

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 are 2 level.
No particular change in reopening but upper limit a bit lower.
Responses are F1 unless responder is passed hand. 1NT and 3NT are NAT. 2NT is NAT over m but good 4+ raise over M 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 offshape.
Responses as per 1NT opening
Reopening = about 10-14 (15), stopper not promised.
Responses are per 1NT
(1x) Pass, (2x) 2NT = NAT and strong. (1x) Pass, (2y), 2NT = NAT
<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 are 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
Reopen: Intermediate (about 10-14) with responses as per weak 2s
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣, 2♣ = (54) Ms, with 2♦ relay for longer M, 2♦ = 5+5+ Ms, 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
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>
VS all from non PH:
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 = ms or any FG 2 suiter, 3m = NAT and wide ranging,
3M = NAT and weak
PH same plus Dbl = 4M & 5m with 2♣ P/C and 2♦ = bid your M
<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♦ = 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>
1/2♣ (strong), Dble = Ms, 1/2NT = ms.
Same after (1/2♣), Pass, (1/2♦)
Others NAT. All 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>nd</sup> & 4 <sup>th</sup> from bad, low from Hxx(x) (10 is a H)	Same, except top from xxx if supported	
NT	Same	Same	
Subseq	ATT In NTs	Same	
Other: In NTs we lead an H for unblock of card below (eg Q from KQ109(+))			
K from AKJ10(+). MUD v suits. Against NTs MUD but occasionally Sxx			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), A(+) ATT	Same	
King	AK(+), KQ(+), CT	KQ(+), AKJ10(+), CT or Q	
Queen	QJ(+), Qx, Q, CT	QJ(+), KQ109(+), CT or J	
Jack	J10(+), Jx, J, CT	J10(+), QJ98(+), CT or 10	
10	A109(+), K109(+), Q109(+)	Same	
	109(+), 10x, CT		
9	H98(+)(not 10), 9x, 9, CT	Same	
Hi-X	S, Sx, xSx, xSxx(+)	Same	
Lo-X	HxS, HxxS, HxxSx(+)	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	A ATT (Hi = ENC)	Hi = Even	1 <sup>st</sup> = ATT (Hi= ENC)
Suit 2	Hi = Even others	SP	Hi = Even others
3	SP		SP
1	A ATT	Smith	Smith if not before
NT 2	Hi = Even others	Hi = Even	1 <sup>st</sup> = ATT, Hi = Even
3	SP	SP	SP
Signals (including Trumps): SP or desire for ruff (Hi-low from 3 cards)			
Smith: high-low from either hand likes the lead			
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 4252 or like, 1♣, X may be 4423. Any shape allowed if strong (say 17+). Responder's cue F fit unless passed hand when both Ms.			
2NT response if further competition is never NAT. Neg Xs throughout			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Almost all Dbls are takeout or show extra values. No support doubles.			
1♣, (1♦), Dbl = 44Ms unless FG and no suitable alternative			
1m, (1♥), Dbl denies 4♠, 1m, 1♠, X usually has 4♥ but does not promise			
Negative Dbls throughout, no special shape promised.			
After overcall, Dbl from either side takeout. If overcall supported, then			
Dbl if no room is game try. See also forcing pass sequences			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green /Blue/ Red/ HUM/ Brown Sticker:
<b>NCBO:</b> England
<b>PLAYERS:</b> John Holland – Alan Mould
<b>EVENT</b> (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural
1NT 14+ - 17, may contain a singleton or 5M or 6m
5+M (semi-F INT), 4+♦, 2+♣
Responses: 1♣, 1M can conceal longer ♦s if less than FG, jumps at 2 level are NAT and weak, at 3 level NAT and INV
2 over 1 FG
2♣ strong, 2♦/♥/♠ weak, 3NT = solid m & no more than Qs
INV+ fit jumps in comp and by passed hand, ART 2NT in comp
<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 level = NAT & weak, at 3 level NAT & INV
1M, INT can be light or up to non-FG hand (about 3-11)
<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 under opener's suit = good raise, other cue = FG in 4 <sup>th</sup> suit,
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 = ms:</b> 3♣/♦ = Ms, better ♥/♠, 3M nat
<b>Defence to 4♣/♦ = good 4♥/♠ bid:</b> Dble = T/O of M, 4M = 5oM & 5m
<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 33, or 32 ms always open 1♣. 44ms open 1♣ unless ♦s good	1 level NAT. 1M can conceal longer ♦s unless FG. Can be light (3+). INT = 5+ - 10, 2NT = 11-12, 3NT = 13 -15, all no M. 2♣ = NAT and F2NT, 2♦/♥/♠ = weak (about 3-8), 3♣ = weak (about 2-8)	1NT rebid can conceal 4 card Ms. Raising 1M to 2M promises 4M or UNBAL hand 2NT responses after 2♦/♥/♠ as per weak 2 openings. 1♣, 2♣, 2♦ = NAT or WNT	1♣, (1♦), Dble = 44Ms usually, 1♣, (1♥), Dble denies 4♣ Jumps are fit in competition or by passed hand. Cue = good raise
1♦		4	7♣	Any five or if 4, then min KJxx. 32ms always open 1♣, 44ms open 1♣ unless ♦KJxx or better. 55ms always open 1♦. 4♦ & 5♣ always open 1♣	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 F2NT, 2♥/♠ = weak (about 3-8), 3♣ = NAT & INV (about 9-11), 3♦ = weak (about 0 – 8), 3♥/♠ = splinter	1♦, 1♥, 1NT can conceal 4♠s. Raising 1M to 2M promises 4M or UNBAL hand 2NT responses after 2♥/♠ as per weak 2 openings. 1♦, 2♣, 2♦ wide ranging, 2NT = 11-14 or 18-19, 1♦, 2♦, 2♥ = NAT or WNT	1♦, (1♥), Dble denies 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 4-11, NF, only 12-14 BAL passes, 2♣/♦ = NAT & FG, 2♥ = NAT, 4-9, 2♠ = weak (2-8) & NAT, 2NT = FG 4 card raise, 3♣ = NAT & INV (about 9-11), 3♦ = 3 card limit raise, 3♥ = 4 card limit raise, 3♠ = splinter somewhere, 3NT/4♣/4♦ = void ♠/♣/♦	1♥, 1♠, INT = 11+-14, 2NT = 18-19 1♥, 2♣/♦, 2♠ or new suits at 3 level show some extras, 2NT = 11+ - 14 or 18-19, BAL. 1♥, 2NT, 3♣/♦/♠ = length, 3♥ = 6♥ or 4♣ & 5♥, 3NT = 18-19 BAL or good 12-14, 4♥ = dead min	Cue of overcall = good 3 card raise, 2NT = good 4 card raise. From passed hand, 2♣/♦ = good 3/4 card raise, 2♠ = 4 card raise with shortage somewhere, 2NT/3♣/3♦ = ♠/♣/♦ fit jump
1♠		5	7♣	Nat (9-22). As for 1♥	Similar to 1♥. 1♠, 2♥ = NAT FG, 3♥ = NAT & INV	Similar to 1♥	Similar to 1♥.
INT				14+ - 17. Can contain a singleton, can have 5M, 6m or	2♣ = Stayman, 2♦/♥/♠/NT = ♥/♠/♣/♦. 3♣/♦/♥/♠ = short ♣/♦/♥/♠, 4♣ = 55MS, game	1NT, 2♣, 2♦, 3♥/♠ = 4♥ & 5♠ / 5♥ & 4♣, FG 1NT, 2♠/2NT, 2NT/3♣ deny fit 3♣/♦ fit.	Dbl = takeout of NAT overcalls to 7♠, values of ART overcalls. 2NT and
				be (5422) shape for example	only, 4♦/♥ = ♥/♠, 4♠ = bad 4NT bid or slam drive	1NT, 2♠/2NT, bid, 3M = short, om = NAT	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+. 3♥/3♠/4♣/4♦ = AKQxxx min	2♣, 2♦, 2♥ = 25+ BAL or NAT, 2NT = 23-24 BAL, 2♠/3m = NAT, 3♥/♠ = 4♥/♠ & 5+♦s	Dbl of overcall = takeout from both sides.
2♦/♥/♠		6 (5)	None	Weak 2 (about 3-8 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 values in suit, 3 suit = min, 3NT = KQxxxx or better and non min, usually no 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♣ = Stayman, 3♦/♥ = ♥/♠, 3♠ = ms slam try, 4♣/♦/♥/♠ = ♥/♠/♣/♦, 4NT = INV, 5m = play	2NT, 3♣, 3♦, 3♥/♠ = 4♥ & 5♠ / 5♥ & 4♣, FG 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 (0+ NV, about 5+ Vul). Decent suit Vul	All raises except to game = pre-emptive. New suits = FI. 3♦/♥/♠, 4♣ and 3♣, 4♦ are RKCB	Natural 4130 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 & 4NT is to play. Over 4M, 4NT is RKCB, 5 new = cue	Natural 4130 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♣ = 1 or 4, 5♦ = 0 or 3, 5♥ = 2 without TQ, 5♠ = 2 with TQ. After 5♣/♦ next suit (not Ts) asks for TQ. 5NT asks for lowest K 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	

