OVERCALLSaggressive 1 level (4++ cards); sound at 2 level.new suit F1R.jumps@3L=fit, @4L=splinter.over 1M, jump-cue=4cd in mixed raiseINT OVERCALL $2^{nd}$ / sandwich / 4 <sup>th</sup> 15-18 / 16-19 / 11-14system on, unless 2 suits bid (3+ promised)when lower/higher cue = invite with 4OM/5OMDUMP OVERCALLSpreempt except strong over weak; 2N asks short2N = lowest two suits (weak or strong)often 4m is m+OM or om+M at least 551X-P-P-2N : balanced 18-20 with system onDIRECT and JUMP CUE BIDSshows 55+ in *+& or OM+minorbut 1*-2 & majors if 1* could be 2 (since 2* nat)response over major cue : 2NT asks,3 +=GTMcue natural in some 4 <sup>th</sup> seat positionsjump cue : asks for stop (holding long good suit)double-jump cue : good 4M bidvs. NT (1N, 1m-P-1N, gambling 3N)2* : both majors (2 & asks)2* : one major with 2 & pass/correct2*/2 * : major + minorJump in 2 <sup>nd</sup> /4 <sup>th</sup> = long & obstructive/constructiveby PH or 4 <sup>th</sup> over strong NT : X = 1minor or bothmajors 3N- <p>-4*/4 = ask/puppetvs. ARTIFICIAL STRONG OPENINGSaggressive. X/1 •/1N = two suits (CRO).2N always *++use NT as cue bid if none available.OVER OPPONENTS' TAKEOUT DOUBLE</p>	DEFENSIVE AND COMPETITIVE BIDDING				
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double-jump cue : good 4M bid         vs. NT (1N, 1m-P-1N, 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         Vs. PREEMPTS         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         vs. ARTIFICIAL STRONG OPENINGS         aggressive. X/1♦/1N = two suits (CRO).         2N always ♣+♦         use NT as cue bid if none available.</p>					
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use NT as cue bid if none available.	. ,				
1M-X-XX penalty; jump over 1   /1M-X is fit jump					

LEADS AND SIGNALS										
OPENING LEADS STYLE										
		Lead	In part	ner's suit						
Suit NT Subs	4 <sup>th</sup> best but usually 2 <sup>nd</sup> from bad suit		, Sa	ame						
stror	strong K at NT; K above 3N primarily rev count									
		LEADS (not n	ny own suit)							
Lead		vs. suit	VS	. NT						
Ace		AK(+), A(+)	AK+, AC	QJ+, AQT+						
King	ŀ	(Q(+), AK(+)	AKJT, K	QJ+,KQT9						
Queen	A	KQ(+), QJ(+)		<q+, qj(+)<="" td=""></q+,>						
Jack			T(+), J, Jx							
Т			F9(+), T(x)							
9 Hi-x			. H98x(x) (, TSx(+)							
Lo-x	Ц	xS, HxxS, Hxx	<b>A A</b>	S (H_T_)						
L0-X		IALS IN ORDE								
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						
Signals: if high cards known, often rev count or many suit preferences. Later play: count card is current 1 <sup>st/3rd/5th</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:	SENIORS/OPEN March 2022								
Event:									
NCBO:	EBU								
Players :	RICHARD CHAMBERLAIN & PATRICK SHIELDS								
	SYSTEM SUMMARY								
	NERAL APPROACH AND STYLE								
	WITH TRANSFERS, 5 CARD MAJORS								
	2-over-1 GF								
2& stror	ng, 2♦/2♥/2♠ are weak 1- or 2-suiters								
SPECIAL	BIDS THAT MAY REQUIRE DEFENCE								
	i (weak two major, or balanced 20-21)								
	than opener, 55+, major and minor								
2N less	than opener, both minors								
transfer adva	ances in some overcalls situations								
LIGHT OPEI	NERS IN 3 <sup>RD</sup> SEAT								
3N opener is	s running minor suit little else								
SPEC	CIAL FORCING PASS SEQUENCES								
	1M < X > XX = F to $2M$ or $X$								
	d game on power (so not direct raises only suit) or via cue - and they bid on.								
	T NOTES THAT DON'T FIT ELSEWHERE								
Psychics: ve									
	over FSF (GF), lowest suit=neutral response								
Defence to n	nulti 2♦ : X balanced 12-16 or strong,								
<∠♦>-P t	hen 2N is minors, <2♦>-4♣/♦=♥/♠+minor								
After 1N-X-s	uit : X shows general values. Second X								
	and shows extra values & happy to defend.								

				Richard Chamberlain &	& Patrick Shields	English Bridge Union Mar 20		
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	IN COMPETITION	
1*		2 (1)		clubs or balanced could have 5♦, a rare stiff club	<ul> <li>will respond very light</li> <li>1 ♦2 ♣ transfers; 2 ♦ is 45 majors;</li> <li>2M : top end weak two</li> <li>2N : weak long clubs</li> <li>3any : constructive preempt</li> </ul>	1R-1M/1N is flat 11-13/17-19; 1R-2N support after 1M/1N rebid : 2any is 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-2Lsuit : NF 1♣-2any-2N:puppet X-2M : low end weak2	
1♦		5		or 4 in 4441 always unbalanced hand	2M/3♣ invite; 2N is GF support 1♦-2♦ = invite+ with 4♦, F3D	<ul> <li>1N rebid strong artificial (then 2♣=general GF)</li> <li>2N jump rebid : good M support</li> <li>1♦-1N-2♣ : asks and 1♦-1N-2N shows clubs</li> <li>1♦-2♣-suit : always shows extras (bid 2♦ else)</li> <li>1♦-2♣-2N/3N : exactly 4441 with 14+/11-13</li> </ul>	1♦-X-2M is fit jump	
1♥ 1♠		5	4♠	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) 1♥-1♠/1N-2♣/2N is Gazilli-style (artif, strong) 1M-2M : continuations artificial (GT,OM,♣,♦) 1M-2N-3♣=min, other suits shortage	fit jumps at 3 level suit-2N natural X-2N good raise but different responses	
1NT				<b>14-16</b> 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*	$\checkmark$	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♦	$\checkmark$	0		MULTI weak M or balanced 20-21	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	more in 4th	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	1			long solid minor; little else	<ul><li>4♣ is pass/correct</li><li>4♦ asks short (bid M or other m)</li></ul>	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 then1/4		