

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level = 7 – 17 HCP varies with vul/position 5+ cards
2 level = 9 – 17 HCP varies with vul/position 5+ cards
New suit = F1
Cue-bid = usually, support and values (i.e. good single raise or better) but may be general force or conventional.
Weak jump raises, mixed raises
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat = 15 - bad 18 HCP (system on – but after (1M) – 1NT, 2♣ only asks about other M).
4 <sup>th</sup> seat live = nat. 16-19 HCP by unpassed hand, unusual (i.e. 2 lowest suits) by passed hand.
4 <sup>th</sup> seat balancing = 10-15 HCP, stopper not guaranteed, system on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls : weak, 6+ cards, varies with vul/position
Unusual 2NT : lowest 2 unbid suits (5/5 or longer) in second seat
Unusual 2NT : clubs and diamonds (5/5 or longer) after 1c-p-1M
1♦-3♣ 5+/5+ clubs and spades, 1M-3♣ 5+/5+ oM and diamonds
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue : Ghestem, 1m-2♦ 5+/4+ majors, 1♣-2♣ 5+/5+ spades and diamonds, 1♥-2♥ 5+/5+ spades and clubs, 1♠-2♠ 5+/5+ hearts and clubs
Jump cue : solid suit elsewhere, looking for stop
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
2♣ = 4+/4+ majors, 2♦ = 5+ M, 2♥/♠ = 5 of that suit and 4+ minor
2NT = 5/5 Minors
<b>PH or 4<sup>th</sup> seat: X = MM or single minor, 2♣ = ♣+M, 2♦ = ♦+M</b>
2♥/♠ = 5+ M, 2NT = 5/5 Minors
<b>X: Vs Wk or Str NT = Penalty (by unpassed hand)</b>
<b>3 of a suit = nat : intermediate if m, weak if M.</b>
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = T/O, Lebensohl after X of weak two ( <b>Note 4</b> )
Leaping Michaels vs 2-level pre-empt, non-leaping vs 3-level pre-empt ( <b>Note 3</b> )
Jump to 4NT = mm, Cue = Stopper ask
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Vs. strong 1♣: 1NT = Minors, X = Majors (same after 1♣ - 1♦).
Vs. Polish 1♣ or equivalent: as vs.natural 1♣
Vs. precision 2♣: 3♣ = diamonds and hearts, 3♦ = majors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = 4+ limit raise or better. Dbl jump = preemptive raise. 2/1 NF, nat, usu 6-c suit. RDBL = 10+ HCP, support unlikely. Fit jumps.
1M – (x) - ? or (1m) – 1M – (x) - ? = transfers apply ( <b>Note 2</b> )

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup>	3 <sup>rd</sup> and 5 <sup>th</sup>	
NT	4th, 2nd from bad suit, MUD	3 <sup>rd</sup> and 5 <sup>th</sup>	
Subseq			
A and Q asks for attitude, K asks for count			
Leads are 3 <sup>rd</sup> and 5 <sup>th</sup> vs all slam contracts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att	same	
King	Count	same	
Queen	Att/unblock J	same	
Jack	KJT..., JT..., Jx	AJT..., KJT..., JT9..., JT8...	
10	HT9..., T9..., Tx	same	
9	H98..., 987..., 9x	same	
Hi-X	Top of dbltn	Top of dbltn or MUD	
Lo-X	3 <sup>rd</sup> and 5 <sup>th</sup>	MUD / 4 <sup>th</sup> / 3 <sup>rd</sup> from Hxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW = ENC	HI = Even	Odd = ENC
Suit 2	Count	Suit Preference	Even = NEUT/DISC, SP
3	Suit Preference		
1	LOW = ENC	HI = Smith Peter	Same as above
NT 2	Suit preference	HI = Even	
3		Suit Preference	
Signals (including Trumps):			
Smith Peter in NT, Hi-Lo by either hand in declarer's first suit ENC our lead			
Trump Echo, Hi-Lo <u>may</u> indicate preference for higher suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4♥. Light re-opening DBL			
Can be light (10+) with classical shape			
Natural responses, Cue-bid = Forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4♥			
Support DBL/RDBL up to 2♠			
Responsive DBL up to 4♥			
Maximal DBLs			
Most low-level DBL = T/O			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Ireland</b>
<b>PLAYERS: Tom Hanlon</b>
<b>Conor Boland</b>
<b>SYSTEM SUMMARY</b>
Natural, 5 card majors, short club (2+), 2/1 GF
1NT opening (14)15-17
1NT can contain 5cM / 6cm / 5-4, wider ranging in 3 <sup>rd</sup> seat NV
3 Weak Twos
Fit jumps
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Opening 2♦ / 2♥ / 2♠ Weak
Transfers after opponents overcall our 1m with 1♦/♥ ( <b>Note 1</b> )
Transfers after double of our 1M opening or overcall ( <b>Note 2</b> )
<b>SPECIAL FORCING PASS SEQUENCES</b>
After a GF has been established
<b>IMPORTANT NOTES</b>
RKC 1430, 2 no Q, 2+Q. 5S/5NT follow-up = specific king ask.
4NT-5NT = 2 keycards, unspecified void
4NT-6x = 1/3 keycards, void in x
4NT-6 of trump suit = 1/3 keycards, unbiddable void
Transfer lebensohl after interference over 1NT ( <b>Note 5</b> )
Lebensohl SANS after X of a weak two ( <b>Note 4</b> )
Lebensohl SANS over a reverse ( <b>Note 4</b> )
4th Suit Forcing = GF
<b>PSYCHICS: Seldom</b>

OPENING	ART	MIN. NO. OF	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	10-21 HCP	1M may contain longer ♦ if not INV+. <b>1NT</b> = 6-10 HCP, denies 4M. <b>2♣</b> = GF, 12+HCP, 5+♣, usually no 4M. <b>2♦</b> = limit raise 9-11. <b>2♥/♠</b> = nat pre-empt (≤6 HCP). <b>2NT</b> = 10-12 HCP. <b>3♣</b> = 0-8 HCP, 5+♣.	2-way checkback after <b>1NT</b> rebid. <b>3♦</b> checkback over <b>2NT</b> rebid. <b>1♣-1♦/♥-1NT</b> doesn't deny 4♠. <b>1♣-2♣-2♦/♥</b> show unspecified shortness 11-14/15+	<b>Note 1</b>
1♦		4	4♥	10-21 HCP	<b>1NT</b> = 6-10 HCP, denies 4M. <b>2♣</b> = nat, GF. <b>2♦</b> = GF, 12+HCP, 4+♦, usually no 4M. <b>2♥/♠</b> = nat pre-empt (≤6 HCP). <b>2NT</b> = 10-12 HCP. <b>3♣</b> = limit raise 9-11. <b>3♦</b> = 0-8 HCP, 4+♦.	2-way checkback after <b>1NT</b> rebid. <b>3♦</b> checkback over <b>2NT</b> rebid. <b>1♦-1♥-1NT</b> doesn't deny 4♠. <b>1♦-2♦-2♥/♠</b> show unspecified shortness 11-14/15+	<b>Note 1</b>
1♥		5	4♥	10-21 HCP	<b>1NT</b> = 6-11/12 HCP, denies 4♠, semi-forcing. <b>2♣/♦</b> = nat, GF. <b>2♥</b> = 6-9 HCP, 3/4♥. <b>2♠</b> = nat pre-empt (≤6 HCP). <b>2NT</b> = GF, 12+ HCP, 4+♥. <b>3♣</b> = 8-10 HCP with 4♥ (or min GF). <b>3♦</b> = 9-11 HCP with 3♥ (or min GF). <b>3♥</b> = ≤6 HCP, 4♥. <b>3♠</b> = unspecified singleton. <b>3NT</b> = ♠ void. <b>4♣/♦</b> = void.	<b>AFTER 1♥-2NT</b> : <b>3♣</b> = min., shortness or 3+ controls, <b>3♦</b> = extras with shortness, <b>3♥</b> = min. with 6+ hearts, no void, no singleton A/K, <b>3♠</b> = extras, no shortness, <b>3NT</b> = extras, balanced 5332 or 5422, <b>4m</b> = 5 card suit, <b>4♥</b> = min., no shortness, <3 controls. <b>1♥-1NT-2♣</b> - ( <b>2♦</b> = relay to 2♥, <b>2♥</b> = 8-10, <b>2♠</b> = good ♣ raise)	<b>Note 2</b> <b>Note 6</b> (Drury)
1♠		5	4♥	10-21 HCP	<b>1NT</b> = 6-11/12 HCP, semi-forcing. <b>2♣/♦/♥</b> = nat, GF. <b>2♠</b> = 6-9 HCP, 3/4♠. <b>2NT</b> = GF, 12+ HCP, 4+♠. <b>3♣</b> = 8-10 HCP with 4♠ (or min GF). <b>3♦</b> = 9-11 HCP with 3♠ (or min GF). <b>3♥</b> = nat 10-12, 6+ suit. <b>3♠</b> = ≤6 HCP, 4♠. <b>3NT</b> = unspecified singleton. <b>4♣/♦/♥</b> = void.	<b>AFTER 1♠-2NT</b> : <b>3♣</b> = min., shortness or 3+ controls, <b>3♦</b> = extras with shortness, <b>3♥</b> = extras, no shortness, <b>3♠</b> = min. with 6+ spades, no void, no singleton A/K, <b>3NT</b> = extras, balanced 5332 or 5422, <b>4m/♥</b> = 5 card suit, <b>4♠</b> = min., no shortness, <3 controls. <b>1♠-1NT-2♣</b> - ( <b>2♦</b> = 5+♥, <b>2♥</b> = relay to 2♠, <b>2♠</b> = 8-10)	<b>Note 2</b> <b>Note 6</b> (Drury)
1NT			4♥	(14)15-17 HCP, bal. or semi-bal. 5M, 6m or 5/4 possible. Wider ranging in 3 <sup>rd</sup> seat NV	<b>2♣</b> = Stayman. <b>2♦/♥</b> = xfer. <b>2♠</b> = range ask or ♣. <b>2NT</b> = puppet. <b>3♣</b> = xfer to ♦. <b>3♦/♥</b> = xfer slam try. <b>3♠</b> = minors 5422. <b>4♣</b> = 6+/5+ majors. <b>4♦/♥</b> xfer to ♥/♠. <b>4♠</b> = 5+/5+ minors.	Superaccept of major-suit xfer : jump to 3 with min, bid 2NT with max (both with 4-cd support). Puppet: <b>3♣</b> = no 5cM, <b>3♥/♠</b> = 5 card suit	<b>Note 5</b>
2♣	x			22+ BAL or any GF	<b>2♥/♠</b> = good 6-c suit. <b>3♣/♦</b> = good 6-c suit. <b>2♦</b> = all other hands. <b>2♣-2♦-2♥-2♠</b> = (24)25+ bal / ♥/♥+other	<b>2NT</b> = 22-23(24) HCP, bal or semi-bal, with subsequent bidding as over 2NT opening. All other rebids nat GF.	As over 2NT op.
2♦		5		Usu. 6-c suit, 5-10 HCP (but 10-14 in 4 <sup>th</sup> pos). Can be lighter in 3 <sup>rd</sup> pos.	<b>2NT</b> = enquiry, usually constructive, may be tactical. New suit = F1 unless NV vs V. Splinters. <b>4♣</b> = RKCB (mod. responses)	<b>2x-2NT</b> : <b>3♣</b> = min, <b>3♦</b> = non-min, <b>3♥/♠</b> = 4cd suit, <b>3NT</b> = solid / semi solid	
2♥		5		As above	As above	<b>2x-2NT</b> : <b>3♥</b> = min, <b>3</b> other = max, feature. <b>3NT</b> = solid / semi solid	
2♠		5		As above	As above	As above with <b>3♠</b> as min HCP	
2NT				20-21 bal or semi-bal (e.g. 5422 and 4441 both possible)	<b>3♣</b> = Stayman. <b>3♦/♥</b> = xfer. <b>3♠</b> = ♣. <b>4♣</b> = ♦. <b>4♦</b> = both majors 5+/5+. <b>4♥</b> = 5♣/4♦. <b>4♠</b> = 5♦/4♣.	<b>AFTER 3♦/♥</b> : Opener accepts with 3+ support (now new suit is nat.), else bids 3NT (now new suit is xfer)	
3♣		6		Pre-emptive	New suit = natural GF unless NV v V. <b>4♦</b> = RKCB (mod. responses)		
3♦		6		Same as above	Same as above but <b>4♣</b> = RKCB (mod. responses)		
3♥		6		Same as above	Same as above		
3♠		6		Same as above	Same as above		
3NT	x			Solid 7+Card minor, no outside A or K	4/5♣ = Pass or correct, <b>4♦</b> = shortage enquiry (steps, 4NT = none)	<b>HIGH LEVEL BIDDING</b>	
4♣		7		Pre-emptive	<b>4♦</b> = natural GF; <b>4♥/♠</b> = to play; 4NT = RKCB	1430 RKCB	
4♦		7		Pre-emptive	<b>4♥/♠/5♣</b> = to play; 4NT = RKCB	DOP1 and DEPO	
4♥		7		To Play	<b>4♣/5♣/♦</b> = cue; 4NT = RKCB	Lightner DBLs	
4♠		7		To Play	<b>5♣/♦</b> = cue; 4NT = RKCB	5NT Pick A Slam	
4NT	x			Specific ace ask	<b>5♣</b> = none; <b>5♦/♥/♠/6♣</b> = ace of that suit; 5NT = 2	Specific King Ask	
5m		7		Pre-emptive		Exclusion RKCB 0314	
5M		7		Almost slam-worthy	Raise the level of the fit for each top trump honour	Minorwood RKC 1430	

<p><b>Note 1: Transfers after opponents overcall our 1m with 1D/1H</b></p> <div> <div> 1C – (1D) – <div> X = 4+ hearts 1H = 4/5 spades 1S = no 4+ major 1NT = natural 2C = natural raise 2D = 6+ hearts 2H = 6+ spades 2S = GF club raise 2NT = natural 10-12 3D = 5+/5+ in majors </div> </div> <div> 1C – (1H) – <div> X = 4/5 spades 1S = &lt;4 spades 1NT = natural 2C = natural raise 2D = natural, F1 2H = 6+ spades 2S = GF club raise 2NT = natural 10-12 3C = natural raise </div> </div> </div> <div> 1D – (1H) – <div> X = 4/5 spades 1S = &lt;4 spades 1NT = natural 2C = natural, F1 2D = natural raise 2H = 6+ spades 2S = GF diamond raise 2NT = natural 10-12 3D = natural raise </div> </div>	<p><b>Note 2: Transfers after double of our 1M opening or overcall</b></p> <div> 1H – (X) – <div> XX = 10+ generally balanced, can include 3-cd support 1S = spades 1NT = clubs 2C = diamonds 2D = good heart raise 8-10 2H = weak heart raise 5-7 2S = 7-9 heart raise with 4+ hearts 2NT = lim+ raise, 4+ card support 3X = fit jump </div> </div> <div> 1S – (X) – <div> XX = 10+ generally balanced, can include 3-cd support 1NT = clubs 2C = diamonds 2D = 5+ hearts 2H = good spade raise 8-10 2S = weak spade raise 5-7 2NT = lim+ raise, 4+ card support 3m = fit jump 3H = 7-9 spade raise with 4+ spades </div> </div> <p>Similar treatment over: (1m) – 1M – (X) – (?) except 2M shows 6-9 without top honour, 2(M-1) shows 6-9 with top honour, transfer to opener’s suit is a cue raise (10+)</p>
<p><b>Note 3: Leaping Michaels and non-leaping Michaels (forcing)</b></p> <p>Defence to natural 2D opening:</p> <ul style="list-style-type: none"> <li>4C = clubs + a major, 5+/5+</li> <li>4D = both majors, 5+/5+</li> </ul> <p>Defence to natural 2M opening:</p> <ul style="list-style-type: none"> <li>4C = clubs + other major, 5+/5+</li> <li>4D = diamonds + other major, 5+/5+</li> <li>4M (opener’s major) = strong with minors, 5+/5+</li> <li>4NT = less strong with minors, 5+/5+</li> </ul> <p>Defence to natural 3m opening:</p> <ul style="list-style-type: none"> <li>4m (opener’s minor) = both majors, 5+/5+</li> <li>4om = other minor and a major, 5+/5+</li> </ul> <p>Defence to natural 3M opening:</p> <ul style="list-style-type: none"> <li>4C = clubs + other major, 5+/5+</li> <li>4D = diamonds + other major, 5+/5+</li> <li>4M (opener’s major) = strong with minors, 5+/5+</li> <li>4NT = less strong with minors, 5+/5+</li> </ul>	<p><b>Note 4: Lebensohl over double of opponents’ weak 2-level opening / over opener’s reverse</b></p> <div> (2D) – X – (p) – <div> 2H/S = natural, weak 2NT = 0-7, relay to 3C to play in 3C (partner bids 3C unless strong) 3C = natural, 8+ points </div> </div> <div> (2H) – X – (p) – <div> 2S = natural, weak 2NT = 0-7, relay to 3C to play in 3C or 3D (partner bids 3C unless strong) 3C = natural, 8+ points 3D = natural, 8+ points </div> </div> <div> (2S) – X – (p) – <div> 2NT = 0-7, relay to 3C to play in 3C or 3D or 3H (partner bids 3C unless strong) 3C = natural, 8+ points 3D = natural, 8+ points 3H = natural, 8+ points </div> </div> <p><u>After opener’s reverse (F1 16+ pts):</u></p> <p>Rebid 2M= natural, forcing</p> <p>Lowest of 2H/2S/2NT is lebensohl relay to 3C (various strengths)</p> <p>Rebid 3M = semi solid suit with slam interest</p>

**Note 5: Transfer lebensohl after interference over our 1NT**

e.g. 1NT – (2S) –

- X = takeout
- 2NT = relay to 3C either to play 3C, or as a prelude to sign-off in 3D or 3H,
  - Or to follow with 3S to show 4H and no S stop (SANS),
  - Or to follow with 3NT to show no S stopper, no 4H (SANS)
- 3C = 5+ diamonds, 8+ points
- 3D = 5+ hearts, 8+ points
- 3H = transfer cuebid, multiple hands with shortness (0/1) in opponents' suit
- 3S = 5+ clubs, 8+ points
- 3NT = to play with spade stop (FASS)

Transfers end at 4NT

No transfers after 4 level or higher intervention

**Note 6: Drury over 1M opening in 3<sup>rd</sup>/4<sup>th</sup> seat**

After 1M opening in 3<sup>rd</sup> or 4<sup>th</sup> seat

- 2C = 3+ card support, max. passed hand
  - Now 2M by opener shows weakest hand
  - Jump by opener is shortage with slam interest
- 2M = raise, worse hand than 2C bid
- 2NT = 4+ support and shortage
  - 3C asks
    - 3D = short club
    - 3H = short diamond
    - 3S = short other major
- 3-level bids are fit jumps showing 3+ support and a good 4+ card working side suit typically with 2-3 working honours (e.g. AJ10xx)