

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Good suit; Can be weak or strong	
Double and bid of suit = Strong hand	
<b>Leaping Michaels</b>	
Over Benji 2H = C&S 4D = D&S, 3H =Stop Ask	
Over Benji 2s= C&H4D = D&H 3S=Stop Ask	
Over Multi: 4C = H & Minor & 4D = S & Minor 4NT= Both M	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
1NT = 15-17	
In 4 <sup>th</sup> Seat 1NT = 11-14	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak 6-10 6 card suit (in 4 <sup>th</sup> seat 11-14)	
Responses: Jump Raise = Weakest Single Raise = competitive	
Other suit =either support or own good suit	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
<b>Ghestem</b>	
2NT = 2 lower suits	
Cue Bid = Extremes	
Minor over Minor = Majors	
3C over major Diamonds & Other Major	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
D.O.N.T. Double = Single suit	
2C = C & Higher suit 2D = D & Higher 2H = Majors	
2S = 5/5 Spades & Other 12+ & 2NT = 5/5 Hearts & Other	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Double = Take-out	
Over 4S = Double = Take-out & 4NT = 2 suiter	
3NT = Natural 16+ Double Stop	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
All bids are natural	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
XX 10+ Points and not much support for partner's suit	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> & 4 <sup>th</sup>	Low from Honour	
NT	2 <sup>nd</sup> & 4 <sup>th</sup>	Low from Honour	
Subset	Reverse Attitude	Reverse Attitude	
Other: A = Reverse attitude, K = Reverse count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax(+)	
King	AKx(+) KQ(J/10)x(+) KQ	AKx(+) KQ(J/10)x(+) KQ	
Queen	KQJ or QJ9 or QJT	KQJ10(x), Qx,	
Jack	Denies a higher honour	Same	
10	Shows 0 / 2 higher honours	Same	
9	Show 0 or else 10+1 higher	Same	
Hi-X	Doubleton or 2 <sup>nd</sup> from 4 bad	Same	
Lo-X	From Honour	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A, Att, K Count (R	Hi/Lo Odd	Italian
Suit 2	Reverse Attitude	Reverse Attitude	Italian
3	Reverse Count	Reverse Count	Italian
NT 1	A, Att, K Count	Hi/Lo Odd	Italian
2	Reverse Attitude	Reverse Attitude	Italian
3	Reverse Count	Reverse Count	Italian
Lead Directing Double			
Lightner Double = Demands an unusual lead			
Over a splinter Double = lead the suit above the splinter			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually show opening bid, Shortage in opener's suit			
Usually Balanced			
Can be strong if we rebid over partners PASS			
If we double and then bid 1NT = 17-19			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
When Opponent's compete over our NT			
Double = Transfer to next suit; Suit = Transfer to next suit			
Trans to their suit = ½ stop for NT 3NT = Full Stop			
Over a Double; Redouble = Clubs			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	
<b>NCBO: IRELAND</b>	
<b>PLAYERS: MAUREEN PATTINSON</b>	
<b>BRID KIRBY</b>	
<b>SYSTEM SUMMARY</b>	
5 card Majors	
1NT = 14-16 Does not contain a 5 card Major suit	
2/1 Game forcing except for 2C (can be 10-12 forcing for 1 round)	
LUCAS & MULTI	
Weak Jump raises over 1C only	
ACOL	
Keycard = 14/30	
2NT Opening = 21-22	
1Diamond opening is always unbalanced (usually 5)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1Diamond opening is always unbalanced	
4C/D = Transfers to H/S & 3 Keycards	
4H/S = Long suits with less than 3 Keycards	
3NT = Long solid Minors & no outside stops	
Over 5 Card majors; 1NT = Forcing & 2C maybe 10-12	
Inverted Minor raises	
Extension on Stayman	
DOPI & ROPI	
4NT = Specific Ace ask	
SMOLEN over 1NT-2C-2D; 3H/S = 5/4 (5 in unbid suit)	
<b>HIGH LEVEL BIDDING</b>	
Keycard = 14/30	
<b>IMPORTANT NOTES</b>	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
<b>PSYCHICS: Very Rare</b>	

OPEN	ART	MIN NO CARD	NEG TO	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	SUBSEQUENT
1♣		2	4H	11-19	1 Level Bids = Natural; Inverted Minor raises; 1NT = 8-11; 1D maybe 3 card suit; Weak jump raises = 3-5 & 6 card suits Splinters, & 4130 Keycard; Cue Bids; Reverse bids = 16+	INT = 11-13; 2NT = 17-18 & 3NT = 19 Raise in a major maybe 3 cards; 2C = 11-13 & 6 card suit	Same Applies
1♦		4	4H	11-19 (Unbalanced)	1H/S = Natural, 1NT = 6-11; 2C = 13+; 2D = Inverted 2H/2S/3C/3D = Jump Fits (10-12 & 4 Card support) 2NT = 4-8 & 5 D or 17+; 3H/3S/4C = Splinters	After 1S – 1NT Rebid = 11-16 & 4 hearts 2 level bids = suit & 11-13, 3 level suit = 14-16 2D = 11-13 & 6 card suit	
1♥		5	4H	11-19	2H = 3-9 with either 3 or 4 hearts 1NT = Forcing; Any shape 6-11 2C = 10-12 or GF with 4C or GF with trump support 2D = 2/1 2S/3C/3D = 9-11 & 4 card support + Feature 2NT = 4-8; 3NT = 13+ & 4H After 1H-1S -1NT-2C = Check back (9-11)	2NT = Enq. 3C = 6-9 & 3H, 3D = 6-9 3H= 3-5 & 4H 2C/D maybe 3 cards; 2H = 6H & 11-13 2D = 11-13; 2H= 14-16 & 6H; 2NT = 14-16 & 5H 3C/3D = 17-18; 3H = 17-18 & 6; 3NT = 17-18 4H Cue = Accept; 3H = Min; 4H = to play 3H = 15+ & 4H = Sign off 2D=11-13 3S; 2H=11-13<3S; 2S=14-16&3S	Over 2D 2H = Min  2NT = 14-16 <3S
1♠		5		11-19	Mostly same responses to 1H	Mostly same responses to 1H	
INT				14-16	2C = Standard Stayman with extensions  2D/2H = Transfers 2S = Transfer to Clubs 2NT = Transfer to Diamonds 3C/3C = 6 card suit with 2 of top 3 honours 3H/3S = 5-5 in minors with shortage in suit bid	2D = No; 2H/S by responder is NF; 2NT 9-10 2H = 4 & maybe 4S; 2S = denies 4H After 2C-2D; 2H= NF & 2S = 5S-4H & NF After 2C-2D; 3H/S = 4/5 (5 in unbid suit) 2NT = Max 3T; 3C/D = Max 4T 3Bid = Min 4T Super Accept = Bid middle suit Super Accept = Bid middle suit Bid 3NT with one top honour 3NT = Equal length; 4C/D = RKB 5C/D = to play	3C = Extension Triggers  RKB = 1430
2♣	Yes	0		Acol	Control Responses = 2D=0/1 2H=2 2S=A/K 2NT=3K Suit = GF; 2NT = 23-24	Trans Apply over 2NT; 3S = Minor suit Stayman 3C = Puppet (3D = 4M; 3H/S = 5M; 3NT = None)	RKB = 1430
2♦	Yes	0		Multi Weak M; C/D = 8 Tricks 2NT 19-20	2H = <14; 2S = Interest in H game, none in S 2NT = Enq	3C = 8-10 Responder bids suit not held 3D/H = Trans 6-8; 2NT = 19-20	Over 2NT 19-20 Same resp. as 2C
2♥	Yes	5		Lucas 5H + 4 Other (5/4/3/1 min dist)	2NT = Enq for other suit; 3H/4H = Play 3C = Singleton Ask	Bid other suit; Bid Singleton; 3H = Singleton S	RKB = 1430
2♠	Yes	5		Lucas 5S = 4 Other (5/4/3/1 min dist)	2NT = Enq for other suit; 3S/4S = Play 3C = Singleton Ask	Bid other suit; Bid Singleton;	RKB = 1430
2NT				Bal 21-22	Trans Apply over 2NT; 3S = Minor suit Stayman 3C = Puppet (3D = 4M; 3H/S = 5M; 3NT = None)	RKB = 1430	
3♣♦ ♥♠		7		Pre-empt	3NT = Play; New suit forcing	4C/4D = RKB over minor; 4NT = RKB over M	
3NT	Yes	7/8		Long solid minor	< 3 Keycards Suit headed by AKQ	4C/D = to play 5C/5D = to play	
4♣		7/8		Trans to hearts	3 Keycards Good suit 4D = Shortage ask	4H = Play Other suits = Cue 4NT = RKB 1430	
4♦		7/8		Trans to spades	3 Keycards Good suit 4H = Shortage ask	4S = Play Other suits = Cue 4NT = RKB 1430	
4♥		7/8		Long suit	< 3 keycards Can be a weak suit if 8 cards	4H = Play Other suits = Cue 4NT = RKB 1430	
4♠		7/8		Long suit	< 3 keycards Can be a weak suit if 8 cards	4S = Play Other suits = Cue 4NT = RKB 1430	

