


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
2nd position overcalls: 6+ points NVUL or 9+ points VUL at 1L, sound usually 6-card suit at 2L
Responses to 2nd position overcalls: simple raise = NF jump raise = PRE, change of suit = NF, Jump change = fit, Cue bid = 3+ card fit or GF without fit
4th position overcalls: 7-14, DBL = 8-14 T/O OR 15+ any
Responses to 4th position overcalls: transfer a king
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd = 15-18
4 th = 11-14 (if 2 nd and 3 rd hands both pass)
4 th = 15-18 (if 3 rd hand bids)
Responses are as over 1NT opening (see inside)
JUMP OVERCALLS (Style; Responses; Unusual NT)
2 nd = All jumps are weak except 3♣ is 2 suits (♣&♥ or ♦&♠)
2 nd = 2NT shows two suits of same rank (MM or mm)
4 th = 2NT is 19-21, Jump bids show 11-14 6-card suit except 3♣ is 2 suits (♣&♥ or ♦&♠)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue: 2 suits of same colour (♣&♠ or ♦&♥)
Jump cue: (over 1-level opener) asks for stopper
Reopening cue: As in direct position
VS. NT (vs. Strong/Weak; Reopening; PH)
All unpassed hands DBL = 15+, 2♣ = ♥ & another, 2♦ = ♠ & another, 2NT = minors. 3L = wk See Note 4
All passed hands DBL = mm or MM, 2♣ = ♣+M, 2♦ = ♦+M 2♥ = ♥+m, 2♠ = ♠+m. All anchor to longer suit.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs weak 2M: DBL=T/O, 2NT=15-18, CUE asks stop, jumps = strong, 4m=m & OM, 4NT = mm
Vs weak 2♦: as above except CUE=MM, 4m=♣ & linked M,
Vs 2♦ multi: DBL = 12-15 or 19+, 2NT = 15-18 In response to all T/O DBLs above, we use Lebensohl
Vs 3-level: DBL = T/O, cue = 2 suits,
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣: DBL=♣&♠ or ♦&♥, 1♦=MM or mm, 1NT=♣&♥ or ♦&♠ 2♣ = wk 2♦ or MM, 2♦ = wk 2♥ or ♣&♠, 2♥ = wk 2♠ or mm, 2♠ = wk 2♣ or ♦&♥, 3L= wk
Vs 2♣: DBL=♣&♠ or ♦&♥, 2NT=MM or mm, 3♣=♣&♥ or ♦&♠
Vs 1♦ or 1♣-1♦: DBL=♣&♠ or ♦&♥, 1NT=♣&♥ or ♦&♠, 2♣=MM or mm, 2♦/♥/♠ as over 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = punitive, 9+ less than xxxx in partner's suit, raises Are PRE, Jump shift is GF, 2NT is sound raise, New suit is F1

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from bad suits, MUD	As previously	
NT	4 th , 2 nd from bad suits, MUD	As previously	
Subseq	4 th , or top from xxx	As previously	
Other:	Vs NT K asks for unblock, A & Q asks ATT, No MUD in partner's suit if SUP		
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	As suits	
King	AK, AKJ10(+), KQx(+)	AKJ10(+), KQJ(+), KQ10xx(+)	
Queen	QJ, QJx(+), AQJx(+), Qx	As suits, or KQx(+)	
Jack	J10, J10x(+), (A/K)J10x(+)	As suits but maybe QJx(+),	
10	10x, 109, 109x(+), H109x(+)	As suits	
9	9x	109xx(+), 9x	
Hi-X	xSxx, Sx, xSx	As suits	
Lo-X	HxxS(x)	As suits	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi= Even	Hi= Even	LO=Enc
Suit 2	Lo= Enc	S/P	Hi=Even
3	S/P		S/P
1	Hi= Even	Hi= Even	LO=Enc
NT 2	Lo= Enc	S/P	Hi=Even
3	S/P		S/P
Signals (including Trumps):			
Suit preference			
Hi-Lo in trumps reverse count (hi-lo is odd)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light (10+) with classic shape, equal level conversion, Pre-balancing doubles			
Responsive doubles (may include OM)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive doubles, Game-try doubles, Lightner doubles Rosencrantz RDBL of opposition DBL shows Ax or Kx			
1NT-(2L NAT)-DBL = T/O			
1NT-(2L ART)-DBL = 11+, Hxx(+) in bid suit			

W B F CONVENTION CARD	
CATEGORY:	Ladies 
NCBO:	England
PLAYERS:	Catherine Jagger Sarah Teshome
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
1NT opening 12-14 (may have good 11)	
Natural bidding (opening 4-card suits, lowest ranking first)	
4-card majors	
Weak 2 bids in ♦/♥/♠ - 5-9 points	
2over1 responses F1	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣ any game force or 23+	
Weak 2 bids in ♦/♥/♠ - 5-9 points (strong in 4 th)	
Scrambling 2NT in competition	
Lebensohl - suit bids show values in (2M)-X-(P)-3 any	
Fit-showing jumps in response to overcalls	
SPECIAL FORCING PASS SEQUENCES	
(1NT)-X-(2m)-P	
IMPORTANT NOTES	
1NT-(2L)-2NT = Lebensohl (direct cue bid denies OM)	
Two suited overcalls showing 6-4 (See Note 5)	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING AND COMPETITION
1♣ } 1♦ }		4	4♦	Natural open lower of 2 four-card suits open 1♦ with 4441, or 1444 min open 1♣ with all other (4441)	2m = inverted 4+ card raise with 10+ points 2NT = 0-5, 5-card raise 3m = 4+ card raise with 5-9 points Single jump change of suit natural & GF Double jump change of suit = splinter	2♦/♥/♠ 10-14, NAT & F1, 2NT = GF 1NT=15-17 (See Note 1)	Jump change of suit = Fit 1♣-2NT(♦&♥): 3♥ = raise, 3♦ = F1 with ♠, 3♠ = NAT, NF
1♥ } 1♠ }		4	4♦	Natural open lower of 2 four-card suits only 4 if 15-19 bal and no lower suit	2M = 3 card SUP 5-9 HCP or 4 card SUP 4-6 HCP 2over1 = natural & F1. 3M=4 card SUP 5-9, 8-loser 2NT = 4+ card SUP with 10-11HCP or 16+HCP Single jump change of suit natural & GF 3NT = 4+ card SUP 12-15 points balanced Double jump change of suit = splinter 11-15	long suit trial bids See Note 2	Jump change of suit = Fit 1♠-2NT(♦&♣): 3♦ = raise, 3♣ = F1 with ♥, 3♥ = NAT, NF
1NT		2		12-14 points (may have 11 points) May have 5M or 6m	2♣ stayman asking for M 2♦ transfer to 2♥ (may not have hearts) 2♥ transfer to 2♠ 2♠/2NT transfers to 3♣/3♦ 3♣ shows 5/5 in majors slam try 3♦ shows 5/5 in majors invitational 3♥/3♠/4♣/4♦ natural slam try	After any response, 3m is now Nat & GF Break to 2♠ max/2NT min. 1N-2♦-2♥-2♠ denies hearts & asks for opener's range 2N maximum with fit, 3♠ minimum with fit 3♣/3♦ shows at least Qxx 3♦ shows a 3-card major, 3NT no fit 4NT = no interest in slam	
2♣	✓	0		23+ points any distribution	2♦ is negative or waiting 2NT is a balanced positive 2♥/2♠/3♣/3♦ are natural and positive	2♥ is a relay to 2♠ after which opener bids 2NT to show 25+, or bid another suit to show that suit and ♥	
2♦ } 2♥ } 2♠ }		5		Weak two: 5-9 HCP (1st/2nd), 0-12 HCP (3rd), 15+ HCP (4th) May be 5 cards in 1st/3rd NV (only)	2♥/♠ = natural, constructive but NF 2NT = enquiry 3♣/3♦/3♥/3♠ = natural and F1	Over 2NT enquiry - 3♣ = wk hand & wk suit, 3♦ = wk hand & good suit, 3♥ = good hand & poor suit, 3♠ = both good	New suit NF
2NT		2		20-22 points	3♣ = 5-card Stayman 3♦/3♥ = transfers to 3♥/3♠ 3♠ = enquiry for minors 4♣/4♦/4♥/4♠ = natural slam tries and F1	3♦ = no 5M, 3NT = 2♠ & 3 or fewer ♥ 3♠/3NT = 5OM, other breaks = NAT & FIT 3NT = no 4-card m, 4♥=5♣, 4♠=5♦ 4NT = no interest in slam	See Note 3
3♣/3♦ 3♥/3♠		6		0-9 points	New suit = F1		
3NT	✓	7		Gambling – solid minor, no A/K outside	4♣ is convertible, 4♦ is a singleton enquiry	4NT no singleton, 5♣ = ♦, 5♦ = ♣	
4♣/4♦ 4♥/4♠		7		Natural pre-empt	Over 4m - 4M/4NT = NAT Over 4M - 4NT = RKCB		
4NT	✓	0		Specific Ace asking	5♣=0, 5♦=♦A, 5♥=♥, 5♠=♠, 5NT=♣, 6♣=2	HIGH LEVEL BIDDING	
5♣/5♦		8		Natural pre-empt		RKCB: 5♣ = 0/3, 5♦ = 1/4, 5♥ = 2/5 without Queen, 5♠ = 2/5 with Queen (DOPE, ROPE) Over 5m response, Step 1 asks Q, trump suit denies, others show Q and specific K. 5NT asks specific K. Voidwood. Six-Ace. Cue bids = first or second round controls. 4NT can be quantitative	
5♥/5♠		8		Asks for raise to slam with specific trump honours			

Supplementary notes for Catherine Jagger & Sarah Teshome

(1) Development over 1NT rebids showing 15-17

2♣ is a relay to 2♦ after which all bids are non-forcing

2♦ is a game-forcing bid, opener is required to describe her hand further

All other bids are natural and invitational. So: -

1♥/♠-1NT-2♣ = Please bid 2♦ which will either be passed or converted

1♣-1♥-1NT-2♣-2♦-2♥ = Weak and to play, ditto spades

2♥ = Shows 3 hearts and may still have 4 spades

1♣-1♥-1NT-2♦-2♠ = Shows 4 spades and denies 3 hearts

1♣-1♥-1NT-3♣ = natural and invitational

(2) Responses to 1M-2NT showing a raise to 3M or 5M

3♣ is a game-forcing relay

3♦ is invitational opposite a raise to 3M

3NT is a strong balanced hand in the range 15-19

4L bids are singletons and slam tries opposite a raise to 3M

(3) Further agreements over 2NT openers

2NT-3♣-3♦-3♥-3N-4♣/♦ is a hand with four hearts and five spades, and the 4♣/♦ is a cue-bid with slam interest.

2NT-3♣-3♦-3♥-3N-4♥ is a hand with four hearts and five spades, and the 4♥ is a transfer back to 4♠.

2NT-3♣-3♦-3♠-3NT-4♣ = at least 4 clubs, interested in slam. Holds 4 spades

2NT-3♣-3♦-3NT = natural

2NT-3♣-3♦-4♣/♦ = at least 4 clubs or diamonds, interested in slam. Holds 4 hearts. This is because responder cannot readily bid 3♥ as opener might bid 3♠ over which 4m would be a cue agreeing spades.

2NT-3♣-3♦-4m-4♥ is to play, while cues are ambiguous as to which suit is agreed. 4NT immediately is a sign-off, and subsequently six-ace

2NT-3♣-3♦-3♠-3NT-4m = natural with four spades and a four card minor

2NT-3♣-3♦-4♥/4♠ = a three card major and a five card minor, with hearts showing clubs and spades showing diamonds

2NT-3♣-3♥/♠ = 5 card suit, (3♠ natural now, 4♣/♦ are cues).

Over 2NT-3♦-3♥-3♠ we play 'flags', that is, 4♣ agrees hearts, 4♦ agrees spades, both being interested in slam.

2NT-4♣/4♦/4♥/4♠ = slam tries – over which 4NT shows no interest and another bid is a cue. In the sequence 2NT-4♥-4NT-? If responder bids on it is a response to RKCB showing a hand which was forcing to slam with six hearts.

(4) Developments over Aspro overcalls 2♣-2♦ over the opposition 1NT opener (only applies to unpassed hands)

(1NT)-2♣-(P)-2♦ = Denies 4 hearts and several other hands.

(1NT)-2♣-(P)-2♥ = Shows 4 hearts, or 3 and unsuitability for 2♦ bid

(1NT)-2♣-(P)-2♠ = Weak with spades.

(1NT)-2♣-(P)-2NT = Natural and invitational.

(1NT)-2♣-(P)-3♣ = Artificial enquiry, (GF).

(1NT)-2♣-(P)-3♦ = Invitational with 3 hearts (Over 2♦ overcall showing spades & another, 3♦ = Invitational)

(1NT)-2♣-(P)-3♥ = Invitational with four hearts.

(1NT)-2♣-(P)-2♦-(P)-P = 5 diamonds, 4 hearts.

(1NT)-2♣-(P)-2♦-(P)-2♥ = 5 hearts and a minor.

(1NT)-2♣-(P)-2♦-(P)-2♥-(P)-2NT = Bid your minor please.

(1NT)-2♣-(P)-2♦-(P)-2♥-(P)-3♠ = Attempt to play here.

(1NT)-2♣-2♦-2♠ = Majors, better spades.

(1NT)-2♣-2♦-2NT = 5-5 hearts and clubs, interest in game.

(1NT)-2♣-2♦-3♠ = 4 hearts, 5+ clubs, weak.

(1NT)-2♣-2♦-3♦ = 5-5 hearts and diamonds, interest in game.

(5) Two suited overcalls after the opposition have opened and responded with two different suits

The principle is that we link clubs to hearts and diamonds to spades. If the principle that we link clubs to hearts and diamonds to spades doesn't work, then we link to the suit of the same rank. For instance: -

Where the auction has gone (1♥)-P-(1♠)-?

- 2♥ shows six clubs and four diamonds
- 2♠ shows six diamonds and four clubs

Where the auction has gone (1♣)-P-(1♠)-?

- 2♣ shows six hearts and four diamonds
- 2♠ shows six diamonds and four hearts

Where the auction has gone (1♦)-P-(1♠)-?

- 2♦ shows six clubs and four hearts
- 2♠ shows six hearts and four clubs