

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Natural. New suit = F except 2/1;
1M (1NT) 2♣=5OM and 2cs 1♣/1♦ (1NT) 2♣ = MM
(1x)-1M-...-2N = 4+ card raise, INV+
Jump in opponent's suit = mixed raise
Jumps in competition = weak e.g. (1♣)-1♥-(1♠)-3♦= FJ
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)
1-Suit: Pre-emptive
Over 1-suit: 2NT ask and new suit forcing unless 3rd hand bids
2-Suit: 2N = 2 lowest unbid suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels: (1m)-2m = Majors 5/5; (1M)-2M = OM+m 5/5
Jump cue ask for stopper in opponent's suit
(1♠/2♠) 4♠ = both minors
1♠ (1♦/H/S) 3cue = bid 3NT partner
VS. NT (vs. Strong/Weak; Reopening; PH)
Dbl = strong, 17+ v Weak NT but 5m, 4M v strong NT and BPH
2♣ = both majors
2♦ = 1 major
2M = M + m
2N = minors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = Takeout.
(3M) 3NT – then relays/transfer bids/non-leaping Michaels
(2M)-2N system on; Leaping/non Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = MM; 1NT = mm
OVER OPPONENTS' TAKEOUT DOUBLE
Jump fits over 1M at 4L
1M (x) 3NT= BAL Raise to 4M
Jump in partner's suit = weak 0-6

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partnership Suit	
Suit	2 and 4th	3 rd and low	
NT	4th best	4th	
Subseq			
Other: King asks for unblock or count v NT			
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, Q98x, J98x	9x(x), Q98x, J98x	
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			
King asks for count 5 level or higher			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Equal level conversion after takeout dbl			
After takeout dbl of M, responder's cue = 44minors F1/or any FG			
After takeout dbl of m, responder's cue = 4/4 majors F1 or any FG			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive, Competitive, No support dbls and rdbls			
1♣/1♦- (1♥)-dbl = 4♣			
1♣/1♦--(1♥)-1♠ = 5♠ +			
(1x)-1y-(dbl)-rdbl = competitive (8+) 2 cards in partners suit			
1l-(dbl)-rdbl = 9+ next double pens unless they jump or raise			
'Action' doubles up to 4♣			

W B F CONVENTION CARD
<u>Diana Nettleton & Sally Brock - ENGLAND</u>
Women's European Championships
June 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Short Club, 3 weak 2's
1♣ = 2+
1NT = 15-17
1M-2♣ = BAL/NAT GF
1♥/1♠ -3♣ = 3 card INV
1♥/1♠ -3♦ = 4 card INV
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣-2♦ = invitational in clubs
1♦-3♣ = invitational in diamonds
2♣ = Strong Bal 23+
2♦/2♥/2♠ = 5 or 6 card suit 5-9 depending on vul/position
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	ARTIFICIAL	MIN CARDS	NEG DBL TO					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	7♥	Natural	2♣ is GF. 2♦ INV in clubs 2M = pre-empt natural 3L = NAT, weak (3-9)	1♣ - 2♣ - 2♦ is less than 4♣		
1♦		4	7♥	Natural	2♦ = inverted raise GF; 2M = NAT weak; 3♣ = INV in ♦, 3M = SPL		Maybe jump fit	
1♥		5	7♥	Natural	2♣ = FG NAT/BAL; 2♦ = NAT GF; 2N = 4+ card raise FG;. 3♣ = 3-card LR in ♥, 3♦ = 9-11 raise, no shortage, 3♥ PRE. 3♠ = 4+ card raise with unspecified singleton; 3NT spade void; 4m singleton	1M-1N-2♣ diamonds. 1♠-1N-2♦ hearts. 1♥-1N-2♦ and 1♠-1N-2♥ either 6M or 18-19. 1M-1N-2M clubs min, 1M-1N-2N clubs 16-17 1M-1N-3x NAT FG. 2NT rebid after 1M-2♣/♦ FG = 6cM 1M-2N-3♣ = any min, 3♦ = not min no shortage	2♣ = Drury Jumps = fit *except mixed raise 2NT best raise	
1♠		5	7♥	Natural	2♣ = FG NAT/BAL; 2♦/♥ = NAT GF; 2N = 4+ card raise FG;. 3♣ = 3-card LR in ♠, 3♦ = 9-11 raise, no shortage, 3♥ NAT INV 3♠ PRE 3N = 4+ card raise with unspecified singleton; 4♣/♦/♥ void			
INT			7♥	15-17, 5M or 6m possible	2♣ = Stayman; 2♦/♥ = ♥/♥ 2♠ = BAL INV or ♣ 2N = puppet; 3♣ = diamonds; 3♦ = 5/4min 3M = SPL 4♣/♦ are 2-under transfers	Smolen 1N-2♣-2♦-2M = to play; 1N-2♣-2♦-2N = Nat INV		
2♣	✓	0		23+ BAL		2♣-2♦-2N = 24+. 2♣-2♦-2♥-2♠ relay-2N = 22-23 BAL		
2♦		(5)6		6 cards (5 possible) 5-9 hcp	2 new suit INV NF, 3 new suit NAT F1 2NT asks, then: rebid of suit minimum; 3♣ some shortage (3♦ asks); 3M feature after 2♦, NAT (4 cards) after 2M; 3N good suit	2N-3♣-3♦ asks shortage 2M-2N-3N = good suit no shortage		
2NT				20-21, 5M or 6m possible	3♣ = Muppet Stayman; transfers; 3♠ = mm; 4L = 2 below slam try	2N-3♣-3♥ = no 4M, then 3♠ = 54(3) major		
3♣		6		Natural	3♦ = asks for 3-card Major, 4♦ asks keycards and trump queen	3♣-3♦:3♥ = none, 3♠ = 3♥. 3NT = 3♠, 4♣ = both MM		
3♦		6		Natural				
3♥		6		Natural	4♣ asks keycards and trump queen			
3♠		6		Natural				
3NT	✓			Solid minor	4♦ asks for shortage 4♣/5♣/6♣ = p/c			
4♣		7		Natural	4♦ asks keycards and trump queen			
4♦		7		Natural	5♣ asks keycards and trump queen			
4♥		7		Natural	4♠ = to play 4NT asks keycards and trump queen			
4♠		7		Natural	4NT asks keycards and trump queen			
4NT	✓			Asks specific Aces	5♣ = 0; 5N = 2			
5♣		7		Natural				
5♦		7		Natural				
5M				Asks trump A/K				
							HIGH LEVEL BIDDING	
							RKCB (1430 if 4NT otherwise 30/41) 5NT odd with void 6L even with void; over intervention below suit = P = step 1, x = step 2, above = DEPO, and we ignore doubles	
							Last train, cue bids	
							5N always pick a slam	
							Non serious 3NT/3♠	