DESERVOIVE AND COMPETITIVE DIDDING		TEA	DC AND CICA	IAT C	W.B.E.CONVENITION CARD
DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1/2 Level; Reopening)	ODENINGI	LEADS STYLE	DS AND SIGN	ALS	W B F CONVENTION CARD
1 level: <18 HCP	OPENING	Lead		In Partner's Suit	CATEGORY: Natural Green
	Suit	3 rd /5th		3 rd /5th	NCBO: Ireland
Normally 5+ suit: Cue response = 3-cd raise 9+HCP:	H Suit NT	2 nd /4 th			1 1
2NT=4-cd M raise, natural over m 9+HCP:		2/4		2 nd /4th	PLAYERS: <u>Jeannie Fitzgerald</u> Joan <u>Kenny</u>
Jump cue = Mixed raise 7/9HCP	Subseq	Subseq Low Attitude or 3 rd //5th			i i i i i i i i i i i i i i i i i i i
Fit Jumps	Other: K for	Rev Count/UB		ATT	EVENT: January 2021
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	iter county obving for her first			SYSTEM SUMMARY
Immediate =15/18 systems on: Protective =11/16 (2C	Lead	Vs. Suit		Vs. NT	
enquiry: responses: 2D = 11/12, 2H/S/NT = 13/14 nat,	1	A or AK		A or AK	GENERAL APPROACH AND STYLE
3x = 15/16, 3 of their suit = stayman)	Ace King	A or AK or	VO on Vv	AK or KQ	2/1 GF, (except 2C over 1M= Nat GF OR 3-cd inv+)
Sandwich 1NT = 16/18 systems off	- - <u> </u>		KQ 01 KX	· ·	5-card Majors
	Queen	KQ or QJ		KQ(x) or QJ(x) or AQJ()	· · · · · · · · · · · · · · · · · · ·
HIMD OVED CALLS (Styles Degreeses Hangard NT)	Jack 10	J10x: (K)J10 10x: 109x H		J10x: (H)J10x	1NT=15/17 (may include 5M, 6m)
JUMP OVERCALLS (Style; Responses; Unusual NT)	$\frac{10}{2}$			10x:1098(x) (H)109:(x)	1♣ = 2+ (when 4432)
Weak except in 4th seat	1 9	9x, H98x, (H	<u> </u>	9x (H)98x:	Inverted Minors (also on over X)
2NT = Lower 2 suits	Hi-X	Xx, xXx(xx)		Xx, xXx(xx)	
(1x) - 3♣ or $(1♣)$ -2♦ = Higher 2 suits	Lo-X	HxX(x) Hxx	1	HxxX(x)	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Declarer's Lea		SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct Cue = Extremes		v Count (ex A/Q)		Rev Att/Count	2♦ = Multi: weak major/ 8 playing tricks in any suit/ bal
Jump Cue asks for NT stopper	Suit 2S.P		Suit Preference	;	23/24 balanced
3C natural over short club (2+)		w = Enc			2♥ =♥ + minor: 6/10 HCP 5+/ 5+
		Count (ex A/Q)		Rev Att/Count	2♠ = ♠ + another: 6/10 HCP 5+/ 5+
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2S.P		Rev Count		1♣ - 1M (may skip ♦ suit if not GF)
DBL=Penalty over weak NT: 4M/5+ minor over Strong			SP		
2♣ = majors		ding Trumps):			
2♦ = Unspecified Long suit (2NT=Enq:	UDCA, SP,				
3C=6/10,3D=11/13,3H/S=14+,3NT =good m 15/16+)		ters (low enc)			
2 Major= 5+M/4+minor	Signals only	used when helpf			
2NT=2-suiter	_		DOUBLES		
Reopening DBL by PH = Majors or minors					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		OOUBLES (Style	e; Responses; F	Reopening)	SPECIAL FORCING PASS SEQUENCES
DBL = T/O: $2NT = 15/18$	T/O to 4♥				After 2/1 response
Cue = Strong T/O or stop ask	Support DBI	L/RDBL= 3 of re	sponder's suit	(2-level)	After inv minor
Leaping/Non-Leaping Michaels	Lead directii	ıg			After 2C opening
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣	Lightner				IMPORTANT NOTES
Dbl = Majors		RTIFICIAL & (Lebensohl (Fast Arrival No Stop): over 1NT interference
1NT = minors		0; Pass= 1 1st ste			Over DBL of preempts; when 2NT can't be natural
	ROPI:Rdbl=	0; Pass= $1, 1^{st}$	step = 2 no Q	••••	GOOD-Bad 2NT: After RHO overcalls at 2-level shows a
OVER OPPONENTS' TAKEOUT DOUBLE	_				desire to compete at the 3-level. (other bid shows extras)
Transfer responses, Bergen and Drury responses apply					
					PSYCHICS:

	TICK IF	CARDSMIN. NO. OF	NEG.DBL THRU						
OPENI	ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1.		2	4♥	11 – 22 HCP	1NT=6/11, 2♣=12+ , 2NT = limit raise in ♣	1*-2* 4C*RKCB 0314			
					2 D/H/S <8 6-cd suit, 3/4M = to play	1♣ - 2♣: 2 ♦ (<4C), 2M= Nat, 3x =stop			
1 •		4	4♥	11 – 22 HCP	1NT=6/11, 2D=12+, 3♣ = limit raise in D	1			
					2H/S<8HCP 6-cd suit, 3/4M = to play				
1♥		5	4♥	11 -22 НСР	2♣= 3-cd invitation+ or NAT GF: 2NT=GF, 3♣=10/11 HCP, 3♦= 7/9: (4+♥)	1♥ - 2♣, 2♦= accept invit: 2M = not accept 1♥ - 2NT, 3♣=Min. 3♦=Non-min no spl	Drury: 10+HCP 3+♥s		
					3♠= SPL	3♥/♠=Sgltn ♠/♦,3NT=Sgtn M,4♥=void M			
1 🛦		5	4♥	11 -22 HCP	2♣= 3-cd invitation+ or NAT GF: 2NT=GF, 3♣=10/11HCP, 3♠= 7/9: (4+♠)	1♠-2NT, 3♠=min, 3 ♠=non -min no spl, 3♥/ ♠=Sng ♠/♠, 3NT=Sng M, 4♥=void M	Drury: 10+HCP 3+♠s		
INT				15 – 17 HCP	2♣=Non-Prom Stayman: 2♦=♥TFR	SMOLEN: 1NT- 2♣, 2♦ - 3♥(4♥ 5♠)			
				5-card Major possible	2♥ =♠TFR: 2♠ = ♣TFR	Accept m-transfer with support			
					2NT = ♦TFR				
					3 ♠/ ♦ = NF/GF minors 5+/5+				
					3♥/♠ = Singleton (13)(45) 4♠/♦ = ♥/♠, 4♥/♠= ♣/♦	•			
2*	Yes			25+ bal or GF hands	2♦ = 4+HCP,2 ▼<4 HCP, 2NT=5+ ▼ 8+HCP	Jump by Opener sets suit			
2 ♦	Yes	0		Weak M/8 PT/bal 23/24	$2/3/4 \checkmark = p/c, 2 \triangleq inv in \checkmark, 2NT = ENQ, 3 \triangleq / \spadesuit f1$	2NT - 3♣=max wk M, 3♦/♥=♥/♠3♠ = 8 pt-m			
2♥		5		6/10CP 5+&5+m	2NT= INQ, 3♠ =P/C				
2♠		5		6/10 HCP 5+S &5+another	2NT= INQ, 3♣/♦ = invit in ♥/♠				
2NT				20/2 HCP	3♣ = suits upwards				
					3♦/♥ = TFR: 3♠ = relay, 3NT=5♠+4♥	$2NT-3 \clubsuit$, $3x - 4 \clubsuit / \blacklozenge = slam-try in bid suit$			
					4 ♣/4♦ =♥/♠ TFR(spare bid=cue):4♥/♠ = ♣/♦				
3♣		6		Preempt	New suit = F1 except 4♦ asks for keys	Over 4 - 0, 1, 1+Q, 2, 2+Q			
3♦		6		Preempt	New suit = F1 except 4♣ asks for keys	Over 4 • - 0, 1, 1+Q, 2, 2+Q			
3♥		7		Preempt	New suit = F1 except 4♣ asks for keys				
3♠		7		Preempt	New suit = F1 except 4♣ asks for keys				
3NT		7		Solid minor	4♦ shortage enq then 4♥/♠ /5Om shows, 4NT no	3NT-5D = P/C			
4.		7		preempt					
4.		7		preempt					
4♥	1	7		preempt					
4 A	1	7		preempt					
4NT				Specific A ask					
5 *	-			Nat Preempt		HIGH LEVEL PURPOS			
5.	-			Nat Preempt	CM A/W TM AW	HIGH LEVEL BIDDING			
5♥	-			Nat	6♥ = A/K, 7♥= AK	RKCB = 1430: Exclusion/Minorwood RKCB=0314			
5♠	1			Nat	6♥/♠ = A/K, 7♠ = AK	DOPI, ROPI			
5N				Minor 2- suiter		Cues: 1st & 2nd equally below game			
					Pass then pull = slam try				