

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style is sound Responses: Jump raise = preemptive Cue bid = value raise New suit = F1 Jump shift = fit Reopening overcall similar
NT OVERCALL (2nd/4th; Responses; Re-opening)
1NT = 15-18 Responses as opening 1NT Reopening 1NT = 10-14 Responses as opening 1NT 2NT = Lowest 2 unbid suits Reopening 2NT = 19-21 Responses as opening 2NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Natural Response: new suit = F1
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣/♦) 2♣/♦ = Both majors, 5/5+ (1♥/♠) 2♥/♠ = Other major plus minor, 5/5+ All jumps in known suits are preemptive (possibly tactically strong) Reopening cue-bid = any good 2-suiter
V NT (v Strong/Weak; Reopening; PH)
Double = penalties 2♣ = Both majors, 4/4+ 2♦/♥/♠ = Natural Responses to 2♣: 2♦ = Relay asking for better major 2NT = Strong enquiry
V PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = t/o through 4♥ Lebensohl 2NT response to takeout doubles of weak twos
V ARTIFICIAL STRONG OPENINGS - eg 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
New suit forcing Jump shift non forcing Dbl jump shift = splinter 2NT = limit raise or better

LEADS AND SIGNALS			
DEFENSIVE CARDING			
This is by agreement. Shown here is the default if there is no agreement			
OPENING LEADS STYLE			
Small card leads are 3 rd and 5 th against suits. Small card leads are 4 th and 2 nd against NT.			
LEADS			
Lead	V Suit	V NT	
Ace	AKx, Axx(+)	AKQx, AKJx, AKx(+)	
King	KQx(+), AK, KQ	KQJx, KQTx, KQx(+), AKJT	
Queen	QJx(+), QJ	QJx(+), QJ	
Jack	JTx(+), KJT _x , JT	JT _x (+), KJT _x , JT	
10	T9x(+), HT9 _x , Tx	T9 _x (+), HT9 _x , Tx	
9	K98, Q98, J98, 9x	A98, K98, Q98, J98, 9x	
Hi-X	2 nd from bad suit, Xx	3 rd from even number, Xx	
Lo-X	4 th from honour	Bottom from odd number	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Count
Suit 2	Attitude	Attitude	Attitude
3	S/P	S/P	S/P
1	Count	Count	Count
NT 2	Attitude	Attitude	Attitude
3	S/P	S/P	S/P
Signals (including Trumps):			
Signals and discards are standard			
Reverse signals, Smith, various discards by agreement			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with classic shape: similar reopening Cue in response forcing until a suit is bid twice New suit rebid = F1			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
(1X) dbl (2/3/4X) dbl = responsive through 4♥			
Repeat same suit dbl by negative doubler = t/o			
After 1NT (2♣ = artificial) dbl further dbl by same player = pens			
Dbls of part-scores are t/o unless stated otherwise herein			

W B F CONVENTION CARD
MUTTON CUP STANDARD
SYSTEM SUMMARY
No changes permitted except to defensive carding
GENERAL APPROACH AND STYLE
5 CARD MAJORS, BETTER MINOR
Longer minor (1♣ if 3-3)
Limit jump raises
1NT response not forcing
2 over 1 response promises rebid
Weak jump shifts
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SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT = 15-17
2♣ = Strong, artificial, near game force
2♦ = Weak, 6+♦, 6-10
2♥ = Weak, 6+♥, 6-10
2♠ = Weak, 6+♠, 6-10
3NT = Gambling
Fit jumps in competition
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
F1 = forcing for on round GF = forcing to game
p/c = pass or correct
S/P = suit preference (Lavinthal) t/o = takeout
No changes permitted except to defensive carding
PSYCHICS: Rare, no agreements

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
Pass				Not an opening bid				
1♣		3	4♥	11-21	1♣ 2♦/♥/♠ = weak jump shift Limit raises to 2 and 3 Splinters	4 th suit forcing = GF Reverses by opener = F1 Reverses by responder = GF Third suit = F1 Lebensohl after 1 level response and reverse Re-raise = preemptive 1♦ 2♣ 2NT = 11/12-14 1M 2x 2M = weak NT 1M 2x 2NT = 18-19	1♣/♦ opening: Cue bid over overcall = asks stopper Over overcalls: Jump cue = splinter Jump shift = fit at 3+ level Jump cue rebid = splinter Support dbls and redbls	
1♦		3	4♥	11-21	1♦ 2♥/♠/3♣ = weak jump shift Limit raises to 2 and 3 Splinters			
1♥		5	4♥	11-21	1NT = not forcing, 5+ 2NT = 4+ card raise GF Weak jump shifts			
1♠		5	4♥	11-21	Limit raises to 2 and 3 2/1 = nat, promises rebid Splinters			
1NT			2♠	Balanced 15-17	2♣ = Stayman 2♦/♥ = transfer to ♥/♠ 2♠ = transfer to ♣ 2NT = natural 3♣ = transfer to ♦ 3♦/♥/♠ = natural, strong 4♦ = Both majors (5/5) Smolen	1NT 2♣ 2♦/♥/♠ 3♣/♦ = forcing 1NT 2♣ 2♦/♥/♠ 3♣/♥ = invitational 1NT 2♣ 2♦ 3♥ = 5♠ + 4♥, forcing 1NT 2♣ 2♦ 3♠ = 4♠ + 5♥, forcing	Dbl at 2-level = t/o Dbl at 3-level = values Dbl of art 2-level bid = pens Lebensohl	
2♣	√			Artificial strong near game	2♦ = negative Positive requires good suit	2♣ 2♦ 2♥/♠ 3♣ = second negative 2♣ 2♦ 3♣ 3♦ = second negative	Natural	
2♦		6		Weak 6-10	New suit = F1 2NT = asks for feature if maximum	2♦ 2NT 3NT = AKQxxx	Natural	
2♥		6		Weak 6-10	New suit = F1	2♥/♠ 2NT 3NT = AKQxxx	Natural	
2♠		6		Weak 6-10	2NT = asks for feature if maximum			
2NT				Balanced 20-21	3♣ = Stayman 3♦/♥ = transfer to ♥/♠ 3♠ = transfer to ♣ 4♣ = transfer to ♦ 4♦ = Both majors (5/5) Smolen	2NT 3♣ 3♦ 3♥ = 5♠ + 4♥ 2NT 3♣ 3♦ 3♠ = 4♠ + 5♥	Natural Dbl = pens	
3♣		6		Preemptive	New suit = F1			
3♦		6		Preemptive	New suit = F1			
3♥		6		Preemptive	3♠ = natural 4♣/♦ = slam try in ♥			
3♠		6		Preemptive	4♥ = natural 4♣/♦ = slam try in ♠			
3NT	√	7		Gambling	4♣ = p/c			
4♣	√	7		Preemptive				
4♦	√	7		Preemptive				
4♥		7		Preemptive				
4♠		7		Preemptive				
4NT	√			Blackwood				
5♣		7		Preemptive				
5♦		7		Preemptive				
							HIGH LEVEL BIDDING	
							Roman Key-Card Blackwood (4 aces + K of trumps)	
							Resps: 5♣ = 3 or 0 5♦ = 4 or 1 5♥ = 2 5♠ = 2+Q 5NT = 2+Void 6♣ = 1+Void	
							GSF	
							Cue bids (Controls)	

Note 1: Opener's rebids after opening 1 of a suit

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Examples: 1♥ 1♠ 4♣ 1♦ 1♠ 3♥

1♠ (P) 2♣ (P) 2♠ = nothing to show (may be only 5♠s)
2NT = 18-19, 5332
1♠ (2♣) 2♥ (P) 2NT = weak

Jacoby: 1♠ 2NT 3♣ = suit 3♠ = strong 4♣ = shortage 4♠ = weak
Similarly after 1♥

1♦ (P) 2♣ (P) 2NT = 11/12-14

Note 2: Responses after NT rebid

Two way checkback (aka XYZ) after a 1NT rebid

1X 1Y 1NT 2♣ = forces 2♦ then pass, invite or bid 3NT for choice of games
2♦ = game force
3♣ = weak
1X 1M 1NT 3♦ = 5/5 forcing
1X 1♠ 1NT 3♥ = 5/5 forcing
1m 1♥ 1NT 2♠ = 4/4 invite
1m 1♥ 1NT 2♣ 2♦ 2♠ = 5/4 invite

NB: Bidding up the line shows an unbalanced hand, ie 1X 1Y 1Z shows unbalanced, so 1X 1Y 1NT may contain undisclosed 4 card major.

Wolff checkback after 2NT jump rebid

1X 1Y 2NT 3♣ = forces 3♦ then pass or signoff
3♦ = asks about majors

NB Opener's rebid of 1NT or 2NT after an overcall by LHO does not promise a stop. Responder cues to check for stop if necessary.

Note 3: Non forcing sequences

1♠ 2♣ 2♦/♥/♠ 3♣ 1♠ 2♣ 2♦/♥ 2♠ 1♠ 2♣ 2♦/♥/♠ 2NT
1♠ 2♣ 2♠ 3♠ (limit) 1♥ 1♠ 2♣ 3♥ (limit)

Note 4: Drury

After a 1♥ or 1♠ opening in third or fourth position the response of 2♣ shows 9 to 11 points and 3 or 4 card support.

P 1M 2♣ 2♦ = normal opening with proper opening values
2M = signoff
P 1♠ 2♣ 2♥ = Weakish, natural

Note 5: Negative (Sputnik) doubles

1♣ (1♦) Dbl = Both majors
1m (1♥) Dbl = 4♠s
1m (1♥) 1♠ = 5♠s

Note 6: Smolen

- 1NT 2♣ 2♦ 3♥/♠ = game force, shows 4 cards, 5 cards in other major
- 2NT 3♣ 3♦ 3♥/♠ = game force, shows 4 cards, 5 cards in other major

Note 7: Splinters

Double jumps in response to opening bid show a shortage in the suit bid and four card support
 Double jump rebids after a suit response to an opening bid show a shortage in the suit bid and four card support

Jump rebids after a suit response to an opening bid show a shortage in the suit bid and four card support if

- A) A simple rebid would be a forcing reverse
- B) The suit bid was bid by the opponents

- Examples:
- | | | | | | | | |
|----|------------|----|------------|----|---------|----|--------|
| 1♣ | 3♦/♥/♠ | 1♦ | 3♥/♠/4♣ | 1♥ | 3♠/4♣/♦ | 1♠ | 4♣/♦/♥ |
| 1♣ | 1♥ 3♦/♠ | 1♥ | 1♠ 4♣/♦ | 1♦ | 2♣ 3♥/♠ | | |
| 1♣ | (1♥) 1♠ 3♥ | 1♣ | 1♦ (1♥) 3♥ | | | | |

Note 8: Responses over Michaels and Unusual NT

- 1m (2m) 2M = Stopper
- 1♥ (2♥) 2♠ = Limit raise in ♥
- 1♠ (2♠) 3♥ = Limit raise in ♠
- 1♥/♠ (2NT) 3♣ = Good raise
- 3♦ = Forcing bid in 4th suit
- 3♥/♠ = (Suit opened) Weak raise
- 3♠/♥ = (4th suit) Not forcing

Note 9: Lebensohl

After 1NT and a 2 level overcall:

- 2NT forces 3♣. Responder may now pass or make a minimum bid in a suit.
- 2 level suit bids are to play, not encouraging.
- 3 level suit bids are forcing

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|-----|------|-----|-----|---|
| 1NT | (2♥) | 2NT | (P) | |
| 3♣ | (P) | 3♦ | | = Signoff in suit below overcalled |
| | | 3♥ | | = GF, no ♥ stopper |
| | | 3♠ | | = Invitational in suit above overcalled |

Similarly after a weak two is doubled and after 1-level response and reverse

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|------|-----|-----|-----|-------------------------|
| (2♥) | dbl | (P) | 3♦ | = Natural, invitational |
| (2♥) | dbl | (P) | 2NT | |
| (P) | 3♣ | (P) | 3♦ | = Weak |
-
- | | | | | |
|----|----|----|------|---|
| 1♣ | 1♠ | 2♥ | 2♠ | = Natural, F1 |
| | | | 3♣/♥ | = Natural, GF |
| | | | 3♦ | = Fourth suit, GF |
| | | | 2NT | = Lebensohl, weak hand, opener rebids 3♣ unless very strong |