

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level – 8-17 – varies with vul/position
2 level – 10-17 – varies with vul/postion
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 direct -> stayman and 2 way transfers
10-14 protective – 4 <sup>th</sup> seat
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
jump o' calls - weak
Unusual 2nt – lowest 2 suits (Note 5)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels (Note 5)
Jump-cue/direct cue = stop ask/good raise depending on sequence
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Capp (Note 6)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X=Values (Note 7), Lebensohl sans (Note 1), Unusual vs Unusual (note 8)
2NT/3NT 16+ with stopper in suit – to play
4nt – 2 places to play (generally minors), leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Nat
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Nat

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	SEQ, shortage, 2/4	Low – honour/ high unblock	
NT	SEQ, 2/4	Low – honour/ high unblock	
Subseq	Count/ O/E	Count/ O/E	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Att	Asks for att	
King	Asks for count	Asks for count	
Queen	SEQ or shortage	SEQ	
Jack	SEQ or shortage	SEQ	
10	SEQ or shortage	SEQ	
9	SEQ or shortage	2/4 or seq	
Hi-X	Doubleton / 2nd	Doubleton / 2nd	
Lo-X	4 <sup>TH</sup> OR Mud	4th	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Att = low enc	Hi/Lo = count even	O/E odd enc
Suit 2	Hi/Lo = count even		Hi/Lo = count even
3	Suit pref		Suit Preference
1	Att = low enc	Hi/Lo = count even	O/E = odd enc
NT 2	Hi/Lo = count even		Hi/Lo = count even
3	Suit Preference		Suit Preference
Signals: standard count, upside down att (Note 4)			
trump peter			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<17 HCP shortage in suit opened			
17+ HCP without need of shortage in suit bid (change suit)			
Vs Int – 15+			
X is TO when p has not yet bid			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative x depending on sequence up to 4♦			
Support x and xx			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO: CBAI</b>
<b>PLAYERS: Denise Walsh and Leah Finnegan</b>
EVENT: Junior Camrose 2023
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5CM, short C (2+) SAYC style
15-17 NT
RKC 1430 (note 14)
Weak 2's
NMF (Note 13)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Lebensohl (sans) (Note 1)
Rev Bergen (Note 2)
Weak 2's
Inv Minors (Note 3)
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: rare</b>



## Supplementary notes

### Note 1 - Lebensohl (sans)

#### Lebensohl vs Weak 2's

2NT = artificial relay to 3c (0-7HCP)

Subsequent:

- Cue bid opps suit = GF, likely has unbid major (doesn't show or deny stop)
- 3NT = No stop
- 4C/D = Invitational but not GF – better than 3C/D

Direct 3 level bid = invitational, 4+ suit, (8-11HCP)

Direct cue bid = Game forcing

Direct 3NT = Stop in opps suit, no 4H (sans)

Direct 4 level cue bid of major = at least 5/5 in minors and slam interest

4NT = extreme minors, no slam interest

#### Lebensohl vs 1NT

New suit at 2 level = Natural and NF

2NT = relay to 3C

Subsequent

- New suit at 3 level above the rank = invitational, usually 6 card suit
- New suit at 3 level below the rank = NF
- Cue bid opps suit = promises 4 in unbid major and denies a stop (or at least one major if cueing a minor)
- 3NT = denies 4 of other major and denies stop (SANS)

Direct 3 level overcall = GF

Direct cue bid = shows stop and promises 4 cards in unbid major

3NT directly = shows stop and denies 4 cards in other major

double of 2c = stolen bid i.e. stayman, otherwise TO

If 2D shows single suited hand, DBL = stayman

#### Lebensohl over a Reverse

2NT = <8HCP

New suit at 2 level is nat and to play

New suit at 3 level = GF

## Note 2: Responses to 1♥ or 1♠ opening

Rev Bergen raises (3♣ = 10/11, 3♦ = 6-9) -> 3+ card support

1♠ - 3♠ = Preemptive

1NT=6-9 NF

2NT= Jacoby, 12+

1♥ - 3♠/4♣/4♦ = splinter

1♠ - 3♥ = 10-12 6♥

1M – 2m = 10+ nat F

1M – 3NT = 13-15 flat, to play. Does NOT promise support.

1♠ - 4♣/4♦/4♥ = Splinter

1M - 4M = Natural

## Note 3: Responses to 1D or 1C opening

1m – 2NT = balanced inv, 10-12

### Inverted Minors

1m-2m = 10+, denies 4-card Major, bid stops up the line

1m-3m = 6-9HCP

Inverted Minors do not continue after overcalls and doubles

## Note 4: Signals + discards

Discards = Odd/even Odd is encouraging, Even is discouraging in that suit (normal suit preference where possible on the even card)

Standard count (High->low = even), upside down attitude (low = enc)

## Note 5: Unusual No Trump and Michaels

### Unusual No Trump

(usually at least 5/5 - can be 5/4)

1M – 2NT = both minors

1C – 2NT = Diamonds and Hearts

1D – 2NT = Clubs and hearts

### Michaels Cue-bids

1m – 2m = Both majors

1M – 2M = other major and unspecified minor

### Subsequent:

- Response in any known suit it to play
- The fourth suit is natural, NF, generally 6 card suit (unless splinter)
- Cue-bid of opening suit shows a good hand and agrees one of the known suits, Forcing
- Double jump is splinter
- 3NT is to play
- 2NT = enquiry

## Note 6: Capelletti

### Over weak NT:

Double - 16+ points

2C - one suited hand 6+ cards in a suit

2D - both majors atleast 5, 4

2H - hearts and a minor, 5+ hearts 4+ clubs/diamonds

2S - spades and a minor, 5+ spades, 4+ clubs/ diamonds

2NT- both minors, 5,5 in the minors

### Over strong NT

Double - one suited hand 6+ cards in a suit

2C - both minors at least 5, 4

2D - both majors at least 5, 4

2H - hearts and a minor, 5+ hearts 4+ clubs/diamonds

2S - spades and a minor, 5+ spades, 4+ clubs/ diamonds

## Note 7: Defence to Pre-empt

### Defence to Multi 2

#### If RHO bids 2D

2H/S = 12+ 4+ cards in bid major, likely short in other major

2NT = 15-18, balanced with stops in both majors

3 of any suit = To play

Double = 12-15 balanced or 18+

Subsequent = Lebensohl

Leaping Michaels (4C/4D) = 17+, showing 5+ of bid minor and 5+ in major

#### 2D(P)2H/S(?)

X = Takeout

2S (if 2H was bid) = nat 5+ spades – NF

2NT = 15-18 -> systems on i.e. stayman and red-suit transfers

3C/D/H/S = Natural, 6+ (After 3S, 4H = cue)

Leaping Michaels (^)

### Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)

4♥ Opening:

Double = "points" (do the right thing partner)

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♠ Opening:

Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

## Note 8: Unusual vs Unusual

Defence of 2-suited overcalls (e.g. 1♥ 2NT (minors))

### If both suits known

Double	Penalty in at least 1 of the suits
Lower cue	Raise in partner's suit (nf) (eg 3♣)
Higher cue	Shows 4th suit and is forcing (eg 3♦)
Opener's suit	To Play
4th suit	Natural, NF

### If only one suit known – 1S(2S)

2NT = relay to 3C (lebensohl) to compete

Subsequent

3H/S = Natural

3C/D = 11+HCP And 5+, Forcing

Cue suit = 3+ spades, at least Inv, Forcing

3S = To play

## Note 9: Fit-Jumps

3 Level: 4+ Support w/ 4+ in suit bid, 7-10 HCPs

4 Level: 4+ Support w/ 4+ in suit bid, 9-12 HCPs

## Note 10: Responses to 1NT

2C = Non-Promissory Stayman  
2D = transfer to Hearts  
2H = Transfer to spades  
2S = Transfer to clubs  
2NT = Transfer to diamonds  
3C/D/H/S – natural, 6 card suit, slam interest  
4D = 6+ hearts  
4H = 6+ spades

### Super accept after Transfer

Shows 4 card support and max no trump points  
S.A is performed by bidding anything other than simple accept  
Responding a new suit = shows doubleton  
Rebidding 2NT = flat hand

## Note 11: System over 2NT (Direct and via 2C)

Over strong 2NT Opening or 2♣ followed by 2NT rebid

3♣ = Puppet Stayman / Stayman  
3♦/3♥ = Transfer  
3♠ = minors  
3NT = Natural

Responses to 3♣ Puppet Stayman

3♦ = Has a 4 CM,  
3♥ = 4 card ♠ suit  
3♠ = 4 card ♥ suit  
3NT = Natural  
3♥/♠ = 5 card suit  
3NT = Natural



## Note 12: Responses to weak 2's

### Ogust

2NT = 14 with a fit or 16 without

Subsequent

3C - Weak Hand and Weak Suit, 6-8 HCP

3D - Weak Hand and Strong Suit, 6-8 HCP

3H - Strong Hand and Weak Suit, 8-10 HCP

3S - Strong Hand and Strong Suit, 8-10 HCP

3NT - Top 3 honours, 9-10 HCPS

Any level response in suit bid = Law of total tricks

## Note 13: New Minor Forcing

(eg) 1m -1M -1NT- 2(unbid m) is NMF

- Shows either 5 of first bid major or 4 of unbid major (or both)

Responses:

2(bid major) = 3 card support – denies 4 of unbid major

2(unbid major) = 4 card support in unbid major – doesn't deny 3 card support in bid major

\*\*NMF is off if the opps interfere\*\*

## Note 14: High level bidding

### Italian Cue-bids

Cue bid below game = 1<sup>st</sup> or 2<sup>nd</sup> round control

Repeat of cue-bid = 1<sup>st</sup> round control

### DOPI

X = No ace

Pass = 1 ace

5X (cheapest bid) = 2 aces

Second cheapest bid = 3 aces

Third cheapest bid = 4 aces

### **Roman Key card – 1430**

over a suit: 4NT - asking for keycards

Responses:

5C - 1 or 4

5D - 3 or 0

5H – 2 or 5 without the queen

5S- 2 or 5 with the queen

### **Gerber - over NT :**

4C - asking for aces

Responses:

4D – 0 or 4

4H - 1

4S - 2

4NT - 3