

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level overcalls mainly lead directing
2 level overcalls solid, opening points or solid suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 hcp bal, with stopper, system ON
Balancing in 4 <sup>th</sup> 10-14 hcp with stopper, system ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, Ghestem (weak or strong) (Note 1)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem (Note 1), jumping strong likely ask for stopper (rarely bid as usually first response would be X)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = points (penalty oriented), System ON as if we opened NT
2 ♣ = Majors
2 ♦ = single suited M
2 ♥ / ♠ = ♥ / ♠ + minor, 2NT asks to bid minor
2NT = minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O. Lebensohl on after X (Note 2.1)
NT = natural 15-18 hcp
Cue = asking for stopper usually no 4 cards in other M
Leaping Michaels (Note 5)
Natural / disturbing

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Count 2/4	Count 2/4	
NT	Count 2/4	Count 2/4	
Subseq	S/P	S/P	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude (rev)	Attitude (rev)	
King	Count	Count	
Queen	AQJx, QJ9x, Qx	AQJx, QJ9x, Qx	
Jack	JT9x, Jx, HJTx	JT9x, Jx, HJTx	
10	HT9x, T98x, Tx	HT9x, T98x, Tx	
9	H98x, 987x, 9x	H98x, 987x, 9x	
Hi-X	even	even	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, unless A then attitude (reverse)	count	Italian – o/e Odd = like
Suit 2	Attitude (rev)	Attitude (rev)	
3	S/P		
1	Attitude (rev)	count	
NT 2	count	Attitude (rev)	
3	S/P		
Signals (including Trumps): Count mainly			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive, 1 <sup>st</sup> available suit bid in response = less than 6 hcp			
Protective doubles in 4 <sup>th</sup> seat			
Negative to 4 ♦			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Over partners 1NT – X – XX = single suited			
DOPI, ROPI in Key card and over 2 ♣ opening			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b> Northern Ireland
<b>PLAYERS:</b> Diane Greenwood & Zrinka Kokot
<b>EVENT:</b> Women
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
aggressive
5 card Majors, 5542
NT = 14-16, non-vul against vul 10-13
Carding: normal count, reverse attitude
Inverted minors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Smolen (after Stayman and 2 ♦ 3M shows 4 & 5 in other M) – see Note: 9
Extended Helvic (Note: 3)
XYZ – forcing for a round
2 ♦ multi – 3-way
Any 1M-3M weak, 1m-3m: No interference = 6-9 HCP With interference = 9-11 HCP
Single jump in unbid major - weak
Check back – 2 ♣ = invitational, 2 ♦ = gf (priority showing 4c major, then 3-card support for original suit)
After opps 1 level suit interference system ON, x =negative
After opps 1NT overcall X = penalty, bid = to play
splinters
Lebensohl (Note 2, 2.1 & 2.2)
1NT – X – forcing pass (asking for XX) = strong or 2 untouched suits
DOPI, ROPI

<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	Support X/XX	<b>IMPORTANT NOTES</b>
XX = 10+ pts, all else solid suit less than 10 hcp		On rare occasions NT opening might contain singleton Hon
Jump = weak unless P opened M, then artificial: 2NT = GF with 4+ in partners M, 3♣ = 7-11, 4+ support with shortage, 3♦ = 8-11, 4+ support, no shortage. Jump in partners suit = weak		
		<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♥	Non forcing	Natural 4c suit, 1NT = 6-9/bad 10, 2NT = pre-empt If weak M takes priority over ♦, 2♣ = 5+ clubs GF, 2♦/♥/♠ = pre-empt, 3♣ = 6-9 hcp	Potential tricks showing	Natural not inverted 2NT = weak raise in ♣
1♦		4	4♥		Natural 4c suit, 1NT = 6-9/bad 10, 2NT = pre-empt, 2♦ = 4+ ♦ no 4c M, GF, 2♥/♠ = pre-empt, 3♦ = 6-9hcp	Potential tricks showing	Natural not inverted 2NT = weak raise in ♦
1♥		5	4♥	11-22, 5+ losers	Simple raise, weak jump, 2NT gf with 4+ support, 3♣ = 7-11, 4+ support with shortage, 3♦ = 8-11, 4+ support, no shortage, 3NT = 4333 12 - 15hcp (Jacoby (Note: 4)	After 2NT, 3 level = shortage After 3♣, 3♦ asks for shortage After simple raise, 2NT GF, any other bid below 3 level suit is trial (asking for help), 3 of the suit to play, jump in new suit splinter	2♣/♦ = Drury (see Note 8), 3/4 card support 9-11, 2NT = 4 card support max pass, strong game interest; 1NT = up to 11 without support, F1
1♠		5		11-22, 5+ losers			
1NT	14-16	1	4♥		Texas (see Note: 11), non-promising Stayman, Gerber 4♣, 3♣ = Muppet Stayman, 3♦/♥/♠ = gf 4441 singleton in bid suit		Passed hand over weak NT: 3x = natural NF
	10-13	2		Only if non-vul against vul and not in 4 <sup>th</sup> seat			
2♣	x	0	4♥	23+ or 4 losers	Artificial, control showing, 2♦ = 0-1 control, 2♥ = 2 controls, 2♠ = 3 controls, 2NT = 3 kings; A=2 controls, K=1 control	Only NF sequence would be 2♣ - 2♦ - 2NT(3NT) – anything else forcing and natural	
2♦	x	0	4♥	Multi, W2 in M / 19-20 bal / 17+ with 4441	2♥/♠ = pass/correct, 2NT = asking, 3 level minor forcing	Refer to Note 6.	
2♥	x	6	4♥	6 card suit weak suit, 6-10hcp	New suit forcing for a round, 2NT = ask	Natural, After 2NT, bidding A or K up	
2♠	x	6	4♥	6 card suit weak suit, 6-10hcp	New suit forcing for a round, 2NT = ask	Natural, After 2NT, bidding A or K up	

2NT	21-22	1	4♥		Jacoby, Muppet Stayman (See Note: 7), Gerber, 4♦ = 5-5 M, slam try		
3♣		6	4♥	Pre-empt	New suit forcing		
3♦		6	4♥	Pre-empt	New suit forcing		
3♥		7	4♥	Pre-empt	New suit forcing		
3♠		7	4♥	Pre-empt	New suit forcing		
3NT	x	0	4♥	Gambling, long running minor, max K on side	4♣ or 5♣ = pass correct, 5♦ = to play 4♦ = M shortage ask		
4♣		7	4♥	Pre-empt			
4♦		7	4♥	Pre-empt			
4♥		7	4♥	Pre-empt			
4♠		7		Pre-empt			
4NT	x	0		Specific A asking	5♣ = none, 5♦ / ♥ / ♠ = ♦ / ♥ / ♠ A, 5NT = 2, 6♣ = ♣ A		
5♣		8		Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Pre-empt		4NT = RKCB 03/14 if suit agreed, or for last mentioned suit	
5♥		8		Pre-empt		4NT = quantitative over NT	
5♠		8		Pre-empt		4♣ = Gerber over NT	

**Note 1: Ghstem**

After opps opening 1 level bid cue bid of their suit shows extremes example 1 ♣ -2 ♣ (showing ♦ and ♠ 5-4 at least), 2NT = two lower suits, 3 ♣ = two higher suits

Exemption: 1 ♣ (opp) - 2 ♣ = ♦ + ♠  
 - 2 ♦ = Majors  
 - 2NT = ♦ + ♥  
 - 3 ♣ = to play

**Note 2: Lebensohl after opps w2 overall of minor opening**

X = negative - other two suits  
 New suit at 2 level = to play  
 New suit at 3 level = GF  
 Direct cue bid=Stayman with a stop in opponents suit  
 3NT=to play, with stopper  
 2NT forces 3 ♣ after which:  
 Pass or bid of a lower suit= to play  
 Bid of a higher suit=invite  
 Cue bid=Stayman without stop in opponents suit  
 3NT= want to play there, but no stop

**Note 2.1: Lebensohl after opps w2 opening and partners X (e.g. 2 ♦ / ♥ / ♠ -X-pass- )**

New suit at 2 level = to play  
 New suit at 3 level = GF  
 Direct cue bid=Stayman with a stop in opponent's suit  
 3NT=to play, with stopper  
 2NT forces 3 ♣ after which:  
 Pass or bid of a lower suit= to play  
 Bid of a higher suit=invite  
 Cue bid=Stayman without stop in opponent's suit  
 3NT= want to play there, but no stop

**Note 3: Helvic / extended Helvic**

1NT - (x) - pass = forcing xx from p (strong or two non-touching suits, bid lower of two)  
 - xx = single suited  
 - 2x = two touching suits (bids lower) - rotational, so 2 ♠ = 4 ♠ & 4 ♣  
 1NT - p - p - (x)  
 p - p - xx = forces 2 ♣ from p, t/o to minor (5 suited) or 4-4 M&m, subsequently after partner's 2 ♣, 2 ♦ = diamonds, 2 ♥ = 4 ♥ & 4 ♣, 2 ♠ = 4 ♠ & 4 ♦  
 -2x= two touching suits (bids lower) - rotational

**Note 4: Super accepts after a transfer e.g. 1NT-2D (showing hearts)**

2 ♠ / 2NT / 3 ♣ / 3 ♦ - max, 4 card support and potential source of tricks in ♠ / split points / ♣ / ♦ respectively  
 3 ♥ = minimum with 4 card support (but not 3433)  
 2 ♥ = all other hands

After

1NT-2 ♠ (showing clubs or cubs and diamonds 5-5)  
 2NT = at least three clubs, subsequently 3 ♣ = to play, anything else cue, GF  
 3 ♣ = 2 clubs, subsequently 3 ♦ would be 5 ♣ -5 ♦ to play, 3 ♥ / ♠ = 5 ♣ -5 ♦ shortage in ♥ / ♠

1NT-2NT (showing diamonds)  
 3 ♣ = at least 3 ♦, subsequently 3 ♦ = to play, anything else cue, GF

**Note 5: Leaping Michaels after opps W2 opening**

2 ♥ / ♠ (w2 from opp) - 4 ♣ / ♦ = ♣ / ♦  
 and other major 5-5 at least - not 100% forcing

**Note 7: Muppet Stayman is 3 ♣ after 1NT/2NT (and also after 2NT bid after 2 ♣ / 2 ♦ opening)**

3 ♣ asks for 4 or 5 card major from NT opener  
 responses: 3 ♦ = at least one 4 card major

**Note 2.2: Lebensohl after 1NT opening (e.g. after 1NT-2 ♠ by opps)**

X = penalty

New suit at 2 level = to play

New suit at 3 level = GF

Direct cue bid=Stayman with a stop in opponent's suit

3NT=to play, with stopper

2NT forces 3 ♣ after which:

Pass or bid of a lower suit= to play

Bid of a higher suit=invite

Cue bid=Stayman without stop in opponent's suit

3NT= want to play there, but no stop

**Note 6: 2D multi subsequent action****After 2NT**

3 ♣ = good w2 with hearts, 3 ♦ =good w2 with spades, 3 ♥ / ♠ = bad with ♥ / ♠

4x = 4441, 17+ with singleton above bid suit, 3NT = 19-20 balanced

**After 2 ♥ / ♠ pass/correct**

2NT= 19-20 bal

3x = 4441, 17+ with singleton above bid suit

3 ♥ = no 4 or 5 card major

3 ♠ = 5 spades

3NT = 5 hearts

2NT - 3 ♣

3 ♥ - 3 ♠ = no 5 spades, transfer to 3NT

-3NT = 5 ♥ + 4 ♠

2NT - 3 ♦

3 ♥ - 3 ♠ = no 4 spades, transfer to 3NT or 4 ♥

3NT = 5 ♥ + 4 ♠

2NT - 3 ♣ -

3NT - 4 ♦ = transfer to 4 ♥



Note 10: **JACOBY**

1♥/♠ P 2NT = G.F., 4+ in partner's suit – now opener's bids at 3-level show shortage,

3NT promises extras but no 1<sup>st</sup> round control, 4♥/♠ = minimum

3♣ = 4+ card support, 7-11 with shortage

3♦ = “ , 8-11 NO shortage

3NT = 3-card support, 4-4-4-3, 12-15 HCPs

3/4♥ = to play, pre-empt

Note 11: **TEXAS**

Texas - only over 1NT - 4♦ = transfer to hearts

- 4♥ = transfer to spades

- can be to play or strong