

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level = 7 – 17 HCP varies with vul/position 5+ cards (rarely 4)
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.
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 suits (5/5 or longer) wide-ranging values
Leaping Michaels vs. weak 2-level opening ( <b>Note 3</b> )
Non-leaping Michaels vs. 3-level pre-empt ( <b>Note 3</b> )
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue : Michaels, 1m 2m 5+/4+ majors, 1M 2M 5+/4+ Mm
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
PH or 4 <sup>th</sup> seat: X = MM or single minor, 2♣ = ♣+M, 2♦ = ♦+M
2♥/♠ = 5+ M, 2NT = 5/5 Minors
X: Vs Wk or Str NT = Penalty (by unpassed hand)
3 of a suit = nat : intermediate if m, weak if M.
<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 Weak 2s, 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♣
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = 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			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suit, MUD	Low from 3, otherwise same	
NT	Same	Low from 3, otherwise same	
Subseq			
A and Q asks for attitude, K asks for count, or unblock if possible			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax..., AK...)	same	
King	Count (AK..., KQ...)	same	
Queen	Att/unblock J (KQT or QJ)	Att/unb (KQT or QJ or AQJT)	
Jack	KJT..., JT...	AJT..., KJT..., JT9..., JT8...	
10	HT9..., T9..., Tx	same	
9	H98..., 987..., 9x	same	
Hi-X	Top of dbltn or 2 <sup>nd</sup> from bad suit	same	
Lo-X	MUD OR 4 <sup>th</sup> -highest (Txxx..or better)	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to 4♥. Light re-opening DBL			
Can be light (10+) with classical shape			
Natural responses, Cue-bid = Forcing			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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: Republic of Ireland</b>
<b>PLAYERS: Tom Hanlon</b>
<b>Conor Boland</b>
<b>Camrose 2023</b>
<b>SYSTEM SUMMARY</b>
Natural, 5 card majors, short club, 2/1 GF
1NT opening 15-17
1NT can contain 5cM / 6cm / 5-4
3 Weak Twos
Pre-emptive jump raises
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. 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, unbidable 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 = <8HCP ( <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♥	9-21 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> (11-14) or <b>2NT</b> (18-19) 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♥	9-21 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> (11-14) or <b>2NT</b> (18-19) 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♥	9-21 HCP	<b>1NT</b> = 6-11/12 HCP, denies 4♠, semi-forcing. <b>2♣/♦</b> = nat, GF. <b>2♥</b> = 6-9 HCP, 3♥ (occ. 4 in flat hand). <b>2♠</b> = nat pre-empt (≤6 HCP). <b>2NT</b> = INV+, 10+ HCP, 3+♥. <b>3♣</b> = nat 5-8 HCP. <b>3♦</b> = nat 5-8 HCP. <b>3♥</b> = ≤6 HCP, 4♥. <b>3♠</b> = splinter. <b>3NT</b> = to play, doesn't promise support. <b>4♣/♦</b> = splinter.	<b>AFTER 1♥-2♥</b> : long suit trial bids. <b>AFTER 1♥-2NT</b> : <b>3♣</b> = most minimum hands ≤14 HCP, <b>3♦</b> = 15+ HCP (or 6 losers) no shortage, <b>3♥</b> = 15+ HCP, singleton club, <b>3♠</b> = 15+ HCP, singleton diamond, <b>3NT</b> = 15+ HCP, singleton spade, 4 of other suit = void in that suit. <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♥	9-21 HCP	<b>1NT</b> = 6-11/12 HCP, semi-forcing. <b>2♣/♦/♥</b> = nat, GF. <b>2♠</b> = 6-9 HCP, 3♠ (occ. 4 in flat hand). <b>2NT</b> = INV+, 10+ HCP, 3+♠. <b>3♣</b> = nat 5-8 HCP. <b>3♦</b> = nat 5-8 HCP. <b>3♥</b> = nat 10-12, 6+ suit. <b>3♠</b> = ≤6 HCP, 4♠. <b>3NT</b> = to play, doesn't promise support. <b>4♣/♦</b> = splinter. <b>4♥</b> = to play.	<b>AFTER 1♠-2♠</b> : long suit trial bids. <b>AFTER 1♠-2NT</b> : <b>3♣</b> = most minimum hands ≤14 HCP, <b>3♦</b> = 15+ HCP (or 6 losers) no shortage, <b>3♥</b> = 15+ HCP, singleton club, <b>3♠</b> = 15+ HCP, singleton diamond, <b>3NT</b> = 15+ HCP, singleton heart, 4 of other suit = void in that suit. <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♥	15-17 HCP, bal. or semi-bal. 5M, 6m or 5/4 possible	<b>2♣</b> = non-prom Stayman. <b>2♦/♥</b> = xfer to ♥/♠. <b>2♠</b> = xfer to ♣. <b>2NT</b> = xfer to ♦. <b>3♣/♦/♥/♠</b> = nat slam try. <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). Superaccept of minor-suit xfer : complete transfer.	<b>Note 5</b>
2♣	x			23+ BAL or any GF	<b>2♥/♠</b> = 8+HCP, good 5-c suit. <b>3♣/♦</b> = 8+HCP, good 6-c suit. <b>2♦</b> = all other hands. <b>2♣-2♦-2♥-2♠</b> = 25-26 bal /♥/♥+other	<b>2NT</b> = 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> = feature enquiry, usually constructive, may be tactical. Wide-ranging raises. New suit = F1. Splinters.	<b>2x-2NT</b> : <b>3♣</b> = max HCP, feature. <b>3♦</b> = min HCP. <b>3♥</b> = max HCP, feature. <b>3♠</b> = max HCP, feature. <b>3NT</b> = AKQxxx	
2♥		5		As above	As above	As above with <b>3♥</b> as min HCP	
2♠		5		As above	As above	As above with <b>3♠</b> as min HCP	
2NT				20-22 bal or semi-bal (e.g. 5422 and 4441 both possible)	<b>3♣</b> = Puppet Stayman. <b>3♦/♥</b> = xfer. <b>3♠</b> = puppet to 3NT, one or both minors, slam interest. <b>4♣</b> = Gerber. <b>4♦/♥</b> = xfer. <b>4♠</b> = 5/5 mm	<b>AFTER 3♣</b> : <b>3♦</b> = no 5M, has 4M, <b>3♥</b> = 5 hearts, <b>3♠</b> = 5 spades. <b>3NT</b> = no 5M or 4M	
3♣		6		Pre-emptive	New suit below game = natural GF. 4NT = RKCB (mod. responses)		
3♦		6		Same as above	Same as above		
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, 4♦ = shortage enquiry (steps, 4NT = none)	<b>HIGH LEVEL BIDDING</b>	
4♣		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	1430 RKCB	
4♦		7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB	DOP1, ROP1 and DEPO	
4♥		7		To Play	4♣/5♣/♦ = cue; 4NT = RKCB	Lightner DBLs	
4♠		7		To Play	5♣/♦ = cue; 4NT = RKCB	5NT Pick A Slam	
4NT	x			Specific ace ask	5♣ = none; 5♦/♥/♠/6♣ = ace of that suit; 5NT = 2	Specific King Ask	
5m		7		Pre-emptive		Exclusion RKCB 1430	
5M		7		Almost slam-worthy	Raise the level of the fit for each top trump honour	Minorwood RKC 1430	

**Note 1: Transfers after opponents overcall our 1m with 1D/1H**

1C – (1D) –

X = 4+ hearts  
 1H = 4+ 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

1C – (1H) –

X = 4/5 spades  
 1S = <4 spades  
 1NT = natural  
 2C = natural raise  
 2D = natural, F1  
 2H = 6+ spades  
 2S = GF club raise  
 2NT = natural 10-12  
 3C = natural raise

1D – (1H) –

X = 4/5 spades  
 1S = <4 spades  
 1NT = natural  
 2C = natural, F1  
 2D = natural raise  
 2H = 6+ spades  
 2S = GF club raise  
 2NT = natural 10-12  
 3D = natural raise

**Note 2: Transfers after double of our 1M opening or overcall**

1H – (X) –

XX = 10+ generally balanced  
 1S = spades  
 1NT = clubs  
 2C = diamonds  
 2D = good heart raise 8-10  
 2H = weak heart raise 5-7  
 2S = 10+ heart raise  
 2NT = lim+ raise, 3+ card support  
 3X = fit jump

1S – (X) –

XX = 10+ generally balanced  
 1NT = clubs  
 2C = diamonds  
 2D = hearts  
 2H = good spade raise 8-10  
 2S = weak spade raise 5-7  
 2NT = lim+ raise, 3+ card support  
 3X = fit jump

Same treatment applies over: (1m) – 1M – (X) – (?)

**Note 3: Leaping Michaels and non-leaping Michaels**

Defence to natural 2D opening:

- 4C = clubs + a major, 5+/5+
- 4D = both majors, 5+/5+

Defence to natural 2M opening:

- 4C = clubs + other major, 5+/5+
- 4D = diamonds + other major, 5+/5+
- 4M (opener's major) = strong with minors, 5+/5+
- 4NT = less strong with minors, 5+/5+

Defence to natural 3m opening:

- 4m (opener's minor) = both majors, 5+/5+
- 4om = other minor and a major, 5+/5+

Defence to natural 3M opening:

- 4C = clubs + other major, 5+/5+
- 4D = diamonds + other major, 5+/5+
- 4M (opener's major) = strong with minors, 5+/5+
- 4NT = less strong with minors, 5+/5+

**Note 4: Lebensohl over double of opponents' weak 2-level opening / over opener's reverse**

(2D) – X – (p) –

2H/S = natural, weak  
 2NT = 0-7, relay to 3C to play in 3C (partner bids 3C unless strong)  
 3C = natural, 8+ points

(2H) – X – (p) –

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  
 1NT = clubs

(2S) – X – (p) –

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

After opener's reverse (F1 16+ pts):

Rebid 2M = NF (5 card suit, as 6+ would have bid 2M direct over 1m)  
 2NT = relay to 3C (default unless extras)  
 3X = natural and forcing

**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, showing 4H with a spade stop (FASS)
- 3S = 5+ clubs, 8+ points
- 3NT = to play with spade stop (FASS)

Suit bids at the level of the interference are natural

Transfers end at 4NT

No transfers after 4 level or higher intervention

Over 1NT – (3D) –

- 3H = 5+ spades
- 3S = 5+ hearts
- 4C = natural, forcing
- 4D = 6+ hearts
- 4H = 6+ spades

**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)