

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Sound; Usually 5+ cards; may be 4 card at 1-level;
strong-ish at 2-level; JUMP IN NEW SUIT (FIT INV);
NEW SUIT (by advancer) 1-level F1, 2-level F2NT or SA
RAISES (simple raise constructive, jump raises PRE)
COMPETITIVE CUE=LIMIT RAISE (or better)
UNUSUAL 2NT overcall (5/5 lower unbid suits PRE or STG)
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> Position: 15-18 HCP Resp: As for 1NT opening
REOPEN: 1NT=11-14 HCP (no stopper needed); system on
REOPEN: 2NT=15-18HCP, "PUP STAY", Jacoby TFR,
3♠ minors
ESCAPING FROM 1NT DBL Note#1
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: PRE
2-Suit: 2NT=2 lowest unbid suits (PRE or STR)
Reopen: Jumps are intermediate+ with 6+cards in suit bid
2NT=15-18 HCP, "PUP STAY", Jacoby TFR, 3♠ minors
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS CUE (PRE or STR) (emphasise major)
JUMP CUE ASKS FOR STOPPER;
COMPETITIVE CUE=LIMIT RAISE (or better)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Over WK NT: X=pen;2♣=♥+another,2♦=♠+minor,2♥/♠nat.
Over STR NT: X=singleSuit;2♣=♥+another,2♦=♠+minor,
2♥/♠ natural
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
LEBENSÖHL AFTER T/O DBL of NAT 2x (SLOW)
MICHAELS CUE BIDS (FG and emphasise majors)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
VS STR 1♣: DBL=♣; 1♦/♥/♠=NAT; 2level bids=DONT (suit bid + higher suit 5+/4+ either way)
VS STR 2♣: DBL=♥+another (5/4+); 2♦=♠+minor (5/4+);
2♥/2♠=natural; 2NT=minors(5/4+) (VUL always 5+/5+)
Responses: P/C or 2NT asks for other suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=10+ no fit; new suit F1; 1Mm-(DBL)-1NT=7-9 constructive
1M (DBL) -2NT=Limit+ Raise; JUMP RAISES (PRE);
Jump to 3NT: 12-14 Raise (4+ trumps, no singleton);
FIT SHOWING JUMPS (INV)
DBL Jump = SPL

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> , STND, xSx	4 <sup>th</sup> , STND, xSx	
NT	As Above	As Above	
Subseq	As Above	As Above	
Other: K asks U/D COUNT; A asks U/D ATT			
VS NT: A asks UB			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A; AK(+); Ax(+)	AK(+); Ax(+); UB	
King	AK; (A)K(+); KQ(+); Kx	KQ(J/10)(+); KQ(+); Kx;UB	
Queen	KQ; QJ(+); (A)QJ(+); Qx	KQ; QJ(+); (A)QJ(+); Qx	
Jack	J10; J10(+); (A/K)J10(+); Jx	J10;J10(+);(A/K)J10(+); Jx	
10	10x; 109(+); (A/K/Q)109(+)	10x; 109(+); (A/K/Q)109(+)	
9	9x; 98x(+); (H)98(+)	9x; 98x(+); (H)98(+)	
Hi-X	Sx; HxxSx	Sx; HxxSx	
Lo-X	HxS; HxxS; xxxS; xSx	HxS; HxxS; xxxS; xSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 <sup>st</sup>	ATT: Hi=DISCRG	U/D Count	ATT: Hi=DISCRG
2 <sup>nd</sup>	U/D Count	U/D Count	U/D Count
3 <sup>rd</sup>	S/P	U/D Count	S/P
NT: 1 <sup>st</sup>	As Above	As Above	As Above
2 <sup>nd</sup>			
3 <sup>rd</sup>			
Signals (including Trumps): UPSIDE DOWN SIGNALS			
PRIORITY U/D ATT then U/D COUNT			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Negative and Responsive DBL's to 4♥ (emphasise majors)			
Generally 1 <sup>st</sup> DBL T/O, 2 <sup>nd</sup> DBL values, 3 <sup>rd</sup> DBL penalty			
RDBL always shows penalty interest (except after 1NTX - Note#1)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Most low level DBLs are T/O			
Frequent use of reopening DBLs			
Game Try DBLs			
MAXIMAL OVERCALL DOUBLE			
LEAD DIRECTING DBLs			

W B F CONVENTION CARD
<b>CATEGORY: GREEN</b>
<b>NCBO: Australia</b>
<b>PLAYERS: Linda King &amp; Kim Neale</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
ACOL with 4+♦, 4+♥, 5+♠; constructive style;
Limit Raises; Splinters; Jacoby 2NT over M and m;
4 <sup>th</sup> SUIT FG (except by PH then F1); LEBENSÖHL-SLOW
INV FIT-SHOWING JUMPS; flexible NEG DBL style;
HELP SUIT GAME TRY; CHECKBACK;
1NT OPENINGS: 11-14 HCP may include any 5 card suit
2 OVER 1 RESPONSE: 10+ HCP F2NT or SA
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
MULTI 2♦ (standard weak 2M)
2♥ = WEAK 5+♥/4+ another (VUL 5/5+)
2♠ = WEAK 5+♠/4+ minor (VUL 5/5+)
3NT: MINOR SUIT PREEMPT
ESCAPING FROM 1NTX (openings & overcalls) Note#1
NAMYATS Note#2
<b>SPECIAL FORCING PASS SEQUENCES</b>
1M/1m – X – XX is penalty oriented (if no X then F2NT)
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Open 1♥ with any 4432 15+ HCP containing 4 card ♥;
2 level rebids by Opener in a lower suit are NF;
<b>PSYCHICS: Rare – except after 1NTX Note#1</b>



## Supplementary notes file (notes.txt) Linda King & Kim Neale (Australia)

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Note:..1

Escaping from 1NTX

Pass Forces XX to escape to touching suits or to play

XX Forces 2C relay, to escape to a single weak suit

2C escape into C and either H or S

2D escape into D & S

2H/S constructive, good 5 card suit, partner is expected to raise with good hand

1NT (P) P (X) Opener can run with a good 5 card suit or 6-cd minor.

1NT (P) P (X)

(P) (P) Pass To Play

XX 5+ card minor, Forces 2C to pass or correct

Suit bids are cheapest of two (perhaps 3) suits (DONT style)

(Note: with a weak 5 card major you should have transferred immediately)

A minor suit may only be 3 cards. Majors are always 4+ cards.

This structure also applies if our balancing NT is doubled.

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Note:..2:

NAMYATS

Opening bid of 4C=strong 4H; 4D=strong 4S;

Good 4M opening, distributional hand with 8 1/2 - 9 playing tricks depending on vulnerability

They do not need to be solid suits.

Next step (4C or 4H) are slam invitation enquiries. Responses are:

4M not too good (any suit bid by responder now is a cue bid)

New suit is a cue bid (but says nothing about the quality of the major suit)

4NT solid major suit (denies 1st round control in any missed suits)

5C/D 1st or 2nd round control (no solid suit and denies spade control if available)

4NT is RKCB (1430)

5C/5D are exclusion RKCB

In competition, if 4C or 4D are X:

Then pass is the strongest possible bid and bidding to lowest level of Major is weakest possible bid.

XX is slam interest and shows 1st round control in the suit which opened the bidding (C or D)

Therefore, using the forcing enquiry (4D or 4H) denies 1st round control in that suit.