DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1/1 2/2 F1, others constructive NF, then jump in new suit is forcing

After third hand passes, 2x cue = 3 card raise or nebulous strong

2NT = 4+ card raise (nat after 2L overcall)

Jump in opponent's suit = mixed raise

Jumps in competition = weak e.g. (1♣) 1♥ (1♠) 3♦ = weak (3-9)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct = 15-18, system on

Protective = 11-14 over 1m 11-16 over 1M, system on

JUMP OVERCALLS (Style; Responses; Unusual NT)

WJOs then 2NT ask and new suit forcing unless 3rd hand bids

Unusual 2NT

Reopen: 2NT 19-21

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Cue = Michaels: (1m) 2♦ = majors 5/5; (1M) 2M = OM+m 5/5

Jump cue asks for stopper in opponent's suit

(1♣) 2♣ natural

VS. NT (vs. Strong/Weak; Reopening;PH)

Dbl = penalty (5m4M by PH)

2♣ = both majors

2♦ = one major

2M = M + m

2N = minors

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl = Takeout, then lebensohl

(2M) 2NT (P) 3♣ = puppet to 3♦ to sign off

Leaping and non-leaping Michaels

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Dbl = MM; 1NT = mm

OVER OPPONENTS' TAKEOUT DOUBLE

1M (dbl) - transfers starting from 1NT

Jump in partner's suit = weak 0-6, jump in oM = mixed raise 6-9

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd and low	3rd and low
NT	4th and 2nd	3rd and 5th
Subseq	Attitude	Attitude

Other: King asks for unblock or count vs NT

Partner's suit: top from xxx if we've raised, bottom if we haven't

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(x)	AKx(x)
King	KQ(x)	AKJT(x), KQT9(x)
Queen	QJ(x)	KQx(x), QJ(x)
Jack	JT(x), KJT(x)	JT(x), A/KJT(x)
10	T9(x), HT9(x)	T9(x), HT9(x)
9	9x	9x(x), J98x, Q98x
Hi-X	xx	xxx(x)
Lo-X	xxx, Hxx	Hxx(x)

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi = Disc	Hi = Even	Hi = Disc
Suit 2	Hi = Even		Hi = Even
3			
1	Hi = Disc	Smith (Hi = Enc)	Hi = Disc
NT 2	Hi = Even	Hi = Even	Hi = Even
3			

Signals (including Trumps):

Suit preference overtones

Smith, high enc from both sides at T2 vs NT

King asks for count at 5L or higher vs suits

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Equal level conversion after takeout dbl

After takeout dbl of M, responder's cue = FG

After takeout dbl of m, responder's cue = 4/4 majors or any FG

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Responsive, Competitive, No support dbls and rdbls

1♣ (1♥) dbl = 4♠; 1♣ (1♥) 1♠ = 5+♠

1♦ (1♥) dbl = 4♠; 1♦ (1♥) 1♠ = 5+♠

(1x) 1y (dbl) rdbl = competitive (8+) 2 cards in partners suit

1x (dbl) rdbl = 9+ next double pens unless they jump or raise

W B F CONVENTION CARD

Diana Nettleton & Ben Norton

Olympiad Mixed Trials

May 2024

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 Card Majors, Short Club, Multi and Constructive 2M (8-11)

1♣ = 2+ (wk NT without 4D or 18-19 without 5D)

1NT = 15-17

1M:2♣ = nat or bal GF, 1M:2♦ = nat 5+ GF

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♦ = Multi, weak 2 in a M (3-8 NV can be 5 // 5-8 vul shows 6)

2M = 6M (8-11)

1♣:2♦ = invitational in clubs

1♦:3♣ = invitational in diamonds

1♥:2♠ and 1♠:3♣ = 3T limit, 1M:3♦ = 4T limit

SPECIAL FORCING PASS SEQUENCES

After 1x (X) XX or a value-showing double of 1NT (2x art)

IMPORTANT NOTES

PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	7♥	Natural, weak NT without 4D or 18-19 without 5D	2♣ = GF, 2♦ = INV club raise, 2M/3L = weak	1♣:2♣; 2♦ = 12-14/18-19 bal without 4C, 2NT = 12-14 with 4C, 3NT = 18-19 with 4C	Fit jumps (jump in new suit weak UPH)
1♦		4	7♥	Natural, weak NT with 4/5 or 18-19 with 5	2♦ = GF, 2M = weak, 3♣= INV diamond raise, 3M=SPL		Fit jumps (also UPH)
1♥		5	7♥	Natural	2♣ = nat or bal GF, 2♦ = nat 5+ GF, 2♠ = 3T limit	Transfers after 1M:1NT, 1M:2♣; 2NT shows 6M	2♣ = Drury (one-way)
					2NT = 4+ card raise GF, 3♣ = nat INV, 3♦ = 4T limit, 3♥ 4-8		Jumps = fit
					3♠ = unspecified singleton, 3NT = spade void		3M = mixed
1♠		5	7♥	Natural	2♣= nat or bal GF, 2R = nat 5+ GF, 2NT = Jacoby,	Transfers after 1M:1NT, 1M:2♣; 2NT shows 6M	2NT = best SPL raise
					3♣ = 3T limit, 3♦ = 4T limit, 3♥ = nat INV, 3♠ = 4-8		
					3NT = unspecified singleton		
1NT			7♥	15-17, 5M or 6m possible	Promissory Stayman, transfers, 2♠ = range or clubs	1NT:2♣; 2♦:2M = to play; 1NT:2♣; 2♦-2NT = Nat INV	Xfers in competition
					2NT = puppet, 3♣ = diamonds, 3♦ = 22(45) slammish		
					3M = SPL, 4m = two-under game-only or drive, 4M = nat		
2♣	✓	0		22+ Bal or GF	2♦ = relay, 2NT = light positive in clubs, 3M = 4M5+D	2♣:2♦; 2NT = 24+, 2♣:2♦; 2♥:2♠(relay); 2NT = 22-23 bal	In comp, Pass = 5-7
2♦	✓	0		Weak 2M, can be 5 NV NV: 3-8, V: 5-8	2M/3♥ = p/c, 2NT = enquiry, 3m = NF, 3♠ = GF with own major and tolerance for other major	2♦:2NT; 3♣ = hearts not best, 3♦ = spades not best, 3♥ = max with spades, 3♠/NT = max with hearts 5/6	
2M		5		6M, 8-11	2NT = enquiry, 3m = NF	2M:2NT; 3♣=best or worst, 3♦ = med bad suit or 6M4m, 3M = med good suit, 3oM = 6/4	
2NT				20-21, 5M or 6m possible	3♣ = Muppet stayman, 3R = transfers (complete with a fit), 3♠ = minors, 4L = two-under transfers, slammish	2NT:3♣; 3♥ = no 4cM, then 3♠ = five	
3♣		6		Natural	3♦ = three-card Stayman, 4♦ = PMKC	3♣:3♦; 3M = nat 3M, 4♣ = both	
3♦		6		Natural	4♣ = PMKC		
3♥		6		Natural	4♣ = PMKC if vul, slam try NV		
3♠		6		Natural	4♣ = PMKC if vul, slam try NV		
3NT	✓			Solid minor	4♦ = asks for shortage		
4♣		7		Natural	4♦ = PMKC, 4NT = nat		
4♦		7		Natural	4NT = nat, 5♣ = PMKC		
4♥		7		Natural	4♠ = to play, 4NT = PMKC		
4♠		7		Natural	4NT = PMKC		
4NT	✓			Asks for specific Aces	5♣ = 0, 5NT = 2		
5♣		7		Natural			
5♦		7		Natural			
						HIGH LEVEL BIDDING	
						RKCB (1430 if 4NT otherwise 30/41) 5NT odd with void, 6C even with void Over intervention: ignore doubles, D0P1 below 5x, DEPO above	
						Last train, 1st/2nd cue-bids	
						5NT always pick a slam	
						Non-serious 3NT/3S for hearts	