

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Fairly light, about 7-17, can (rarely) be 4 at 1 level. More length or values at 2 level.
No particular change in reopening but upper limit a bit lower.
Responses are F1 unless resp is passed h, or 2-over-1. 1NT and 3NT are NAT. 2NT is NAT over m but good 4+ raise over 1M overcall.
Cue = good raise over m, good 3 card raise over M if 2NT available
Jump cue = about 6-9, 4+ trumps. Jumps in new suits are fit, F to suit
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> live = 15-18 or so, can be off-shape.
Reopening = about 10-14 (15), stopper not promised.
Responses are per 1NT opener
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, ATV, (about 3-9 NV, 6-10 V). Can be weaker or stronger
opposite passed hand. Responses in new suits = F1, jumps in new suits are fit jumps unless game. 2NT if available is as for weak twos
UNT = lowest two unbid, wide ranging. 2nt in protective=19-21
Reopen: Intermediate (about 13-16) with responses as per weak 2s
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣, 2♣ = (55) Ms, with 2♦ relay for longer M, 2NT = 5+♥ & 5+♦.
1♦, 2♦ = 5+5+ Ms, 2NT = 5+♣ & 5+♥
1M, 2M = 5+5+ oM & m with 2NT relay and 3/4m P/C.
1M, 2NT = 5+5+ ms. Might overcall suit if 5-5 and 11-14, otherwise
All wide ranging. Jump cue = stopper ask. In 4 <sup>th</sup> 2NT = 19-21 BAL
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ = Ms with 2♦ asking for longer M, 2♦ = ♥ or ♠ with 2M P/C,
2NT relay, 2♥/♠ = 5♥/♠ & 4+m with 2NT relay and 3/4m P/C
2NT = minors, 3any = NAT and weak,
All the same from PH
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = T/O. Cue of weak 2 = stopper ask, cue of weak 3 = 2
suit. 2M, 4m = 55m & oM FG, 2♦, 3♦ = ask for stop, 4♦ = Ms, 4♣ =
55♣ & ♥/♠,
3m, 4m = Ms, 3♥, 4♥ = ♠ & m, 3♣, 4♣ = ♥ & m,, 2/3 M, 4NT = ms
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
2♣ (strong), Dble = Ms, 2NT = ms. (Same after (2♣), Pass, (2♦))
1♣, Dble = ♣, 1♦/M = nat, 1N = mm, 2♣ = MM, 2♦ = M, 2M = M+m
Others NAT. Higher jumps are weak
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suits F1. Jump raise = weak, jump new suit = fit. 2NT = good raise. 1x (Dbl) Redbl is forcing to 2x with PEN Dbls from both sides.
NF with takeout Dbls from both sides above 2x.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>n</sup> from bad, 4 <sup>th</sup> from Hxx(x) (10 is a H)	Same	
NT	Same except top from xxx	Same	
Subseq	Rev-ATT In NTs	Same	
Other: In NTs we lead K for unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(+), Rev. ATT	Same	
King	AK(+), KQ(+), CT	Same	
Queen	QJ(+), Qx, Q, Rev ATT	Same or KQx(x)	
Jack	J10(+), Jx, HJ10(+) J, CT	Same	
10	A109(+), K109(+), Q109(+), 109(+), 10x, CT	Same	
9	J98(+), (not 10), 9x, 9, CT	Same	
Hi-X	S, Sx, xSx, xSxx(+)	Same plus Sxx	
Lo-X	HxS, HxxS, HxxSx(+)	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	A, Q rev ATT (Lo = ENC)	Hi = Even	1 <sup>st</sup> = rev ATT (Lo = ENC)
Suit 2	Other Hi = Even	SP	Hi = Even
3	SP		SP
1	A, Q rev-ATT	Hi = Even	1 <sup>st</sup> = rev-ATT,
NT 2	Other Hi = Even	SP	Hi = Even
3	SP		SP
Signals (including Trumps): SP			
Remaining CT (Hi = Even) if playing H on first round.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
May be light (9+) with suitable shape. Does not promise om or both m (eg			
1♣, X may be 4423. Any shape allowed if 17+, Responder's cue F fit.			
2NT response if further competition is never NAT. Neg Xs throughout			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most Dbls are takeout or show extra values. Support dbles/redbles.			
1♣, (1♦), Dbl = 44Ms unless FG. 1♠, (1♥), Dbl denies 4♣. But			
1♦, (1♥), Dbl shows 4♣. 1m, 1♠, X usually has 4♥ but does not promise			
Negative Dbls at higher levels, no special shape promise.			
After overcall, Dbl from either side takeout. If overcall supported, then			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green /Blue/Red/HUM/Brown-Sticker:
<b>NCBO:</b> England
<b>PLAYERS:</b> Richard Creamer-John Pemberton
<b>EVENT (Open/Women/Senior/Transnational)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural
1NT 14+ - 17, may contain a singleton or 5M or 6m
5+M, 4+♦, 2+♣
Responses: 1♣, 1M can conceal longer ♦s if less than FG, jumps at 2 and 3 level are NAT and weak unless conventional
2 over 1 FG Short ♣ with transfer responses (see later)
2♣ strong, 2♦/♥/♠ weak, 3NT = solid m & no more than Qs
INV+ fit jumps in comp and by passed hand, ART 2NT in comp
1♦ opening either 18-19 bal with 4d or unbalanced.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦/♥/♠ = weak and nat
3NT = solid m and no more than Q(s) outside
Jump responses at 2 and 3 level = NAT & weak
1M, 1NT can be light or up to non-FG hand (about 5-11)
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have shown the values for game constructively
Some sequences where we have made penalty doubles on the previous round
1x-Dble-Redble Pass is forcing to <2x, Dble = Pens.
Pass NF and Dble takeout >2x
<b>IMPORTANT NOTES</b>
When opponents make two suited overcalls, then higher cue = good raise, other cue = FG with 4 <sup>th</sup> suit. Dbl is negative showing other major if one is unshown. 4 <sup>th</sup> suit = nat and to play
<b>Defence to multi:</b> Dbl= 12-15 semi-Bal or strong, Pass & Dbl= T/O, Dbl & Dbl = T/O, 2M, 3m O/C = nat, 4m = 5+m & 5M FG
<b>Defence to 2NT = simple landy, 3♣ = majors.</b>
<b>PSYCHICS:</b> Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG:DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	7♣	NAT (9 – 22) or BAL 11+-14 or BAL 17-19  All 11-14 balanced hands go via 1C, including 3352 .	1♦=4+♥, 1♥=4+♠, 1♠=no major, Int=♦GF 2♣=natGF, 1M can conceal longer ♦s unless FG. Can be light (3+). INT = 5+ - 10, 2NT = 11- 12, 3NT = 13 -15, all no M. 2♦/♥/♠ = weak (about 4-8), 3♣ = weak (about 3-8)	1♣-1red,then complete trsfr with weak no trump generally not with 4 card support. 1nt=18-19. 2M=4 cards or 3 in unbalanced (5431) hand. 3♦=18-19 bal raise (note 2). 2nt=3/4M+5/6♣ , see note 2. INT rebid can conceal 4 card Ms. 1♣-1nt 2/3♦ confirm fit. 1♣-2♣, then 2/3nt confirm fit, 2♦ is bal denying fit. 1♣-1♦-1♥-then 1♠= relay to 1nt. 1♣-1♥-1♠ then checkback (note 3). 2NT responses after 2♦/♥/♠ as per weak 2 openings.	1♣, (1♦), Dble = 44Ms usually, 1♣, (1♥), Dble denies 4♣ P.hand. 1♣-1nt is good bal 11. 2♣=7-11. 2nt= better club raise.  Cue = good raise
1♦		4	7♣	18-19 bal with 4+d or unbalanced with 4+d	1 level NAT. Can be light (3+). INT = 5 - 10, 2NT = 11-12, 3NT = 13 -15, all no M. 2♣ = NAT and FG, 2♦ = NAT and F3♦, 2♥/♠ = weak (about 3-8), 3♣ = NAT & INV (about 9-11), 3♦ = weak (about 3 – 8), 3♥/♠ = splinter	1♦, 1♥, INT can conceal 4♣s. Raising 1M to 2M promises 4M or UNBAL hand. 1♦, 1M-1nt=18-19. 1♦ IM 2nt=3/4M+5/6♣.Step responses (note 2) 2NT responses after 2♥/♠ as per weak 2 openings. 1♦, 2♣, 2♦ wide ranging, 2NT = 11-14 or 18-19	1♦, (1♥), Dble shows 4♣  Jumps are fit in competition or by passed hand. Cue = good raise
1♥		5	7♣	NAT (9-22)  Will not be 14+ 17 BAL	1♠ NAT, INT 5-11, NF  2♣/♦ = NAT & FG, 2♥ = NAT, 4-9, 2♠ = weak (3-8) & NAT, 2NT = FG 4 card raise, 3♣ = 3 card limit raise, 3♦ = 4-card limit raise 3♥ = 4 card weak raise, 3♠ = splinter somewhere, 3NT/4♣/4♦ = void ♠/♣/♦	1♥, 1♠, INT = 11+-14, 2NT = 18-19 Opposite Int response, 2c= good 14-17 any invite. 2other to play. 3-any =slam try. 4x=autosplinter.  1♥, 2♣/♦, 2♠ or new suits at 3 level show some extras, 2NT = 11+ - 14 or 18-19, BAL. 1♥-2NT, 3♣=any-min, 3♦ extras, non-min, 3♥/♠/nt=short c, d, om respectively, 4♣/4♦/4♥=void.	Cue of overcall = good 3 card raise, 2NT = good 4 card raise. From passed hand, 2♣= good 3/4 card raise, 2M = weak raise 2NT=good 4-card raise, 2♣/3♣/3♦ = fit jump  1♥ (dbl) 2♦=good raise.
1♠		5	7♣	Nat (9-22). As for 1♥	Similar to 1♥. 1♠, 2♥= NAT FG, 3♥ = NAT & INV	Similar to 1♥	1♠ (dbl)2♥=good raise.
INT				14+ - 17. Can contain a singleton, can have 5M, 6m or be (5422) shape for example	2♣ = Stayman, 2♦/♥/♠/NT = ♥/♣/♠/♦. 3♣/♦/♥/♠ =sets suit, slam try.	1NT, 2♣, 2♦, 3♥/♠ = 5♥&5♠ INV/5♥&5♠ FG 1NT, 2♣/2NT, 2NT/3♣ deny fit 3♣/♦ fit. 1NT, 2♣/2NT, bid, 3M = short, om = NAT	Dbl = takeout of NAT overcalls to 7♣, values of ART overcalls. 2NT and above = TRANS. Redbl to play
2♣	√	0	7♣	23+ BAL or any FG	2♦ = NEG or waiting, 2♥/2♣/3♣/3♦ = min KQxxx and about 8+.	2♣, 2♦, 2♥ = 23-24+ BAL or NAT, 2NT = 25-26 BAL, 2♣/3m = NAT,	Dbl of overcall = The weakest hand.

2♦/♥♠		6 (5)	None	Weak 2 (about 4-9 NV, 5-9 Vul). Can be weaker or stronger opposite PH. In 4 <sup>th</sup> about 10-14	All raises pre-emptive. New suits at two level are NAT and INV, NF. New suits at 3 level are NAT and FI. Jumps are fit unless to game when they are to play. 2NT = relay for range and values.	2♦/♥/♠, 2NT, 3 new suit = non min and over ♦: feature / over M: shortage, 3 suit = min, 3NT = KQxxxx or better and non min, usually few outside values, jumps = splinters	Dbl of overcall = PENs. 2NT if available still the relay. Cue = good raise
2NT			7♣	20-22 BAL, may have singleton May have 5M or 6m	3♣ = puppet Stayman, 3♦/♥ = ♥/♠, 3♠ = minors 4♣/♦/♥/♠ = ♥/♠/♣/♦, 4NT = INV, 5m = play	2NT, 3♣, 3♦, bid other major, or 4♣=both slam try, 4♦=both game only. 2NT, 3♦/♥, 3♥/♠ = 3 card fit. 3♦, 3♠ = 5♠s	Dbl of overcalls = takeout to 7♣. Redbl of dbles = to play
3♣/♦ 3♥/♠		6	None	Pre-empt (4+ NV, about 5+ Vul). Decent suit	All raises except to game = pre-emptive. New suits = FI. 3♦/♥/♠, 4♣ and 3♣, 4♦ are slam try	Natural 3041 responses to RKCB	Dbl of overcall = PENs Redbl of Dbl = values
3NT	√		None	AKQxxxx(+) in m. No more than Q(s) outside	4♣ = P/C, 4♦ = singleton ask, 4♥/♠ = play, 4NT = bid your m, 5♣/♦ = P/C	3NT, 4♦, 4♥♠/5♣/♦ = short in ♥/♠/♦/♣, 4NT = 7222	Dbl of overcall = Pens Redbl of Dbl = values
4♣/♦ 4♥/♠		7(6)	None	Pre-empt (0+ NV, about 5+ Vul). Decent suit Vul	Natural. Over 4m, 4M is to play. Over 4any, 4NT is RKCB, 5 new = cue	Natural 3041 responses to RKCB	Dbl of overcall = Pens Redbl of Dbl = values
4NT	√		None	Specific ace ask	5♣ = no ace, 5♦/5♥/5♠/6♣ = ace of ♦/♥/♠/♣. 5NT = any 2 aces	Natural	
5♣/♦ 5♥/♠		7	None	Natural pre-empt	New suits = cues	<b>HIGH LEVEL BIDDING</b>	
	√	6	None	Specific honour ask	Pass with neither of A or K of ♥/♠, bid 6♥/♠ with 1, bid 7♥/♠ with both	RKCB. Responses are 5♣ = 0 or 3, 5♦ = 1 or 4, 5♥ = 2 without TQ, 5♠ = 2 with TQ. After 5♣/♦: next suit (not Ts) asks for TQ / next suit but one (not Ts) asks for specific kings, after 5♥/♠ next suit (not Ts) asks for specific kings. Response to K ask: Bid king you have or if two the one you haven't, or bid grand. ROPI, DOPI and DOPE over intervention	
						Cue bids 1 <sup>st</sup> or 2 <sup>nd</sup> round control. Missing a suit denies control in that suit unless it is a negative control in partner's suit. Pass and Pull = slam try, Dbl regressive	

Notes:

- Two-way checkback after 1nt shows 18-19 or 11-14, and also after 1♣-1♥-1♠. 1 2♣ is relay to 2♦, and subsequent bids are invites. 2♦ is gf checkback.
- 1minor-1major-2nt shows 5minor + 4-card support or 6minor and 3+ card support, and 16+. Responder bids 3m=4card major minimum, 3om=4card major game-force. 3M=5-cards nf. 3OM=5 cards FG.
- After 1c-1major 3♦, showing 18-19 balanced raise. Retransfers apply.
- Serious/non-serious 3♠/3nt. If a major fit is found and the sequence is Game-forcing, then next step 3♠/3nt is used to show a non-serious but cooperative hand. Other cues are serious control showing.
- Short/no short 3nt. If a major fit is found at 3 level but is not game forcing, then 3♠/3nt is slam try with no shortage, other cues are shortness showing slam tries.  
For (4) and (5) if hearts agreed, then 3nt shows a spade cue.