxS, HxxSx, HxxSxx, S (H=T+)</td> </tr> </tbody> </table>	Lead	vs. suit	vs. NT	Ace	AK(+), A(+)	AK+, AQJ+, AQT+	King	KQ(+), AK(+)	AKJT, KQJ+, KQT9	Queen	AKQ(+), QJ(+)	AQJ, (A)KQ+, QJ(+)	Jack	(H)JT(+), J, Jx		T	(H)T9(+), T(x)		9	9(+). H98x(x)		Hi-x	Sx, TSx(+)		Lo-x	HxS, HxxS, HxxSx, HxxSxx, S (H=T+)	
Lead	vs. suit	vs. NT																									
Ace	AK(+), A(+)	AK+, AQJ+, AQT+																									
King	KQ(+), AK(+)	AKJT, KQJ+, KQT9																									
Queen	AKQ(+), QJ(+)	AQJ, (A)KQ+, QJ(+)																									
Jack	(H)JT(+), J, Jx																										
T	(H)T9(+), T(x)																										
9	9(+). H98x(x)																										
Hi-x	Sx, TSx(+)																										
Lo-x	HxS, HxxS, HxxSx, HxxSxx, S (H=T+)																										
<b>SIGNALS IN ORDER OF PRIORITY</b>																											
<table border="1"> <thead> <tr> <th>Lead :</th> <th>Partner's</th> <th>Declarer's</th> <th>Discarding</th> </tr> </thead> <tbody> <tr> <td>Against Suits and NT</td> <td>high DISC low ENC but high ODD <small>on K at NT or above 3N</small> suit pref</td> <td>high ODD suit pref</td> <td>low EVEN (discourage) suit pref</td> </tr> </tbody> </table>	Lead :	Partner's	Declarer's	Discarding	Against Suits and NT	high DISC low ENC but high ODD <small>on K at NT or above 3N</small> suit pref	high ODD suit pref	low EVEN (discourage) suit pref																			
Lead :	Partner's	Declarer's	Discarding																								
Against Suits and NT	high DISC low ENC but high ODD <small>on K at NT or above 3N</small> suit pref	high ODD suit pref	low EVEN (discourage) suit pref																								
<b>Signals:</b> if high cards known, often rev count or many suit preferences.																											
<b>Later play:</b> count card is current 1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>																											
<b>TAKEOUT DOUBLES</b>																											
lots and lots; responsive to 4♥ (over ♥ generally denies ♠)																											
<b>ARTIFICIAL &amp; COMPETITIVE (RE)DOUBLES</b>																											
for a "different" lead: of slam, or by preemptor or of high cue in my suit. near automatic XX to show Hx in partner's suit of artificial=suit, but Stayman of weak NT=values																											

WBF CONVENTION CARD	
Category:	SENIORS/OPEN April 2024
Event:	
NCBO:	EBU
Players :	RICHARD CHAMBERLAIN & PATRICK SHIELDS
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1*(2+) WITH TRANSFERS, 5 CARD MAJORS	
2-over-1 GF	
2♣ strong, 2♦/2♥/2♠ are weak 1- or 2-suiters	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦	multi (weak two major, or balanced 20-21)
2M	less than opener, 55+, major and minor
2N	less than opener, both minors
LIGHT OPENERS IN 3 <sup>RD</sup> SEAT	
3N opener is running minor suit (little else 1 <sup>st</sup> /2 <sup>nd</sup> seat)	
SPECIAL FORCING PASS SEQUENCES	
1M <X> XX = F to 2M or X We bid game on power at RED (so not direct raises of the only suit) or via cue - and they bid on.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics: very rare over FSF (GF), lowest suit=neutral response	
Defence to multi 2♦: X balanced 12-16 or strong, <2♦>-P then 2N is minors, <2♦>-4♣/♦=♥/♠+minor(GF)	
After 1N-X-suit: X shows general values. Second X by second hand shows extra values & happy to defend. over 3N(m) opener: 4C=64MM, 4D=55MM	

				Richard Chamberlain & Patrick Shields	English Bridge Union	Apr 2024	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IN COMPETITION
1♣		2 (1)		clubs or balanced could have 5♦, a rare stiff club	will respond very light 1♦..1♠ transfers; 2♦/2M: low end weak two 1N/3♣/2N: natural, 4+♣ (NF,GF,NF) 3♣:weak, 3other: constructive	1R-1M/1N is flat 11-13/17-19; 1R-2N support. after 1M/1N rebid: 2any is special. relays after 1♠-1N; 2other-2N is asking. 1suit-2♣-2♦ is gf relay. 1R-2M: step1=ask, others=shortage	1♣-<1♠>-2L:transfers 1♣-2any-2Lsuit : NF 1♣-2any-2N:puppet
1♦		5		or 4 in 4441 always unbalanced hand	2M weak; 3♣ invite; 2N is GF support 1♦-2♦ = invite+ with 4♦, F3D 1♦-3♦ less constructive	1N rebid strong artificial (then 2♣=general GF) 2N jump rebid: good M support 1♦-1N-2♣: asks and 1♦-1N-2N shows clubs 1♦-2♣-suit: always shows extras (bid 2♦ else) 1♦-2♣-2N/3N : exactly 4441 with 14+/11-13	1♦-X-2M is fit jump
1♥ 1♠		5	4♠	natural	1N is 5-11; 2lower is GF; 2M top end 3cd raise; 2N is 4M GF; 1♥/1♠-3♣ : 4cd raise to 3M; 1♥-3♠+ and 1♠-3N+ shortages; suit jump invitational; 3M weak raise	1♥-1♠-1N flat 11-13 (checkback) 1♥-1♠/1N-2♣/2N is Gazilli-style (artificial) 1M-2M: continuations artificial (GT,OM,♣,♦) 1M-2N-3♣=min, other suits shortage	fit jumps at 3 level suit-2N=4cd supp,GT+ bid-2N good raise but different responses
1NT				good14-average17 could have singleton or 5M or 6m (but never all three)	2♣ asks for M, 2(4)♦/♥ transfer; 2♠/2N puppet: both show minor(s); 3X shortage; 4♠ asks for aces; 4♠ asks range	2♣-2♦-3M/4♥=♥+♠(diff ranges) 2♣-2M-3OM/4m = artificial with support for M 2♠-2N compulsory then 3m=♣+♦ weak/invite 2♠-2N-3♥/♠ shows good with ♣/♦ 2N-3♣-3M = shortage with ♣+♦	X at 2/3L=takeout; 2N puppet to 3♣; if X, XX is bid 2♣ and suit is lower of two; opener XX is 5cd suit
2♣	√	0		strong	2♦ neutral or negative any positive is forcing to 4♥	2♦-2♥ is either hearts or GF flat (2♠ relay) 2♦-3M: 9 playing tricks, NF 2♦-suit-lowest_bid = double negative/waiting	X=nothing to contribute, cue=2suiter
2♦	√	0		MULTI weak M or balanced 20-21	2(3)M pass/correct; 2N asks; 3m forcing, 4♣/♦ asks tf2M/M, 4M to play	2♦-2N-3♣/♦=♥/♠ non min, next bid asks again	2♦-X-XX says bid 2♥ 4m in competition on
2♥ 2♠		5	more in 4th	5M+5m, 3-11 according to seat & vulnerability	2♠ F1; 2N asking strength & minor 3♣ p/correct, 3♦ GT in M; 3OM invites	2M-2N-3M upper range with ♣/♦	any ♣/♦ below game is pass/correct
2NT				55+ ♣+♦, less than opener	3(4,5) ♣/♦ to play 3♥ asks majors, 3♠ game try 1minor	3♥-3♠/N=2+♥/2+♠ 3♠-3N accepts, creates GF	
3X		6		constructive in 2 <sup>nd</sup> seat	new suit is 1R force; 3M-4♣ and 3m-4om is slam interest	SLAM BIDDING	
3NT	√			long solid minor; little else if 1 <sup>st</sup> /2 <sup>nd</sup> seat	4♣ is pass/correct 4♦ asks short (bid M or other m)	4N ace asking with steps for 1/4 then 0/3 then 2/5 no Q, then 2/5+Q with 5N ask to bid kings (step5=even+void, more=odd+void)	
4X		6			over major, new suit at 5L is asking about losers there	intervention: P=step1, X/XX=step2 where it can be (else PEDO) unusual jump asks with void (exclusion RKC)	
4NT	√	0		asks specific aces	5♣=none, 5N=two, 6♣=club ace	use lowest free bid as Q-ask (if needed) then lowest=K-ask.	
5♣/♦		7				non-4N RKC gets responses of 0/3 then 1/4	
						over A: ask-steps 1/2-Qask : lowest trumps is no Q, else Q+bid K	