

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
INT OVERCALL (2nd/4th Live; Responses; Reopening)
14-18 2 nd seat and 10-15 in 4th
System on over any 1NT (including protective)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits (wide range)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels (1m, 2m = ♠ + ♥ wide range)[23]
1M, 2M = OM + minor (wide range)
Jump cue – stopper ask – usually based on long suit
VS. NT (vs. Strong/Weak) [4]
Hello [4]
2♣ = ♦'s or M/m
2♦ = ♥
2♥ = Majors
2♠ = ♠
Dbl peno's (over weak) or ♣'s (over str)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Neg dbl upto 4♥. Double 4♥ = points. Double 4♠ and over penos [5+6]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural bids
OVER OPPONENTS' TAKEOUT DOUBLE
1's and 2's forcing. 3 level tends to be fit bid.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
LEADS			
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	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY [9]			
	Partner's Lead	Declarer's Lead	Discarding
1	O=Enc/ E = Dis	O=Enc/ E = Dis	O=Enc/ E = Dis
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O=Enc/ E = Dis	O=Enc/ E = Dis	O=Enc/ E = Dis
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Upto 4♦ (4♥)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles / Redouble 2 level only			

W B F CONVENTION CARD
CATEGORY: Camrose Trials 2023
NCBO:
PLAYERS: Peter Pigot & Karel
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Aggressive
RKC 1430
1NT = 15 – 17, may contain a 5CM or rarely a 6 minor
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = 4+ \ 4+ majors (<11 or big) [14]
2♦ = art big hand (equivalent of Acol 2♣ opener)
2♥/2♠ = 5+ weak (5-10) [3]
2♣ = CBS always [17]
Lebenshol SANS (also over reverse) [18]
Reverse Bergen [7]
Transfers over 1♣ [15]
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
PSYCHICS:

Supplementary notes

Peter Pigot and Karel

Contents

Note 1.	Response to 1 NT Opening (15-17 hcp).....	4
Note 2.	System over 2NT direct and via 2♦	5
Note 3.	Responses to partner's opening 2♥/2♠	5
Note 4.	Hello over 1NT	6
Note 5.	Defence to 2 level pre-empts.....	7
Note 6.	Defence to 4 level suit openings	7
Note 7.	Responses to 1♥ or 1♠ opening.....	8
Note 8	Inverted Minors	8
Note 9	Signals + discards.....	8
Note 10	Unusual versus unusual	8
Note 11	Enquiry over a major raise	9
Note 12.	Reverse Drury	9
Note 13	Gazilli	9
Note 14.	2♣ opener 4+♠\4+♥ and (<11 or "big")	10
Note 15	Transfer Walshe over 1♣ opening	11
Note 16	Modified RKC over a weak 2 or pre-empt.....	13
Note 17.	Check Back Stayman (CBS).....	13
Note 18.	Lebenshol	14
Note 19.	Interference by opps	14
Note 20	When the opps interfere over stayman / transfer.	15
Note 21	Good bad 2NT.....	15
Note 22	Defence to 3 level pre-empt	15
Note 23	Michaels	16
Other	16

Note 1. Response to 1 NT Opening (15-17 hcp)

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

2♦ No Major

2♥/2♠ to play weak

3m Natural 5+m/4M GF **

2♥ 4 card heart suit

2♠ 4+spades

2NT no 4 card major invitational

3m Natural GF **

2♠ 4 card spade suit

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

3m Natural GF **

2♦ Transfer to Hearts

2♥ Transfer to Spades

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

3♣ weak with clubs

3♦ 5+clubs 4+ diamonds GF

3M Shortage **

3NT to play

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

Pass or 3♦ to play

3M Shortage **

3♠/♦/♥/♠ slam tries

3NT Natural

4♣ Gerber

4♦ Transfer

4♥ Transfer

4♠ Minors

4NT Quantitative

Breaking a Transfer to a major shows 4+ support

Bid a suit is a super accept with a feature in that suit (by inference NO feature in a suit below)

2NT = Max with 4 card support and flat hand (4333 or 4432)

Lebenshol (SANS) and takeout doubles over interference

Note 2. System over 2NT direct and via 2♦

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

3♣ = Puppet Stayman

3♦/3♥ = Transfer

3♠* = clubs

3NT* = Diamonds

4♣ = Gerber

4♦/4♥ = Transfer

4♠ = minors

4NT = Quantitative

5m = to play

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 = No 4 card Major

Doubles are takeout over interference.

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

2NT = enquiry (normally 12+)

3M = 5-7; poor hand

3OM/3m = Feature K or A or stop for NT

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

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

Splinters (ie)

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

4NT is modified RKC (see note 14)

Over any overcall double is penalties. Over a double a suit bid is lead directional + support. Rdbl good hand, subsequent doubles are penalties.

Note 4. Hello over 1NT

Dbl = If strong NT shows ♣ otherwise penalty

2♣ = 5+♦ or M/m

2♦ = relay; pass or correct.

2M = 5+ M NF

2NT Enquiry

3♣ = ♣ + a major

3♦ asks which major

3♥/3♠ = nat

3♦ = 5+♦

3♥ = ♥ + ♦

3♠ = ♠ + ♦

3♣/3♦ = natural fair hand

3♥/3♠ = 6+ suit invitational

2♦ = 5+♥

2♥ = to play

2♠ = 5+♠ NF

2NT = Enquiry

3♣/3♦/3♠ = Feature

3♥ = Min

3♣/3♦ = Nat NF

3♥ = invitational

2♥ = 4+♥ & 4+♠

Pass/2♠ = to play

2NT = Enquiry

3♣ = Min

3♦ = equal length > min

3♥/3♠ = Longer > min

3♣/3♦ = Nat 6+ suit, NF

3M = invitational

4M = to play

2♠ = 5+♠'s

2NT = enquiry. Feature responses as over weak 2 opener

2NT = 5+/5+ in Minors

Applies in 4th position too. Applies even if passed hand.

Note 5. Defence to 2 level pre-empts

Defence to Benjamin / Tartan Two / Weak nat. 2♦

- Double = takeout
- Suit = 5+ Nat opening bid NF
- 2NT = 15-18 balanced with relevant stoppers (System on)
- Cue bid = long running suit without stopper. (Partner bids 3NT with stopper or 4♣ for conversion)
- 4m = leaping Michaels (5+m/5+OM NF). 2♦ (4♦) is both majors.

Defence to Multi 2♦ *****

- dble = a t/o double of either major or a big hand.
 - dble - 2♥ - dble = a take out of hearts 8+. If responder to the dble has hearts, partner will double again on the way out.
- 2M = 12+ pts, 5+ in bid major, ip short in the other major
- 2NT = 15-18 balanced with stoppers in both majors, system on
- 3 minor = To Play
- 3M = a good hand 6+ suit
- 3NT = to play
- 4m = nat NOT 5/5

Lebehsohl also used here in response to dbl

Note 6. Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

4x = Nat NF

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 7. Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing

Rev bergen raises (3♣ = 10/11, 3♦ = 6-9)

1NT=6-bad 11

2NT= relay to 3♣ and either

- 1) 3 card support 10/11
- 2) pre-empt in not opener's suit
- 3) Other (void splinters)

1♥ - 3♠ = splinter

1♠ - 3♥ = 10-12 6♥

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

1♠ - 4♥ = Splinter

1M - 4M = Natural

Note 8 Inverted Minors

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

1m-3m = constructive 6 - 9 [normally 5+♣ if 1♣ opened], frequently unbalanced

1m - 1NT = 6-10 balanced

1m - 2NT = relay to 3♣ pre-emptive raise in some suit

**Inverted Minors do NOT continue after overcalls and doubles!!

** Inverted is still on even if you passed (eg) P P 1m P 2m

Note 9 Signals + discards

Odd is encouraging, Even is discouraging in that suit

Attitude is odd/even [Note : If no appropriate card we play count]

Natural count, normal suit preference (odd/even does not apply when giving count)

Note 10 Unusual versus unusual

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

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, non forcing

Note 11 Enquiry over a major raise

2NT after raise of responder's major is an enquiry *****

e.g. 1♦ - 1♥ - 2♥ - 2NT

- 3♣ - 3 trumps and 11/12
 - 3♦ - 3 trumps and 13/14
 - 3♥ - 4 trumps and 11/12
 - 3♠ - 4 trumps and 13/14
-

Note 12. Reverse Drury

Responding after partner opens 1♥/♠ in 3rd position ONLY. Does NOT apply to 4th position

2♣ enquiry. Partner rebids the opening suit if min, other bids normal.

Note 13 Gazilli

1♥/1♠ - 1X

2♣

2♣ is artificial to try and distinguish between various hands. 2♦ in response to 2♣ is a “constructive” relay 8+ forcing. Any other bid is natural.

Over 2♦ rebidding your original suit shows that major and clubs NF. Anything else is natural and a “good” hand (16+).

*Not playing Gazilli over 1♦

Note 14. 2♣ opener 4+♠\4+♥ and (<11 or “big”)

2♣ shows

- 4+♠/4+♥ 2-10, Not 4504 or 4414, decent vul and 2nd seat
- 4+♠/4+♥ ≤4 LTC

Responses :

- 2♦ ART either (1) No preference for either major
(2) Invitational 11-14 with one or both majors
(3) Invitational balanced 15-18 no tolerance for major
(4) ART any GF hand

Over 2♦

- 2♥ Equal length M's or longer H's < 11 points
2♠ Longer spades < 11 points

Over 2M

- 3♣ ART GF
Partner relays with 3♦ and you set the suit GF
3♦ 15-18 nat
Raise 4\5M 11-14 invit
2♠ over 2♥ 4♠ invitational
2NT – 15 to 18 no tolerance for major

- 3♣/3♦ Minor feature, big hand
2NT 20-22 balanced with both majors
3M big hand 6+\4+
3NT 22+ balanced both majors

- 2♥/2♠ to Play 3♣\3♦ minor feature, big hand.
Major raise blocking (6+\4+).
2♠ over 2♥, Nat NF 6\4. *****
2NT 20-22 balanced with both majors

2NT ART 15-18 invitational

3♣'s is a minimum (or 4/4) over which

- 3♦ 3\3 in the majors
3♥/3♠ Nat invitational 3+ suit
3NT to play convertible
3♦ Equal length both majors (Not 4/4), positive
3♥/3♠ positive Nat

- 3♣/3♦/3♥/3♠ To Play
3NT to play Not convertible
4m Fit bid, leadable suit + support for one major
4♥/4♠ to play

RHO bids over 2♣ opener

RHO dbls

Pass 5+(normally 6) clubs to play

Rdbl asks partner to bid 2♦ over which you can pass with diamonds or any other bid is invitational.

2♦ bid longest major F

2M to play

3m to play

2NT – 15-18 enquiry

4m splinter

RHO bids 2x

Dbl = penos

2NT = enquiry

Any number of a major to play

3m nat NF

RHO bids 3x

** need to be careful here. ASK what 3x is. If pre-emptive bid accordingly (**dbl = TO). If strong bid naturally with care (Dbl = penos).

Note 15 Transfer Walshe over 1♣ opening

This only applies over a 1♣ opening.

1♦ = 4+ ♥ 1RF

Refuse transfer denies 3+ hearts

1♠ 4+ spades (does NOT promise 5+♦)

1NT denies a 4CM 11-14

2♣ denies a 4CM 5+♣ (normally 6)

2♦ no 4CM 5+/4+ reverse 1RF

2♥ 4 hearts 11-14

2♠ 4+ spades reverse (does NOT promise 5+♦)

2NT 18-20 Nat NF (no 4CM)

3♣ 14-17 6+♣'s, NF

3♦/3♠ Splinter for hearts

1♥ = 4+ Spades 1RF

Similar to above

1♠ = 4+ Diamonds 1RF (denies a 4CM unless GF)

Similar to above

Nb over an opps double system on. System off over an overcall. If playing support dbls/redbls 1M is 3, 2M is 4, rdbl is good hand

NB 1♣ 1x 1y 2♣ is art forcing. 1♣ 1x 1y 2NT is a relay to 3♣ (see below)

Sequence 1♣ 1x 1y 2♣

2♣ is art forcing 11+.

Example

1♣ 1♦
1♠ 2♣
??

1♠ has denied 3♥ and shows 4/5♠ and must have 4+♣

2♦ All other bids that cannot be shown. Forcing.
2♥ Ax, Kx or Qx in hearts (11-12)
2♠ 5♠/5+♣ (11-12)
2NT No Hx in hearts, D stop (11-12)
3♣ 5 good or 6+♣ (11-12)
3♦ Auto splinter for clubs (GF)
3♥ Ax or Kx or QX in hearts (13-20) GF
3♠ 5♠/5+♣ GF
3NT 18/20 balanced, no heart honor

Rebids at the 2 level from the 2♣ opener are invitational. All other bids are Nat GF. Always assume opener is min.

Sequence 1♣ 1x 1y 2NT

1♣ 1♦
1♠ 2NT
??

2NT is a relay to 3♣. Breaking the relay is nat and shows a big hand. Over 3♣ relay

3♦ 4/5♥ + 5+♦ (11-12)
3♥ 5♥/5♣ (11-12)
3♠ 4♥/4♠/4+♣ (11-12)
3NT 16/17 nat

Note 16 Modified RKC over a weak 2 or pre-empt

As a weak two or pre-empt can never have 3 keycards we can modify the RKC response to be more precise.

4NT RKC

5♣	No keycard
5♦	1 keycard
5♥	1 Keycard + Q
5♠	2 keycards
5NT	2 keycards +Q

Note 17. Check Back Stayman (CBS)

Check back stayman is similar to NMF except it is ALWAYS 2♣. (eg) 1x 1y; 1NT 2♣ is CBS

Responses

2♦ = <3 card support for suit y and min

2y = 3 card support for y min

2M = 4M, < 3 card support for y, min

2NT = <3 card support for suit y and max

3y = 3 card support for y and max

3M = 4M, < 3 card support for y, max

**CBS is off if the opponents interfere.

***As an aside 1x 1y; 1NT 2NT is a relay to 3♣. Responder will pass if they want to play in clubs. 3y over the relay shows 5+y and 4♣ invitational. 3z shows 5y/5z invitational. To invite in NT bid 2♣ then 2NT. 3NT over the relay should be quantitative stronger than 3NT direct.

Note 18. Lebenshol

When the opponents overcall or 1NT (or in response to a double by pd of a weak 2 opening) – 2NT is a puppet to 3♣. This allows us to distinguish between signoff and GF hands. SANS (slow arrival no stop).

1NT (2♦) .. ?

*Dbl - cards

2♥/2♠ - weak to play

2NT – relay to 3♣

Over the 3♣ by pd

Pass is to play

3♦ is ♦ stop enquiry / 4CM enquiry

3M – 4/5M

3NT ♦ stop

3M is invitational 5/6 CM

3NT values for 3NT NO ♦ stop

3♣ - 5+♣ GF

3♦ = Cue GF staymanic

3♥/3♠ - 5/6+M GF

3NT to play ♦ stop

4M to play

Over a weak two opener by LHO, dbl by pd, pass RHO. 2NT is again a relay to 3♣ generally weak with the aim to sign off in a suit. A direct bid is nat and forcing. 2NT as natural is NOT available.

If the opps dbl 1NT penos or otherwise, system is on. Rdbl is a relay to 2♣ to escape to 2m

Note 19. Interference by opps

Over an overcall

1+2's forcing

2NT is a relay to 3♣ (eg) either a spade raise or a weak pre-empt hand or possibly a 6♥ invite in some circumstances
Cue is forcing (may be) looking for a stop or a good raise

Over a double

- New suit 1 and 2 level forcing nat
- Jump new suit 3 level ip fit bid
- Jump new 4 level frequently splinter.
- 2NT is a relay to 3♣

Note 20 When the opps interfere over stayman / transfer.

If opponents double transfer

Pass is no 3 card support

Rdbl by responder is a re transfer.

Any other bid natural as if double didn't happen

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there.

Bid = same as if no double

If opponents double stayman

Pass = no club stop

Rdbl by responder is a stayman ask again.

2M should be 5/4 weak

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there

Bid = club stop + normal meaning

Note 21 Good bad 2NT

We use the 2NT bid in competitive sequences to show hands which just want to compete to the 3 level. Direct bids are then better.

- The interference is at the 2 level
- LHO or RHO or both have bid.
- 2NT requests partner to bid 3♣

Pass or any suit bid over the 3♣ is to play. A direct bid is constructive and a "good" hand.

** note 2NT is used as a relay to 3♣ in a lot of situations

Note 22 Defence to 3 level pre-empt

3x (??)

4m = Nat nf

3M = Nat nf

3NT to play

4M = nat nf

Cue = 2 suiter depending on opening

4NT = 2 suiter (minors or weaker than cue)

Double = points/ hand that's wants to bid

Note 23 Michaels

1m (2m) shows the majors. 1M(2M) shows the OM and an unspecified minor

2NT over either is an enquiry. If the 2nd suit is unknown it enquires which it is. If the two suits are known it asks how good the Michaels is (ie) 5/4, points in the suits, range etc.

Other

In Principle, Help suit trials

1m 1M;

4m = 4 card support for major and 6 card minor (eg) AKQxxx or AKJTxx

Lebenshol over a reverse (yes – agreed)

(1x) P (1y) 2y/2x is natural.

(1x) P (1y) 1NT is Nat 15-18 system on

(1x) P (1y) 2NT is other 2 suits

(2X) dbl P ??? 2NT leb, 3y constructive, 4m GF *****

DOPI = Double zero Pass 1

1♣ P 2M = weak 0-5 6 card suit.

1♣ P 2♦ = 6♦ 10/11.

1♦ P 3♣ = 6♣ 10/11

1NT (2x/3x) dbl is “points / TO” depending on the meaning of bid