

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1and 2 level overcalls (no jump) constructive
Response new suit forcing
Response to 1♥/♠ overcall: cue = inv+, 2nt = 4+ supp inv+
Jump responses pre-emptive
Over opps simple overcall, new suit = 5+ Forcing or System ON
2NT = natural (NF) if opps overcall our 1♣/♦, or in response to our simple (non-jump) overcall
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18 in 2 <sup>nd</sup> position, and in 4 <sup>th</sup> position if responder bid
10-15 in 4 <sup>th</sup> position, 2♣=ask, 2NT=max
1NT system responses on after 1NT overcall (except above)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 Suit: Jumps = weak: 1 jump = weak 2 hand; 2 jump = weak 3 hand
2 Suit: Ghestem 5+/5+ (Note 1)
Reopen: No Ghestem (Note 1) in 4 <sup>th</sup> position
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = Ghestem (Note 1), or support raise/forcing enquiry
Jump Cues = NT ask or Splinter
Cue of opps simple overcall of opener 1suit=support, game inv +
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = Penalties, 2♣ = 4+♥ & 4+♠, 2♦ = single suit ♥/♠ = 5+ suit
2♥/♠ = 5+ & 4+♣/♦, 2NT = 2 suiter
3 ♥/♠/♣/♦ = pre-emptive 6+
vs. 15-17 NT X of artificial bid = suit,
vs. weaker NT (max 15), X = 15+ bal unless PH
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = take out, NT = natural, Overcall = natural
Cue bid = NT ask or very strong hand, 2NT frequently Lebensohl (Note 5)
Leaping Michaels vs weak 2s and 3♣ and Multi (Note 4)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
vs 1♣: X=both M, Jumps=weak, Overcall=natural, NT=2 both m
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=interested in penalties, subsequent Xs are penalty
New suit= 4+ natural & Forcing unless already passed
Jumps = pre-emptive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /Attitude(2 <sup>nd</sup> from 4 <sup>+</sup> bad)	3 <sup>rd</sup> & 5th	
NT	4 <sup>th</sup> /Attitude(2 <sup>nd</sup> from 4 <sup>+</sup> bad)	3 <sup>rd</sup> & 5th	
Subseq	Attitude	Attitude	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)Ax(+) asks attitude	AKx(+) Ax(+) asks attitude	
King	AKQx, KQJ/10(+),Kx	KQJ(+), KQ109(+),Kx	
Queen	KQx(+), KQ	KQx(+), KQ	
Jack	QJx(+), QJ	QJx(+), QJ	
10	JTx(+),HJTx(+), JT, Tx	JTx(+),HJTx(+), JT, Tx	
9	109x(+), H109x(+), 9x	109x(+), H109x(+), 9x	
Hi-X	xSxx, Sx	xSxx, Sx	
Lo-X	HxxSx, HxS,, xSxxx, xSx	HxxXx, HxS,, xSxx, xSXX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Even	Hi=Even	1 <sup>st</sup> Even=Enc Odd=S/P
Suit 2	Hi=DISCRG	S/P	Hi=Even
3	S/P		S/P
1	Hi=Even	Hi=Even	1 <sup>st</sup> Even=Enc Odd=S/P
NT 2	Hi=DISCRG	S/P	Hi=Even
3	S/P		S/P
Signals: 1 <sup>st</sup> discard Odd=S/P, Even=ENCRG in suit.			
Smith signals vs 3NT+ (Hi=DISC, low=ENC or Neutral from both sides)			
Remainder count = Hi=Even			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic style, maybe light if perfect shape			
Cue bid to suit agreement, Jumps=4+cards 8+, maybe lighter with 5+cards			
Reopening X maybe weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dble. Responsive X through 4♥			
NV X of Splinter = suggest sacrifice, VUL = lead suit below splinter			
Support X or XX shows 3 card support, up to 2♠			
X of weak artificial support bids = take out of opps agreed suit			
X of transfers at1 level=suit, cue of opps suit = take out			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: CBAI</b>
<b>PLAYERS: Mark Moran John Carroll</b>
<b>EVENT: Open - 2026</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣ = 2+♣ balanced or Natural ♣ 11-20hcp
1♦ 4+♦ unbalanced 11-20hcp
1♥/♠ 5+ cards 10-20hcp
1NT=15-17
2♣/ always strong 2♦ weak 2 in ♥/♠
2♥/♠ 5 <sup>+</sup> and 4 <sup>+</sup> m weak
2NT opening is 21-22 balanced
2 over 1 FG
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♦♥ responses to 1♣ are transfers 4+♥/♠
1♠ response to 1♣ is either no M or FG 5+♦ (may have shorter M)
3NT opening is pre-empt is solid ♣/♦ (not in 4 <sup>th</sup> )
Ghestem 2 suited overcalls (Note 1)
2♦ weak 2 in ♥/♠
2♥/♠ 5 <sup>+</sup> and 4 <sup>+</sup> m weak (Note 2)
2♣/2♦ puppet/FG ask to opener's 11-14 and 18-19 bal rebid
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT-X-XX if XX=escape, Pass=F
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♥	11-20 hcp 11-14 or 18-19 bal or 5+♣ natural	1♦/♥= xfer 4+♥/♠ 4+hcp, 1♠=6+hcp no M or FG 5+♦ or FG no 4M, 1NT = 6-10 2♣ FG, 5+♣, 2♦/♥ xfers game try; 2♠= ♣ game try, 2NT=11-12	1♥/♠ rebid 11-14 bal or 3card support +♣ , then 2♣ puppet to 2♦; 2♦ = FG, 1NT=18-19	1NT=5/4m non invitational, 2♣=♦, 2♦= both ♥/♠
1♦		4+	4♥	11-20 hcp	1♥/♠ natural, 1NT 6-11, 2♣ FG, 2♦ FG 4+♦, 2♥/♠ 6cards 9-11, 2NT=11-12, 3♣=4+♦ 9-11	Transfers after 1♥/♠ except 1♠ rebid natural	
1♥		5+	4♥	11-20 hcp	1♠=4+♠, 1NT=6=11NF, 2♥ = 5-9 hcp, 3+♥, 3♠=4♥ 9-11 3♦=3♥ 9-11 3♥=mixed raise, 2♣ = 2/1 FG 5+♣ or bal often 3♥, 2♦ FG 5+♦ 2NT= 4+♥ FG, 3NT= bal 4+♥ 12-15hcp	After 1NT rebid 2♣ puppet to 2♦; 2♦ = FG After 2♣, 2♦=4+♦, 2♥=5+♥, suits natural After 2NT, 3♣ = min, 3♦ 15+ and shortage, 3♥ = 15+ no shortage,	3♠ = 4+♥ any singleton then 3NT asks, direct splinter = void
1♠		5+	4♥	11-20 hcp	Similar 1♥	Similar 1♥	3NT = 4+♠ any single etc.
1NT				15-17 hcp	2♣ NF Stayman, 4 suit transfers, 4♦/♥ transfers 3♣/♦ FG both minors 3♥/♠ = nat ST in M		opps X, XX = a 5 card ♣/♦, 2suit = touching suits (not 2♣) X of 4+suit overcall = TO, else 8+ Transfer Lebensohl (Note 5)
2♣		0	4♥	19+ FG, unless rebid 2NT or bid and rebid suit	2♦=relay, 2♥/♠/3♣/♦ = 5+ 2 loser (max) suit 2NT= 8+Slam Try or A& K	Natural/ Splinters/transfers after NT rebids	
2♦		0		5-10 5+♥ or 5+♠	2♥/♠ pass/correct 2NT=ask, 4♣ asks xfer to M	After 2NT 3♣/♦=good ♥/♠	
2♥		5+		5-10 5+♥ and 4+♣/♦	2♠ NF, 2NT=ask, 3♣ pass/correct		
2♠		5+		5-10 similar 2♥	As above		
2NT				20-21 bal	Puppet Stayman and transfers, 3♠=minors FG 4♣=Slam try in ♥, 4♦ ST in ♠, 4♥/♠ ST in ♣/♦	After 4♣ response, 4♦=interest, next suit RKCB same principles for other suits	
3♣		6+		5-10 hcp pre-emptive	3♥/♠ = 5+ F, 3♦ ask about M's		
3♦		6+		5-10 hcp pre-emptive	As above		
3♥		6+		5-10 hcp pre-emptive	3♠ = 5+F, 4♣=optional Blackwood	After 4♣, 4♥ = worst hand	
3♠		6+		5-10 hcp pre-emptive	4♣=optional Blackwood	Same principle as above	
3NT				Solid suit a minor	4♣/5♣ pass/correct; 4♦ asks which m		
4♣		6+		Pre-emptive			
4♦		6+		Preemptive			
4♥		6+		Pre-emptive			
4♠		6+		Pre-emptive			
4NT				Specific Ace Ask			
5♣		7+				HIGH LEVEL BIDDING	
5♦		7+				Direct splinter response to 1X opening = weak splinter	
5♥		7+				1430 RKCB	
5♠		7+				DOPE slam bidding, D0P1	

### NOTE 1: GHESTEM

Ghestem 5+/5+      2NT = lowest suits, Cue= Extreme suits

Usually weak or strong, both M can also be intermediate

After 1M - 3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue = Majors and 3♣ shows ♣ and ♠ F

### NOTE2: BIDDING AFTER 2♥/♠ OPENING

2♠ = 5+♠, NF

2NT = F enquiry

3 or 4♣ = P/C to play in openers m

3♦ = GT in openers M

### NOTE 3: 2♣ to 1♥/♠ OPENING

2♣ = FG 2+♣ bal, may have 3 card ♥/♠ support or 2/1 FG with 4+♣;

2♦ = FG, 5+♦

### NOTE 4: LEAPING and NON-LEAPING MICHAELS

Non Forcing (unless weaker route available e.g. 2♥ – (3♥) = ♠ + m then the alternative 2♥ – (4m) = Forcing)

After opps open weak 2♥/♠, then 4m = 5+m/5+ OM

After opps open: 3♣, then 4♣ = 5+/5+ both M, 4♦ = 5+♦/5+ ♥ or ♠

3♦, then 4♣ = 5+♣/5+ ♥ or ♠ and 4♦ = 5+/5+ both M

3M, then 4m = 5+m/5+ OM

After 1M-P-2/3M, then 4m = 5+m/5+ OM

After Multi 2♦, then 4m = 5+m/5+♥

### **NOTE 5: LEBENSOHL and TRANSFER LEBENSOHL**

Transfer Lebensohl applies after 2 level overcall of our 1♣ or 1NT opening/overcall:

- When opps M is known X = take out
- 2NT to 3♥ are transfers and 3♠ over opps 2♥ = 5/5 minors FG
- 4 Level = system on
- Transfers to minors are always invite +
- Transfer to opps suit = stayman
- To find a stop we X and then cue

Lebensohl 2NT applies in some other competitive auctions:

- When opps any weak 2 bid and partner X; or
- 1Y-X-2Y-2NT; and
- 1Y-X-2Z-2NT

2NT = relay to 3♣, then:

pass or new suit below opps = min

Cuebid = FG with 4OM no stop

3NT = FG with 4OM plus stop

New suit higher ranking than opps = invite

New suit at 3 level = 5+ with 8+hcp F

Cuebid = and FG excluding above