



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1 level overcalls: Agressive, 8+ pts, 5+ cards		Lead	in Partner's Suit		
2 level overcalls: 10+ pts, Good 6+ cards, may be weaker in protective	Suit	2nd/4th, MUD, STD honour leads	low from xxx, otherwise same		
Responses to both: Cue = good raise with 10+ pts, New suit = F1	NT	2nd/4th, MUD, STD hon leads	low from xxx, otherwise same		Category: NATURAL (Green)
Jump into new suit = 3+cd support and a source of tricks here	Subseq	2nd/4th, MUD, STD hon leads	low from xxx, otherwise same		Country: England
Upper range of about 18 points (X and rebid with more)	Other:			Event: Channel Trophy	
Preemptive raises, 1N response = 6-9 with stop, 2N = 10-12 with stop				Players: Shivam Shah and Tommy Brass	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-17 in direct, 6m or 5-4 possible, can't have a singleton, shows a stop	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
10-14 in protective, more shape than above possible, must have stop	Ace	AKx(+) or Ax REV ATT	AKJ(+) REV ATT		2/1 GF, (14)15-17 NT, 3 weak 2s, Better Minor, 5 card majors
System on as over 1N opening	King	AK(+) or KQ(+) or Kx CT/UB	AKQ(+) or KQ(J/T)(+) CT/UB		Reasonably conservative preempting style except in 1st/3rd NV
	Queen	QJ(+) or Qx REV ATT	(A/10)QJ(+) REV ATT		
	Jack	(K)J10(+) or Jx REV ATT	(H/9)J10(+) REV ATT		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9(+) REV ATT	(H/8)109 REV ATT		
1-Suit: 5-9 points, 2N response=invite, 3x=good raise, raise=weak(12)	9	9(x)	9(x)		
2-Suit: (1m) 2m=55+ majors; (1M) 2M=5OM & 5m(<10pts or 16+) (12)	Hi-x	Sx or xSx(+)	Sx or xSx(+)		1NT Openings: 15-17
2N = 5+ cards in lowest 2 unbid suits (<10pts or 16+) Note 12	Lo-x	(H/10)xxS(+)	(H/10)xxS(+)		2 OVER 1 ResponsGF
Reopen: Weak jumps, must be 6 cards; 2N = 18-19 points, Note 12	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1H - 1S = 0-4 spades and 6-11 points
Jump cue bids are stop asks, usually with a long running minor	Suit: 1st	Rev Att/Count on K	Count	High=High suit	1H - 1N = 5+ spades and 6+ points
Michaels' Cue (<10 pts or 16+); (1m) 2m = 5h5s+, (1M) 2M = 55+ OM+m	2nd	Count		Count	
After (1M) 2M: 2N or X asks for minor, 3C/D = Nat/forcing, 3M = stop ask	3rd				
	NT: 1st	Rev Att/Count on K	Count	High=High suit	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count		Count	
X = Penalties (15+ pts) ♠Passed hand: 5m4M♥	3rd				
2C = Landy (5-4 or better in majors, 10+ pts) then 2D asks. 2N=invite	Signals (including Trumps): Suit pref when looking for ruff, Suit pref in trumps				
(1N) 2C: 3C/D = F1, 3H/S = Preempt, 2D then 3M = invite	Suit pref when singleton in dummy				
(1N) 2N = Strong 2-suiter, Sound weak jump overcalls	Suit pref when declarer marked with shortage				
X of stayman shows 15+ pts, X of Xfers shows the suit they bid & 10+pts	DOUBLES				
All bids natural in defence to 2N, X of reopening 1N is pens & others=nat	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	12+ pts with shortage or very strong hand, may have a doubleton in an				
If natural: X = t/o, cue = stop ask, 2N = 16-19 bal (system on)	unbid minor, otherwise you should have 3+ cards in the other suits if you				
Note 13 for leaping michaels, Note 14 for FASS lebensohl	have the weak version. Must be 44+ after 2 suits bid. Jump responses				
If artificial: X = 13-16 bal or big hand, cue = nat, 2N = 17-19 bal.	are 9-11 invitational, a cue is FG. Reopening Xs can be as little as 8pts				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				(1N) X (2m) pass = forcing, bid = weak, x = t/o
X = majors (44+), 1N = minors (44+) 8+ points	Negative to 3S, Responsive to 3S, 4 level and above is values showing				Forcing pass once we show constructive values for game,
Agressive weak jump overcalls	Game try double if there is no room for a game try				X = pens if pass = forcing
	X of NT is pens, X when we've found a fit or implied length is for penalties				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Support doubles & redoubles, X = pens by partner of preempter				
OVER OPPONENTS' TAKE OUT DOUBLE	Lightner lead directing doubles.				
Jump raise = preempt, XX = 9+ no fit, 2N = limit raise or better					
New suit = F1, Jump = fit jump, splinters still apply, 3N = flat hand					Psychics:

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble th	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	3S	11+ pts natural	Inverted minors, weak jump shifts, splinters	1c-2c-2d = 12-14 bal // 1c - 2x - 2N = ogust (5)	2/1 = 9+ natural
1♦		3	3S	11+ pts natural	Inverted minors, weak jump shifts, 2/1 GF	1d-2d-2h = 12-14 bal // 1d - 2M - 2N = ogust (5)	2/1 = 9+ natural
1♥		5	3S	11+ pts natural	Note 1 = Responses to 1H	1h-1s: 1N=12-14, 2c=4+D, 2d=6+H, 2h=5h4s	2/1 = 9+ natural, 1s and 1n responses natural
1♠		5	3S	11+ pts natural	1N=6-11,2N=GF raise,3x=inv.,3N=3433(12-15)	See note 11 for 2N continuations	2/1 = 9+ natural
1NT			X = t/o	(14)15-17 Bal, 5-4 and 6m ok	2c = 5cM stayman, 4 suit xfers, 3x = slam try	Note 2 = 5cM stayman // Note 3 & 4 = Xfers	
2♣	Yes	0			2d = waiting bid	2h = hearts or 23-24 bal (2s forced) // 2N=25-27	
2♦		6	x = pens	5-9 with 6 cards	2N = ogust	Note 5 = Ogust	
2♥		6	x = pens	5-9 with 6 cards	2N = ogust	Note 5 = Ogust	
2♠		6	x = pens	5-9 with 6 cards	2N = ogust	Note 5 = Ogust	
2NT		2	x = t/o	20-22 pts	puppet/xfers/texas/3s=minors/3n=clubs,4c=D	Notes 6/7/8/9/10	
3♣		7	x = pens	<10 pts	To play, RKCB, 4c = preemptive		
3♦		7	x = pens	<10 pts	To play, RKCB, 4d = preemptive		
3♥		7	x = pens	<10 pts	To play, RKCB, 4c = preemptive/to play		
3♠		7	x = values	<10 pts	To play, RKCB, 4c = preemptive/to play		
3NT					7cd solid minor, no outside stops		
4♣		8	x = values	<10 pts	4N = RKCB		
4♦		8	x = values	<10 pts	4N = RKCB		
4♥		8	x = values	<10 pts	4N = RKCB		
4♠		8	x = values	<10 pts	4N = RKCB		
4NT				Specific Ace Ask	Cue aces		
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

Splinters = 9-12 if on 1st round, Exclusion Blackwood (3041)

Minorwood = 4 of agreed minor (1430), 1st/2nd round - equal priority

Serious 3N, 1430 keycard responses

Jump to 5N asks for trump honours: 6C = 0 of top 3, 6D=1, 6H=2, 6S=3

Raising to 5M asks for control in unbid suit/enemy suit or asks for trump

quality if neither of these apply.

RKCB responses:1/4;0/3;2;2+Q;2+void;6x=3+void,7x=4+ v;6new=1+void

Quantitative direct over 1N, Ordinary BW if no suit agreed (0/4;1;2;3)

## Supplementary notes file (Notes for WBF CC.txt) Shivam Shah and Tommy Brass (England)

---

- 1) 1H - 1S = 6-11 points and 0-4 spades  
1H - 1N = 5+ spades forcing  
1H - 2C/D = GF natural  
1H - 2H = constructive  
1H - 2S = weak jump shift (2N = ogust)  
1H - 2N = GF raise  
1H - 3C/D = 10-12, natural  
1H - 3H = 4 card raise  
1H - 3N = 4333 shape with 12-15 points
- 2) 1N - 2C: 5cM stayman, then:  
2D denies a 5 card major, 2H/S = 5 cards, then:  
2H/S = natural, invitational or better  
1N - 2C; 2D - 2H; 2S - 3H = artificial, GF raise
- 3) 1N - 2D/H; Accept transfer = 2-3 cards or a minimum with 4333  
2N = Max with doubleton  
2x/3x = min with doubleton  
2 of trumps = max with 4333
- 4) 1N - 2S/2N; step 1 = poor suit, step 2 = Hxx or better
- 5) 3C = minimum bad suit, 3D = minimum good suit, 3H = max bad, 3S = max good,  
3N = AKQxxx trumps
- 6) 2N - 3C; 3D shows a 4 card major, 3H/S shows 5, 3N denies  
2N - 3C; 3D - 3H/S shows the other 4 card major  
2N - 3C; 3D - 3H/S; 4m = 5 cards, natural
- 7) 3D/H = transfers, then:  
3N = max with doubleton  
3x/4x = min with doubleton  
4 of trumps = max with 4333  
3D/H then 3H/S then a raise to game shows mild slam interest
- 8) 3S = minors, then:  
3N denies a 4 card minor  
4c = 5cd  
4d = 5cd  
4h = slam try in clubs  
4s = slam try in diamonds
- 9) 3N = long clubs, 4C = long diamonds
- 10) 4d/h = transfer to a major, showing a desire to play there
- 11) 1M - 2N = GF raise, 4cd support, then:  
3C = 13-15 pts  
3D = 16+ with any singleton  
3H/S = cue (cue of trumps shows good trumps)  
3N = 18/19 balanced  
4x = 5 card suit, source of tricks  
4M = 11-12, awful hand
- 12) Can be aggressive if you have the weak version for 2 suited overcalls  
All weak jump overcalls promise minimum 6 cards and are aggressive when NV  
otherwise fairly sound  
System on as if opening 2N after a reopening 2N overcall
- 13) (2m) 4m = 55+ majors  
(2m) 4Om = 5 cards and 5 in a major (4H = pass/correct)

(2M) 4m = 55+ in that minor and the other major

(2M) 4M = Pick a game

(2M) 4N = Minors (55+)

14) (2x) X (pass):

2y = to play

2N forces 3C then 3 of a lower ranking suit is to play and 3 of a higher ranking suit is 5+ cards, forcing, no stop. Cue = 4cd Major with no stop, 3N = no stop, balanced hand

3 of a lower ranking suit = Forcing, natural (cue = stop ask)

Cue = 4 card major with a stop

3 of a higher ranking suit = forcing, 5+ cards with a stop

3N = strong balanced hand with no 4 card major with a stop