DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1and 2 level overcalls (no jump) constructive
Response new suit non forcing except after 1♦ or 2 level overcall
Response to 1♥/♠ overcall: 2♣ = UCB support, 2♦ = FG not support
Jump responses pre-emptive/fast arrival

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

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

15+-18 in 2nd position, and in 4th position if responder bid
10-15 in 4th position, 2♣=ask, 2NT=max
1NT system responses on after 1NT overcall (except above)

JUMP OVERCALLS (Style; Responses; Unusual NT)

1 Suit: Jumps = weak: 1 jump = weak 2 hand; 2 jump = weak 3 hand
2 Suit: Ghestem 5+/5+ (see notes)

Reopen: No Ghestem in 4th position

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

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 +

VS. NT (vs. Strong/Weak; Reopening;PH)

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 = 15+ bal unless PH

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

X = take out, NT = natural, Overcall = natural
Cue bid = NT ask or very strong hand, 2NT frequently Lebensohl
Leaping Michaels vs weak 2s and 3♣

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X=strong, Jumps=weak, Overcall=natural, NT=2 suits

OVER OPPONENTS' TAKEOUT DOUBLE

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	4th/Attitude(2nd from 4+ bad)	4th/Attitude(2nd from 4+ bad)
NT	4th/Attitude(2nd from 4+ bad)	4th/Attitude(2nd from 4+ bad)
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**, **S**x	x**S**xx, **S**x
Lo-X	HxxSx, Hx**S**,, x**S**xxx, x**S**x	HxxXx, Hx**S**,, x**S**xx, xS**X**x

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Even	Hi=Even	1stE=ENCRG Odd=S/P
Suit 2	Hi=DISCRG	S/P	Hi=Even
3	S/P		S/P
1	Hi=Even	Hi=Even	1stE=ENCRG Odd=S/P
NT 2	Hi=DISCRG	S/P	Hi=Even
3	S/P		S/P

Signals: 1st discard Odd=S/P, Even=ENCRG in suit
Smith signals vs 3NT+ (Hi=DISCRG, low=ENCRG or Neutral)
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

CATEGORY: Green
NCBO: Ireland
PLAYERS: Mark Moran John Carroll
EVENT: Camrose Trials Nov 2020

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

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+ and 4+m weak
2NT opening is 21-22 balanced
2 over 1 FG

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

3NT opening is pre-empt is solid ♣/♦ (not in 4th)
Ghestem 2 suited overcalls
2♦ weak 2 in ♥/♠
2♥/♠ 5+ and 4+m weak

2♣/2♦ puppet/FG ask to opener's 11-14 and 18-19 bal rebid

SPECIAL FORCING PASS SEQUENCES

1NT-X-XX if XX=escape, Pass=F

IMPORTANT NOTES

PSYCHICS: Rare

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 FG5+♦ or FG no 4M, 1NT = 6-10	1♥/♠ rebid 11-14 or 3card support +♣ , then 2♣ puppet to 2♦; 2♦ = FG, 1NT=18-19	1NT=5/4m non invitational, 2♣=♦, 2♦= both ♥/♠
					2♣ FG,5+♣, 2♦/♥ xfers game try; 2♠= ♣ game try, 2NT=11-12		
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+♦	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♠ = 4+♥ any singleton then 3NT asks, direct splinter = void
					2NT= 4+♥ FG, 3NT= bal 4+♥ 12-15hcp	3♥ = 15+ no shortage,	
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♥/♠ = 4441 short other M		If opps X, XX = a 5 card ♣/♦, 2suit = touching suits (not 2♣)
2♣		0	4♥	19+ FG, unless rebid 2NT	2♦=relay, 2♥/♠/3♣/♦ = 5+ 2 loser (max) suit	Natural/ Splinters/transfers after NT rebids	
				or bid and rebid suit	2NT= 8+Slam Try or A& K		
2♦		0		5-10 5+♥/♠	2♥/♠ pass/correct 2NT=ask	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				21-22 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♦		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	