DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 7 – 17 HCP varies with vul/position 5+ cards (rarely 4)
2 level = 9 – 17 HCP varies with vul/position 5+ cards
New suit = F1
Cue-bid = usually, support and values (i.e. good single raise or
better) but may be general force.
Weak jump raises, mixed raises
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd seat = 15 - bad 18 HCP (system on – but after (1M) – 1NT, 2 &
only asks about other M).
4 th seat live = nat. 16-19 HCP by unpassed hand,
unusual (i.e. 2 lowest suits) by passed hand.
4 th seat balancing = 10-15 HCP, stopper not guaranteed, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls : weak, 6+ cards, varies with vul/position
Unusual 2NT : lowest 2 suits (5/5 or longer) wide-ranging values
Leaping Michaels vs. weak 2M opening.
Non-leaping Michaels vs. 3-level pre-empt
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue : Michaels, 5+/5+, wide-ranging values
Jump cue : solid suit elsewhere, looking for stop
1&(2+)-2& = Michaels
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = 4+/4+ majors, 2♦ = 5+ M, 2♥/ ♠ = 5 of that suit and 4+ mino
2NT = 5/5 Minors
PH or 4 th seat: X = MM or single minor, $2 = +M$, $2 = +M$
2♥/ ♠ = 5+ M, 2NT = 5/5 Minors
X: Vs Wk or Str NT = Penalty (by unpassed hand)
3 of a suit = nat : intermediate if m, weak if M.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, Lebensohl after X of weak two
Leaping Michaels vs Weak 2s, non-leaping vs 3-level pre-empt
Jump to 4NT = mm, Cue = Stopper ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+
Vs. strong $1 \Rightarrow : 1NT = Minors, X = Majors (same after 1 \Rightarrow -1 \Rightarrow).$
Vs. Polish 1& or equivalent : as vs.natural 1&
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = limit raise or better. Dbl jump = preemptive raise. 2/1 NF,
nat, usu 6-c suit. RDBL = 10+ HCP, support unlikely. Fit jumps.
1M - (x) - ? or $(1m) - 1M - (x) - ? = transfers apply.$

		EADS AND SIGNAL	S		
OPENI	NG LEADS STYLE				
	Lead		In Partner's Suit		
Suit	4th, 2nd from bad	suit, MUD	Low from 3, otherwise same		
NT	Same		Low from 3, otherwise same		
Subseq					
A and C) asks for attitude, K as	ks for count, or unl	block if possible		
LEADS					
Lead	Vs. Suit		Vs. NT		
Ace	Att (Ax, AK)		same		
King	Count (AK, KQ)		same		
Queen	Att/unblock J (KQ	۲ or QJ)	Att/unb (KQT or QJ or AQJT)		
Jack	КЈТ <i>,</i> ЈТ		AJT, KJT, JT9, JT8		
10	НТ9 <i>,</i> Т9, Тх		same		
9	H98, 987, 9x		same		
Hi-X	Top of dbltn OR 2 ^r		same		
Lo-X		st (Txxxor better)	same		
SIGNAL	S IN ORDER OF PRIOR	ITY			
	Partner's Lead	Declarer's Lea	d Discarding		
1	LOW = ENC	HI = Even	Odd = ENC		
Suit 2 Count		Suit Preference	e Even = NEUT/DISC, SP		
3	Suit Preference				
1	LOW = ENC	HI = Smith Pet	er Same as above		
NT 2	Suit preference	HI = Even			
3		Suit Preferenc	e		
Signals	(including Trumps):				
	eter in NT, Hi-Lo in de	clarer's first suit EN	C our lead		
	Echo, Hi-Lo <u>may</u> indica				
		DOUBLES	-		
TAKEO	UT DOUBLES (Style; Re	sponses; Reopenir	ng)		
	Light re-opening DB				
	Can be light (10+) with classical shape				
Natural	responses, Cue-bid = I	Forcing			
SPECIA	L, ARTIFICIAL & COMP	ETITIVE DBLS/RDLS	5		
Negativ	re double up to 4♥				
Support DBL/RDBL up to 2					
	sive DBL up to 4♥				
Maxima					
	w-level DBL = T/O				
	- ,-				

	W B F CONVENTION CARD
	Crean
	Green CBAI (Ireland)
PLAYERS:	
LATENJ.	Conor Boland
	SYSTEM SUMMARY
Natural, 5 c	ard majors, short club, 2/1 GF
1NT opening	-
	ntain 5cM / 6cm / 5-4
3 Weak Two	
Pre-emptive	e jump raises
Fit jumps	
SPECIAL BID	OS THAT MAY REQUIRE DEFENSE
· -	/ 2♥ / 2♥ Weak
Transfers af	ter opponents overcall our 1 &/ 1♦ with 1♦/♥
SPECIAL FO	RCING PASS SEQUENCES
After a GF h	as been established
IMPORTANT	r notes
DKC 1420 2	
rru 1430, 2	no Q, 2+Q. 5NT follow-up = specific king ask.
	no Q, 2+Q. 5NT follow-up = specific king ask. 2 keycards, unspecified void
4NT-5NT = 2	2 keycards, unspecified void
4NT-5NT = 2 4NT-6x = 1/	2 keycards, unspecified void 3 keycards, void in x
4NT-5NT = 2 4NT-6x = 1/ 4NT-6 of tru	2 keycards, unspecified void 3 keycards, void in x Imp suit = 1/3 keycards, unbiddable void
4NT-5NT = 2 4NT-6x = 1/ 4NT-6 of tru Transfer leb	2 keycards, unspecified void 3 keycards, void in x
4NT-5NT = 2 4NT-6x = 1/ 4NT-6 of tru Transfer leb Lebensohl S	2 keycards, unspecified void 3 keycards, void in x Imp suit = 1/3 keycards, unbiddable void Iensohl after interference over 1NT ANS after X of a weak two
4NT-5NT = 2 4NT-6x = 1/ 4NT-6 of tru Transfer leb Lebensohl S Lebensohl S	2 keycards, unspecified void 3 keycards, void in x Imp suit = 1/3 keycards, unbiddable void ensohl after interference over 1NT ANS after X of a weak two ANS over a reverse = <8HCP
4NT-5NT = 2 4NT-6x = 1/ 4NT-6 of tru Transfer leb Lebensohl S	2 keycards, unspecified void 3 keycards, void in x Imp suit = 1/3 keycards, unbiddable void ensohl after interference over 1NT ANS after X of a weak two ANS over a reverse = <8HCP cing = GF

U	ART	MIN. NO.	_						
OPENING			NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1*		2	4 💙	9-21 HCP	1M may contain longer \blacklozenge if not INV+. 1NT = 6-10 HCP, denies 4M. 2 \blacklozenge = GF, 12+HCP, 5+ \blacklozenge , usually no 4M. 2 \blacklozenge = limit raise 9-11. 2 \heartsuit / \blacklozenge = nat pre-empt (\le 6 HCP). 2NT = 10-12 HCP. 3 \blacklozenge = 0-8 HCP, 5+ \blacklozenge .	2-way checkback after 1NT (11-14) or 2NT (18-19) rebid. 1♣-1♦/♥-1NT doesn't deny 4♠. 1♣-2♣-2♦/♥ show unspecified shortness 11-14/15+			
1•		4	4¥	9-21 HCP	 1NT = 6-10 HCP, denies 4M. 2♣ = nat, GF. 2♦ = GF, 12+HCP, 4+♦, usually no 4M. 2♥/♠ = nat pre-empt (≤6 HCP). 2NT = 10-12 HCP. 3♣ = limit raise 9-11. 3♦ = 0-8 HCP, 4+♦. 	2-way checkback after 1NT (11-14) or 2NT (18-19) rebid. 1 ◆ -1 ♥ -1NT doesn't deny 4 ▲. 1 ◆ -2 ◆ -2 ♥ / ▲ show unspecified shortness 11-14/15+			
1•		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, denies $4 \diamond$, semi-forcing. $2 \diamond / \diamond = nat$, GF. $2 \lor = 6-9$ HCP, $3 \lor$ (occ. 4 in flat hand). $2 \diamond = nat$ pre-empt (≤ 6 HCP). 2NT = INV+, 10+ HCP, $3 \lor \lor$. $3 \diamond = nat$ 5-8 HCP. $3 \diamond = nat$ 5-8 HCP. $3 \lor = \leq 6$ HCP, $4 \lor$. $3 \diamond =$ splinter. 3NT = to play, doesn't promise support. $4 \diamond / \diamond =$ splinter.	AFTER 1♥-2♥ : long suit trial bids. AFTER 1♥-2NT : $3 + = most$ minimum hands ≤14 HCP, $3 + = 15+$ HCP (or 6 losers) no shortage, 3 = 15+ HCP, singleton club, $3 + = 15+$ HCP, singleton diamond, 3NT = 15+ HCP, singleton spade, 4 of other suit = void in that suit. 1 = 1NT-2 + (2 + = relay to 2 + 2 = 8-10, 2 + = good + raise)	2♣ Drury after 3/4 seat opening		
1♠		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, semi-forcing. $2 \spadesuit / \diamondsuit / \heartsuit =$ nat, GF. $2 \spadesuit =$ 6-9 HCP, 3 ♠ (occ. 4 in flat hand). 2NT = INV+, 10+ HCP, 3+♠. 3 ♣ = nat 5-8 HCP. 3 ♦ = nat 5-8 HCP. 3 ♥ = nat 10-12, 6+ suit. 3 ♠ = ≤6 HCP, 4♠. 3NT = to play, doesn't promise support. 4♣/♦ = splinter. 4♥ = to play.	AFTER 1♠-2♠ : long suit trial bids. AFTER 1♠-2NT: 3♣ = most minimum hands ≤14 HCP, 3♦ = 15+ HCP (or 6 losers) no shortage, $3\Psi = 15+$ HCP, singleton club, $3♣ = 15+$ HCP, singleton diamond, 3NT = 15+ HCP, singleton heart, 4 of other suit = void in that suit. $1♠-1NT-2♣-(2♦ = 5+\Psi, 2\Psi = relay to 2♠, 2♠ = 8-10)$	2. Drury after 3/4 seat opening		
1NT				15-17 HCP, bal. or semi-bal. 5M, 6m or 5/4 possible	2 = non-prom Stayman. 2 \checkmark / \checkmark = xfer to \checkmark . 2 \diamond =xfer to \diamond . 2NT = xfer to \diamond . 3 \diamond / \diamond / \checkmark / \diamond = nat slam try. 4 \diamond = 6+/5+ majors. 4 \diamond / \checkmark xfer to \checkmark / \diamond . 4 \diamond = 5+/5+ minors.	Superaccept of major-suit xfer : jump to 3 with min, bid 2NT with max (both with 4-cd support). Superaccept of minor-suit xfer : complete transfer.			
2*	x			23+ BAL or any GF	2♥/♠ = 8+HCP, good 5-c suit. 3♣/♦ = 8+HCP, good 6-c suit. 2♦ = all other hands . 2♣-2♦-2♥-2♠= 25-26 bal /♥/♥+other	2NT = 23-24 HCP, bal or semi-bal, with subsequent bidding as over 2NT opening. All other rebids nat GF.			
2 ♦		5		Usu. 6-c suit, 5-10 HCP (but 10-14 in 4 th pos). Can be lighter in 3 rd pos.	2NT = feature enquiry, usually constructive, may be tactical. Wide- ranging raises. New suit = F1. Splinters.	2x-2NT: 3♣= max HCP, feature. 3♦= min HCP. 3♥ = max HCP, feature. 3♣ = max HCP, feature. 3NT= AKQxxx			
2 💙		5		As above	As above	As above with 3 v as min HCP			
2 🛦		5		As above	As above	As above with 3 as min HCP			
2NT				20-22 bal or semi-bal (e.g. 5422 and 4441 both possible)	3 ♣ = Puppet Stayman. 3 ♦/♥= xfer. 3 ♠= puppet to 3NT, one or both minors, slam interest. 4 ♣= Gerber. 4 ♦/♥= xfer. 4 ₱= 5/5 mm	AFTER 3♣: 3♦= no 5M, has 4M, 3♥= no 5M or 4M, 3♠= 5 spades. 3NT= 5 hearts			
3*		6		Pre-emptive	New suit below game = natural GF. 4NT = RKCB (mod. responses)				
3♦		6		Same as above	Same as above				
3♥		6		Same as above	Same as above				
3♠		6		Same as above	Same as above				
3NT	х			Solid 7+Card minor, no outside A or K	4/5♠ = Pass or correct, 4♦ = shortage enquiry (steps, 4NT = none)	HIGH LEVEL BIDDING			
4*		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	1430 RKCB			
4♦		7		Pre-emptive	4♥/♠/5♠ = to play; 4NT = RKCB	DOP1, ROP1 and DEPO			
4♥		7		To Play	4 ♠ /5 ♣ /♦ = cue; 4NT = RKCB	Lightner DBLs			
4 🛦		7		To Play	5 ♠/♦ = cue; 4NT = RKCB	5NT Pick A Slam			
4NT	х			Specific ace ask	$5 = \text{none}; 5 \neq / \neq / 6 = \text{ace of that suit}; 5NT = 2$	Specific King Ask			
5m		7		Pre-emptive		Exclusion RKCB 1430			
5M		7		Almost slam-worthy	Raise the level of the fit for each top trump honour	Minorwood RKC 1430			