

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
aggressive 1 level (4++ cards); sound at 2 level. new suit F1R. jumps@3L=fit, @4L=splinter. over 1M, jump-cue=4cd in mixed raise
<b>1NT OVERCALL</b>
2 <sup>nd</sup> / sandwich / 4 <sup>th</sup> 15-18 / 16-19 / 11-14 system on, unless 2 suits bid (3+ promised) when lower/higher cue = invite with 4OM/5OM
<b>JUMP OVERCALLS</b>
preempt except strong over weak; 2N asks short 2N = lowest two suits (weak or strong) often 4m is m+OM or om+M at least 55 1X-P-P-2N : balanced 18-20 with system on
<b>DIRECT and JUMP CUE BIDS</b>
shows 55+ in ♥+♠ or OM+minor but 1♣-2♦ majors if 1♣ could be 2 (since 2♣ nat) response over major cue : 2NT asks, 3♦=GTM cue natural in some 4 <sup>th</sup> seat positions jump cue : asks for stop (holding long good suit) double-jump cue : good 4M bid
<b>vs. NT</b> (1N, 1m-P-1N nph, gambling 3N)
2♣ : both majors (2♦ asks) 2♦ : one major with 2♥ pass/correct 2♥/2♠ : major + minor Jump in 2 <sup>nd</sup> /4 <sup>th</sup> = long & obstructive/constructive by PH or 4 <sup>th</sup> over strong NT : X = 1minor or both majors with 2m p/c
<b>vs. PREEMPTS</b>
X=takeout. 3any-4same is MM or m+OM; over 2M : jump 4m = at least 55, m+OM <3any>-3N-<P>-4♣/4♦ = ask/puppet
<b>vs. ARTIFICIAL STRONG OPENINGS</b>
aggressive. X/1♦/1N = two suits (CRO). 2N always ♣+♦ use NT as cue bid if none available.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M-X-XX penalty; jump over 1♦/1M-X is fit jump

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In partner's suit	
Suit	4 <sup>th</sup> best but usually 2 <sup>nd</sup> from bad suit	same	
NT			
Subs			
strong K at NT; K above 3N primarily rev count			
LEADS (not my own suit)			
Lead	vs. suit	vs. NT	
Ace	AK(+), A(+)	AK+, AQJ+, AQT+	
King	KQ(+), AK(+)	AKJT, KQJ+, KQT9	
Queen	AKQ(+), QJ(+)	AQJ, (A)KQ+, QJ(+)	
Jack	(H)JT(+), J, Jx		
T	(H)T9(+), T(x)		
9	9(+). H98x(x)		
Hi-x	Sx, TSx(+)		
Lo-x	HxS, HxxS, HxxSx, HxxSxx, S		
SIGNALS IN ORDER OF PRIORITY			
Lead :	Partner's	Declarer's	Discarding
Against Suits and NT	high DISC low ENC but high ODD on K at NT or above 3N  suit pref	high ODD  suit pref	low EVEN (discourage)  suit pref
<b>Signals:</b> if high cards known, often rev count or many suit preferences.			
<b>Later play:</b> count card is current 1 <sup>st</sup> /3 <sup>rd</sup> /5 <sup>th</sup>			
TAKEOUT DOUBLES			
lots and lots; responsive to 4♥ (over ♥ generally denies ♠)			
ARTIFICIAL & COMPETITIVE (RE)DOUBLES			
for a "different" lead : of slam, or by preemptor or of high cue in my suit. near automatic XX to show Hx in partner's suit of artificial=suit, but Stayman of weak NT=values			

WBF CONVENTION CARD	
Category:	<b>SENIORS</b> Dec 2020
Event:	
NCBO:	EBU
Players :	<b>RICHARD CHAMBERLAIN &amp; PATRICK SHIELDS</b>
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
<b>1*(2+) WITH TRANSFERS, 5 CARD MAJORS</b>	
2-over-1 GF	
2♣ strong, 2♦/2♥/2♠ are weak 1- or 2-suiters	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2♦	multi (weak two major, or balanced 20-21)
2M	less than opener, 55+, major and minor
2N	less than opener, both minors
transfer advances in some overcalls situations	
LIGHT OPENERS IN 3 <sup>RD</sup> SEAT	
3N opener is running minor suit little else	
SPECIAL FORCING PASS SEQUENCES	
1M <X> XX = F to 2M or X We bid game on power (so not direct raises of the only suit) or via cue - and they bid on.	
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Psychics: very rare over FSF (GF), lowest suit=neutral response	
Defence to multi 2♦ : X balanced 12-16 or strong, <2♦>-P then 2N is minors, <2♦>-4♣/♦=♥/♠+minor	
After 1N-X-suit : X shows general values. Second X by second hand shows extra values & happy to defend.	

				Richard Chamberlain & Patrick Shields	English Bridge Union	18 Dec 2020	
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IN COMPETITION
1♣		2 (1)	4♠	clubs or balanced could have 5♦, a rare stiff club	will respond very light 1♦..2♣ transfers; 2♦ is 45 majors; 2M : good weak two 2N : weak long clubs 3any : constructive preempt	1R-1M/1N is flat 11-13/17-20; 1R-2N support after 1M/1N rebid : 2♣/2♦/2N special 1N/2♣-next is weak NT; 2other-2N is asking; 1suit-2♣-2♦ is gf relay 1R-2M : step1=ask, others=shortage	1♣-<1♠>-2L:transfers 1♣-2any-2N:puppet
1♦		5		or 4 in 4441	2M/3♣ invite; 2N is GF support 1♦-2♦ = invite+ with 4♦, F3D	1N rebid strong artificial (then 2♣=general GF) 2N jump rebid : good M support 1♦-1N-2♣ : asks and 1♦-1N-2N shows clubs 1♦-2♣-suit : always shows extras (bid 2♦ else) 1♦-2♣-2N/3N : exactly 4441 with 14+/11-13	1♦-X-2M is fit jump
1♥ 1♠		5		natural	1N is 5-11; 2lower is GF; 2M good raise; 2N shows 4M GF; 1♥-2♠ and 1♠-3♣ : 4cd raises to 3M; 1♥-3♠+ and 1♠-3N+ shortages; suit jump invitational; 3M weak raise	1♥-1♠-1N flat 11-13 (checkback, but not PH) 1♥-1♠/1N-2♣/2N is Gazilli-style (artif, strong) 1M-2M : continuations artificial (GT,OM,♣,♦) 1M-2N-3♣=min, others shortage	fit jumps at 3 level suit-2N natural X-2N good raise but different responses
1NT				14-16 could have singleton or 5M or 6m (but never all three)	2♣ asks for M, 2(4)♦/♥ transfer; 2♠/2N puppet : both show minor(s); 3X shortage; 4♣ asks for aces; 4♠ asks range	2♣-2♦-3M/4♥=♥+♠(diff ranges) 2♣-2M-3OM/4m = artificial with support for M 2♠-2N compulsory them 3m=♣+♦ weak/invite 2♠-2N-3♥/♠ shows good with ♣/♦ 2N-3♣-3M = shortage with ♣+♦	X at 2/3L=takeout; 2N puppet to 3♣; if X, XX is bid 2♣ and suit is lower of two; opener XX is 5cd suit
2♣	√	0		strong	2♦ neutral or negative positive is forcing to 4♥	2♦-2♥ is either hearts or GF flat (2♠ relay) 2♦-3M : 9 playing tricks, NF 2♦-suit-lowestbid = double negative ??	X=nothing to contribute, cue=2suiter
2♦	√	0		MULTI weak M or flat (good20-22)	2(3)M pass/correct; 2N asks; 3m forcing, 4♣/♦ asks tf2M/M, 4M to play	2♦-2N-3♣/♦=♥/♠ non min, next bid asks again	2♦-X-XX says bid 2♥ 4m in competition ??
2♥ 2♠		5	5M+5m, 3-11 according to seat & vulnerability	2♠ F1; 2N asking strength & minor 3♣ p/correct, 3♦ GT in M; 3OM invites	2M-2N-3M upper range with ♣/♦	any ♣/♦ below game is pass/correct	
2NT			55+ ♣+♦, less than opener	3(4,5) ♣/♦ to play 3♥ asks majors, 3♠ game try 1minor	3♥-3♠/N=2+♥/2+♠ 3♠-3N accepts, creates GF		
3X		6	constructive in 2 <sup>nd</sup> seat	new suit is 1R force; 3M-4♣ and 3m-4om is slam interest	SLAM BIDDING		
3NT	√		long solid minor; little else	4♣ is pass/correct 4♦ asks short (bid M or other m)	4N ace asking with steps for 1/4 then 0/3 then 2/5 no Q, then 2/5+Q with 5N ask to bid kings (step5=even+void, more=odd+void)		
4X		6		over major, new suit at 5L is asking about losers there	intervention : P=step1, X/XX=step2 where it can be (else PEDO) unusual jump asks with void (exclusion RKC)		
4NT	√	0	asks specific aces	5♣=none, 5N=two, 6♣=club ace	use lowest free bid as Q-ask (if needed) then lowest=K-ask.		
5♣/♦		7			over A:ask-steps 1/2-Qask : lowest trumps is no Q, else Q+bid K non-4N RKC gets responses of 0/3 then 1/4		