

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level – 8 – 17 varies with vul/position 4+ cards
2 Level – 10 – 17 varies with vul/position 4+ cards
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> seat = 15 – bad 18 (system on)
4 <sup>th</sup> seat is balanced 10 –14 (system on)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Nat
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redbl=10+ (generally no fit for partner)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4	4	
NT	4	4	
Subseq	4	4	
Other: top of rags			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JTx	AJT, KJT, QJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd = Enc / Even = Disc	Hi-lo (even)	Odd = Enc / Even = Disc
Suit 2	Hi-lo (even)		Hi-lo (even)
3	Suit Pref		Suit Pref
1	Odd = Enc / Even = Disc	Hi-lo (even)	Odd = Enc / Even = Disc
NT 2	Hi-lo (even)		Hi-lo (even)
3	Suit Pref		Suit Pref
Signals (including Trumps):			
Suit pref			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to 4♥			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: PB 2023 (Ireland)</b>
<b>PLAYERS: Klara Flanagan / Eve Conell</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
4CM
weak NT (Good 11- 14)
2♦ / 2♥ / 2♠ Weak
1430 [Note 4]
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1NT weak  (Good 11 to 14)
Opening 2♦ / 2♥ / 2♠ Weak
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>



# Supplementary notes

**Eve Connell and Klara Flanagan**

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## Note 1. Response to 1 NT Opening (Good 11-14 hcp)

### 4 way transfers

2♣ Non-forcing stayman - does not guarantee Major unless game bid.

2♦ No Major

Pass/2♥/2♠ to play weak

3♣/3♦ Nat 4+ suit GF

2♥ 4 card heart suit

2♠ 4+spades F

2NT no 4 card major invitational (good 11-12)

3♣/3♦ Nat 4+ suit GF

2♠ 4 card spade suit

2NT invitational (may or may not have 4♥'s)

3♣/3♦ Nat 4+ suit GF

2♦ Transfer to Hearts

2♥ Transfer to Spades

2♠ Transfer to clubs. (2NT breaking the transfer like clubs)

Pass over /3♣ or 3♣ over 2NT – Sign off to play

3♦ 5+clubs 4+ diamonds GF

3♥/3♠ Nat GF

3NT to play

2NT Transfer to diamonds. (3♣ Breaking the transfer like diamonds)

Pass over 3♦ or 3♦ over 3♣ = Sign off to play

3♥/3♠ Nat GF

3♠/♦/♥/♠ slam tries

3NT Natural

4♣ Gerber

4♦ Transfer

4♥ Transfer

4♠ Minors at least 6/5 to play no slam interest

4NT Quantative

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## Note 2. System over 2NT 20-21 or via 2♣

3♣ Non-forcing stayman - does not guarantee Major unless game bid.

3♦ No Major

3♥/3♠ to play weak

4♣/4♦ Nat GF

3♥ 4 card heart suit

3♠ 4+spades GF

3NT no 4 card major sign off

4♣/4♦ Nat GF

4♠ 4 card spade suit

3NT (may or may not have 4♥'s) to play

4♣/4♦ Natural GF

3♦ Transfer to Hearts

3♥ Transfer to Spades

3♠ Transfer to clubs. (3NT breaking the transfer like clubs)

Pass over 4♣ or 4♣ over 3NT - Signoff with clubs

4♦ 5+clubs 4+ diamonds GF

4♥ / 4♠ Nat

4NT RKC for ♣

\*\*\*\* 3NT Transfer to diamonds. 4♣ Breaking the transfer like diamonds \*\*\*\*

Pass over 4♦ or 4♦ over 4♣ - Sign off to play

4♥ / 4♠ Nat GF

4♣ Gerber

4♦ Transfer

4♥ Transfer

4♠ Minors

4NT Quantitative

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### Note 3. Responses to partner's opening 2♦/2♥/2♠

2NT = enquiry (normally 12+)

Responses to 2NT (Ogust PQ = points 1<sup>st</sup>/quality 2<sup>nd</sup>)

3♣ = 5-7; poor suit

3♦ = 8-10; poor suit

3♥ = 5-7; good suit

3♠ = 8-10; good suit

Any raise = 3 or 4 card support, tends to be pre-emptive

Over 2♥, 2♠ is natural and forcing for one round

Splinters (ie)

Over 2♦ – 3♥/3♠/4♣ = splinter

2♥ – 4♣/4♦/3♠ = splinter

2♠ – 4♣/4♦/4♥ = splinter

All 3 level bids in a new suit are forcing for one round.

- If max show feature, if min, rebid major

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### Note 4. RKC 1430

4NT keycard ask responses are

5♣ 1 or 4

5♦ 0 or 3

5♥ 2 No Q

5♠ 2 + Q

Subsequent 5NT ask for kings up the line (no specific kings)

6♣ 0

6♦ 1

6♥ 2

6♠ 3

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