

| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style; Responses: 1 / 2 Level; Reopening) |
| Fairly light, about 7-17, can (rarely) be 4 at 1 leve). 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 |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2 nd /4 th 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 |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| 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 |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| 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 th 2NT = 19-21 BAL |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| 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 |
| VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Dbl = T/O. Cue of weak 2 = stopper ask, cue of weak 3 = 2 |
| suiters. 2M, 4m = 55m & oM FG, 2♦, 3♦ = Ms, 4♣/♦ = 55♣ & ♥/♠, |
| 3m, 4m = Ms, 3♥, 4♥ = ♠ & m, 3♠, 4♠ = ♥ & m,, 2/3 M, 4NT = ms |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| 1/2♣ (strong), Dble = Ms, 1/2NT = ms. |
| Same after (1/2♣), Pass, (1/2♦) |
| Others NAT. All jumps are weak |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| 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 | | | |
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| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 2 nd from bad, 3+ suit/low from H (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 | | | |
| LEADS | | | |
| 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(+) 109(+), 10x, CT | Same | |
| 9 | H98(+) (not 10), 9x, 9, CT | Same | |
| Hi-X | S, Sx, xSx, xSxx(+) | Same | |
| Lo-X | HxS, HxxS, HxxSx(+) | Same | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | A ATT (Hi = ENC) | Hi = Even | 1 st = 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 st = 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. | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| 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 | | | |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | |
| 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 | |
|---|--|
| CATEGORY: i.e. Green /Blue/Red/HUM/Brown Sticker: NCBO: England | |
| PLAYERS: John Holland – Alan Mould EVENT (Open/Women/Senior/Transnational) | |
| SYSTEM SUMMARY | |
| GENERAL APPROACH AND STYLE | |
| Natural | |
| INT 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 | |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE | |
| 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) | |
| SPECIAL FORCING PASS SEQUENCES | |
| 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 | |
| IMPORTANT NOTES | |
| When opponents make two suited overcalls, then higher cue under opener's suit = good raise, other cue = FG in 4 th suit, | |
| 4 th suit = nat and to play | |
| Defence to multi: 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 | |
| Defence to 2NT = ms: 3♣/♦ = Ms, better ♥/♠, 3M nat | |
| Defence to 4♠/♦ = good 4♥/♠ bid: Dble = T/O of M, 4M = 5oM & 5m | |
| PSYCHICS: 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♣/♦/♠ = short, 3♥ = extra values, no shortage, 3NT = 18-19 BAL, 4♣/♦ = 55 good suits, 4♥ = min no shortage | 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 be (5422) shape for example | 2♣ = Stayman, 2♦/♥/♠/NT = ♥/♠/♣/♦. 3♣/♦/♥/♠ = short ♠/♦/♥/♠, 4♣ = 55MS, game only, 4♦/♥ = ♥/♠, 4♠ = bad 4NT bid or slam drive | 1NT, 2♣, 2♦, 3♥/♠ = 4♥ & 5♠ / 5♥ & 4♠, FG 1NT, 2♠/2NT, 2NT/3♣ deny fit 3♣/♦ fit. | Dbl = takeout of NAT overcalls, 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+. 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 th 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. 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 6 | None None | Natural pre-empt Specific honour ask | New suits = cues Pass with neither of A or K of ♥/♠, bid 6♥/♠ with 1, bid 7♥/♠ with both | HIGH LEVEL BIDDING 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 st or 2 nd 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 | |