



Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
Light 1 level O/C, some time 4card M, 8-16 HCP at 1 level, 10-16 at 2 level, R/O can be on weaker values. Advancer: Natural (1lev NF, After 2+ level New suit = NF, jump new suit=Natural INV+ not suit fit), NTs=limited, CUE = SUPP. Jump raises = PRE. JUMP CUE: splinter
1 NT overcall (2nd/4th Live; Responses; Reopening)
2nd: 15-18 bal (subs auction as after 1nt opening) 4th Live: same .System is “ON”, treatments similar to 1NT opening
Jump Overcalls (Style; Responses; Unusual NT)
Aggressive style, WJO, Intermediate in reopening, Unusual 2NT - 54. Leaping Michaels on WK 2 M opening (4m = m + OM, CUE= minors , Balancing/Direct 2NT=15-18 hcp. 1d- 3c is club+spd wk, 1c-2d is d+spd wk
Direct and Jump Cue Bids (Style; Responses)
(1♣) / (1♦) – cue = Michael’s any range 6/8+, 2 nd cue is Maxi 16+, raise is intermediate(except in comp), 1d – 3c is c+spd and 1c- 2d is d++ spd wk (mod Ghestam) (1M) – cue = Michael’s Q = OM + m , min 9 cards Jump cue = Asks for stopper . Non Leaping Michaels on 3 level preempt
VS. NT (vs. Strong/Weak; Reopen: PH)
Dbl = singlesuiter DONT 3 levelNatural better hand
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Take Out DBLs, till 4h, 2NT : 15-18, (4s)-4NT=any strong 2-suiter, 4s – dblPenalty, 4h- 4nt minors
VS. Artificial Strong Openings
Vs Precision 1♣ and 1♣ – 1♦ response Dbl = M’s, 1NT = m’s, Rest = Natural, on 1d(if 0 to 2 cards)- 2d as natural and 2h is both maj
Over Opponents’ take out double
Over 1M opening and Opps X, ignoring the double, Over 1m opening...1level bids are ignoring the double , RDBL=10hp+ Other situations: ignore the double
LEGEND: INV = Invitational. GF = Game Force. M’s = Majors. m’s = minors. OM = Other Major. Om = Other minor. cd = card. WK = Weak. BAL = Balanced. SUP = Support. NAT = Natural. PRE = Pre-emptive. CONS = Constructive. GT = Game Try. STR = Strong. Q = Cue bid. ENC = Encouraging. CNT = Count. F1 = Forcing for 1 Round. RESP = Responsive. O/C = Overcall. WJO = Weak Jump Overcall. ART = Artificial. XFR = Transfer.SOL = Solid.

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3rd / 5th. Hi/w 2 cards	3rd / 5th. Hi/w 2 cards	
NT	4th best, 2 nd from wk	3rd best	
Subseq	Hi=no interest, count original		
Other: NT ⇒K asks count; Q asks unblock; A for att. High level or X'ed suit contracts ⇒ A asks ATTitude, K asks for count. Leads cud be deceptive.			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx / AKxx(x)	AKx / AKJ10x / AK+	
King	AK / KQ / KQJ(x) / KQT(x)	KQ / KQJ(x) / KQT(x)	
Queen	AQJ(x) / QJ(x) / QJT(x)	AQJ(x) / QJ(x) / QJT(x)	
Jack	HJT(x) / JT(x)	HJT(x) / JT(x)	
10	HT9x / T9+	HT9x / T9+	
9	H9x / 9xx	H9x / 9xx	
Hi - x	doubleton	doubleton	
Lo - x	3+	3+	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	ATT, Lo =ENC	Hi/Lo= Odd	ATT, Lo = ENC
2 nd	Hi / Lo = Odd	Count, S / P	CNT, Hi/Lo= Odd
3 rd	S / P		
NT:	ATT, Lo = ENC	No smith	Lavinthal1 st dis
2 nd	S / P	CNT	original Count
3 rd	CNT Hi-Lo =Odd		
Vs suit : Hi/ Lo in trumps = interested in ruff or in higher ranked suit.			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
Style: Opening values. Responses: cue F1, jump=8-10. Reopening: 10+			
Special, Art and Comp Dbl/Rdbl's			
Most low level DBLS are T/O. NEG+RESP+COMP DBL (showing Take Out-) SUP DBL and RDBL (thro' 2M)			
Stolen dbl after suit overcall over our NT			
3 level DBLS are asking for stopper /DAB (with or w/o fit)			



Convention

Card



System: 2 over 1 GF Natural

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NCBO	KSBA, BFI	Category	GREEN
Event	2024 -25		

System Summary

General Approach and Style

Standard American, 5 card Majors. 2/1 GF or 4 of m. 1NT resp over 1M: N/F. 1m=3+ m (better m – no sanctity). Rev. Bergen over 1M in 1st and 2nd seats. 2 way Rev. Drury over 1M in 3rd and 4th seats. 1NT=(14)15-17, 2NT after 2d*(19)20-21, 3NT=Gambling,7card SOL m (with extras), ART Strong 2♣ opening (21+/8+ tricks or any 4 loser hand).

2♦ Multi,wk in Major or 20-21 bal, 2♥ both Majors wk, 2♠ spade + one minor wk.
2NT- both minors wk
CARDING: UDCA, Leads: 3/5th in suit, 4th in NT. Lavinthal 1st discard in NT

Special bids that may require defence

Gambling 3NT (SOL m, with outside A or K). Competitive Cue = Limit Raise or better. 4 card Rev. Bergen raises. Shaded 2 way drury.
One over one can be 3 cards(rare) e.g.1d-1h
Light opening. Multi. 2d. 2H and 2S two suit wk opening hand

Intervention over 1nt

After 2 level intervention over our 1nt, double is stolen bid transfer is ON at 2 and 3 level, NO Lebensohl, cue is stopper ask, transfer cue is 2 suiter minor,3c is stayman, opener reopens with dble to compete /protect for trap pass

Important notes that don't fit

Weak Jump Shifts, Weak Jump Overcalls, system on over our 1NT overcall or dble of opp's 1NT, and lebensohl over t/out dbl of weak 2 X's and after our Reverses.
Bad 2nt in competetion (direct 3 level bid is better hand)

Psychics

Rare in Opening bids, rare to occasional in other bids

1♣		3	3♣	11- 21 hcp, 3+, no sanctity in opening better minor	Up the line, 1♥/ 1♥/ 1♠ = NAT 4+ F1 , 1/2/3NT = 6-10/11-12/13-16 2♣ = Inverted minor (does not deny 4 card M) GF SUP, 3♣ = PRE. 2♦ = art, club support inv hand, 2♥/ 2♠ = Weak Jump Shifts .ultra wk, 3M is splinter(4M to play)	After 1♣-2♣ raise, 2NT rebid denies 4 card M . 1♣-1M-1NT-2♦ is New Minor Force – GF. 1♣-2♣-3NT=18-19: 3-3-3-4. After 1♣-1any,3NT=16/17 with running minor , minorwood and splinter after inverted m	No Fit Jumps
1♦		3	3♠	11- 21 hcp, 3+, no sanctity in opening better minor, can have longer clubs	1♥/ 1♠ = NAT 4+ F1, 1/2/3NT = 6-10/11-12/13-16. 2♦ = Inverted minor (does not deny 4 card M) GF 3♦ = PRE. 2♥/ 2♠ = Weak Jump Shifts ultra wk. 3♣ = art, Inv hand with d support.	After 1♦-2♦ raise, 2NT rebid denies 4 card M . 1♦-1M-1NT-2♣ is New Minor Force - GF. 1♦2♦-3NT=18-19: 3-3-4-3. After 1♦-1any,3NT=116-17 with running minor, minorwood and spl after inverted m	No Fit Jumps
1♥		5,4	4♦	11-21, 5 card ♥	1♠ = NAT 4+, 1NT=N/F, 2♣ / 2♦ = NAT 4+ & GF. 2♥ / 3♥ / 4♥ Raises = 6-10raise / Limit (3 card) / PRE (4+ trumps& Singleton). 3♣ / 3♦ = Rev. Bergen 9-11 / 7-9 ,4 cd SUP, Jacoby 2NT ,2♠ = NAT, Weak Jumpshift 6+	After 1♥- 2♥., 2♣/3♣/3♦ = Help suit GT in ♠/♣/♦. After 1♥-1♠,3NT=18-19 with 3 Aces After Jacoby, 3x is ston, 4x is void, 3M strongest, 3nt intem hand, 4M wkest bid	After 3rd / 4th hand opening :2♣ (4 card SUP) / 2♦ (3 card SUP) – Rev Drury(8-11) , 1NT = NF, 2NT =NAT, 3X = INV, Natural 6 cards,
1♠		5,4	4♦	11-21, 5 card ♠	1NT=NF, 2♣ / 2♦ = NAT 4+ & GF. 2♥ = NAT 5+ & GF. 2♠ / 3♠ / 4♠ Raises = 6 to 10 raise / Limit (3 card) / PRE (4 trumps& Singleton). 3♠/♦ = Rev. Bergen 9-11 / 7-9 , 4 cd SUPP. Jacoby 2NT	After 1♠- 2♠, 3♣/3♦/♥ =Help suit GT in ♣/♦/♥. After Jacoby, 3x is ston, 4x is void, 3M strongest, 3nt intem hand, 4M wkest bid	After 3rd / 4th hand opening : 2♣ (4 cd SUP) / 2♦ (43cd SUP) – Rev Drury(8-11), 1NT = NF, 2NT = NAT, 3X= INV, Natural, 6 cds,
1 NT		---		(14)15-17 semi balanced, can have 5 card major and 5422 distribution. Singleton Honor Possible. 6331 with 6cd minor possible SN 1.1	2♣ F1 Stayman. 2♦/♥/♠/NT = ♥/♠/♣/♦TRF's . XFR break in minor n 2NT(max hand) n 3h/3s for major= super acceptance. 3♣=5,5wk in minor,3♦ = 5,5 GF, 3♥/♠ = singleton ♥/♠, 54 in minors GF, 3 in OM. 4♣/♦ = S.A. Texas TRF in ♥/♠. 4♥/ ♠ = To play, 4Nt – quant, 5NT – pick a slam	Responder's new suit after transfer =NAT,GF & jump new suit = auto splinter. 1NT-2♣-2any-2NT = INV, doesn't promise a 4 card M. NT-2♣-2♦-3M = Smolen, 4 cds in M, 5 cds in OM. 1NT-2♣-2♦/2♥/2♠ -3♣ n 3♦ = Natural 5 cards with OM or 1M 4 cards ➡ 1NT-2♣-2M-4NT=RKC,	1NT-2♣-2♦-2♥ = Pass or Correct to 2♠.Garbage Stayman . 1NT-2♣-2♦-2♠ = Pass or Correct spade and a minor Garbage 1NT-2♣-2♦-4♦ = 5-5 in M's GF
2♣	X	0		Forcing STR, 22+, if BAL, or 8+ tricks or 4 loser hand 17+ hcp SN 1.2	2♦ waiting, semi-positive GF, 2♥ = trash, double negative. 2♠/ 2NT/3♣/3♦ = Positive in ♠/♥/ ♣/♦ , 3♠/3♥ wk 6 carder	2♣-2♦-3M/4m = Semi SOL, 4m auto rkc	After 2N – Baron, Xfrs, MSS, 4c/d auto rkc, no transfer of M at 4 level After 3N – Baron, Xfrs, MSS
2♦	X			MULTI, Wk in Major or 20-21 bal SN 1.3	2NT = enquiry, 2d-2h pass or correct, 2s/3h/3s = p/c 4c- transfer ur Maj, 4d- bid ur Maj, 3m- Natural NF, 4h/4s to play	2d-2nt-3c for H and 3d for s wk hand or want to play from ptr hand,...3h and 3s better suit and hand	After intervention dble is 20-21
2♥		5+5/4		H and spade, 6 to 11 SN 1.4	2NT: enquiry for longer Maj , new suit is NF	2NT and then new suit is natural GF	
2♠		5+5/4		Spade and a minor,6 to 100 SN 1.5	New suit NF, 2NT: enquiry for minor	2NT and then new suit is natural GF	
2N	X	6/5+5/4		Both minor, 6 to 11 SN 1.6	New suit F1, 4minor rkc		
20-21 or 22-24 strong NT (via 2d* or 2c*)				(19)20-21 Semi Bal. Can have 5card Major / 6card minor	3♣= puppet stymn. 3♦ / 3 ♥ =TRF's to ♥/ ♠. 3♠ = 5-4 m's. 3NT= To Play. 4♣/4♦ = natural auto rkc , 4♥/4♠=To Play. 4N = quant	Super Acceptance = Accept XFR at 4M level only.	
3x		7/6		Natural Preempts	Natural, New suit = F1,	4N on 3M = RKC, 4minor is minor wood	
3N T	X	7		Running 7cm, with side value a/k. promised SN 1.7	4♣ / 5♣ / 6♣ = Pass or correct, 4♦ = singleton 5♦/ 6♦ = To play		
4m	X	7,8 or 9		Stronger Namyats. SN 1.8	Strong pre-empt in H/S New suit is cue-bid, 4NT=RKCB		
4M		7 or 8		To play. Pre-emptive.	New suit is cue-bid, 4NT=RKCB	High Level Bidding / Slam Conventions	
4N T	X	---		Asks for specific aces	5♣=zero Ace, 5 Suit=that Ace, 5NT=♣Ace,6 ♣ = 2 Aces	1430 Roman Key Card Blackwood: 4NT = RKCB; 4♣ and 4♦ as RKCB in ♣ and ♦ when ♣'s and ♦'s agreed and implicit fit. 1430 Exclusion RKC. Specific K asking. (with 2K's bid the K which is not there). Cue style: 1st or 2nd round control up the line, Lightner DBL's, Forcing pass - Double discouraging after forcing pass, D0P1, R0P1. DEPO, Splinter. 5NT pick a slam	