DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS

General Style:- Sound when Vulnerable	
Minor Suit O/Call - always good suit (lead directing)	
Responses:- Direct Raise primarily barrage/pre-emptive	
Unassuming Cue Bid ó used as Invite.	
Change of Suit/NT - Constructive	
Jump Cue Bid:- Mixed Raise	

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

2nd Pos 15-17   - Responses: Stayman & 4 Suit Transfers
4th Pos 10-14   - Responses: Stayman & 4 Suit Transfers
If NT Overcall is Doubled:- **BASIC** Helvic applies.
If openers partner raises his suit to 2 Level – Lebensohl applies

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak ó Pre-emptive, but can be up to minimum opening values
in 3rd Seat if partner has passed opening.
Responses: Natural, Pre-emptive, 2NT range enquiry (if available).
Unusual NT ó Lower 2 Suits -or other suits (if opps bid 2 suits).

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

Direct:- Michaels ó Over Minor shows majors,   Over major
shows Other major + unspecified minor - at least 5/5).
Responses:- Raise ó Barrage, 2NT ó Enquiry, 3C ó pass/correct.
Jump Cue Bid:- Splinter.

VS. NT   (Note alternates VS Weak & Strong NT).

Capelletti:- Dbl = Penalty, 2C = Single suited hand, 2D = Majors,
2H = H + Minor, 2S = S + Minor, 2NT = Minors.
Responses:- 2NT generally range enquiry, Raises pre-emptive.
All as above against Weak NT (12-14) ONLY.
Versus Strong NT:- Dbl = Single Suited Hand, and 2C=Minors.

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

DBL = Take Out / Optional
3NT = To Play
New Suit = Suit + Values.

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

Vs Strong 1C - Truscott.
1D = D+H, 1H = H+S, 1S= S+C, Dbl = C+H, 1NT = D+S
All of the above with less than 13HCP.

OVER OPPONENTS' TAKEOUT DOUBLE

RDBL = 10+ HCP ó denies length in openers suit.
Normal Bergen raises of Majors.
Raise = Premptive / Natural
New Suit = Natural and F1R (1 Level), GF (2 Level not passed hand)

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partnerøs Suit
Suit	4th , Top Sequence,	If supported in auction
NT	MUD, Second highest	Lead highest from 3 rags
Subseq	From 4 Small. (All same)	Lowest from 3 otherwise.
Other: Ace for Attitude, King for Count.		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Attitude	Attitude
King	Count	Count
Queen	Attitude	Attitude
Jack	-ø	-ø
10	-ø	-ø
9	Doubleton or Singleton	Doubleton or Singleton
Hi-X	Discouraging	Discouraging
Lo-X	Encouraging	Encouraging

SIGNALS IN ORDER OF PRIORITY

		Partnerøs Lead	Declarerøs Lead	Discarding
Suit	1	Attitude	Count	Roman Discards
	2	Count	Suit Preference	Odd = Encourage
	3	Suit Preference	(Only when needed)	Even = Suit Pref
NT	1	Attitude		
	2	Count	Same as for Suit	Same as for Suit
	3	Suit Preference		
Signals (including Trumps): Suit Preference where appropriate.				

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style : Sound / Natural
Responses:- Natural, Cuebid opener suit to request doubler to
Choose demonination.
Balancing Position:- Treat as 3HCP weaker than in direct seat.

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative Doubles up to 4S
Helvic RDBL over Dbl of 1NT
Support Doubles (showing 3 card support for responders major) up to 2H.

W B F CONVENTION CARD

NCBO: **C.B.A.I.**
PLAYERS: **DIARMUID REDDAN**
                   JOHN PHELAN

Draft 07 – 17th January '20

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
2 OVER 1, 15-17 NT, 5 Card Majors, Benjamin 2øs.
1nverted Minors.
1C Can be 3-Card Suit.
1D Can be 3-Card Suit (only if exactly 4-4-3-2 shape).
XYNT

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
õXYNTö - After Opener Rebids 1NT:-
2C = Puppet to 2D (either invitational or weak with D)
2D = Game Forcing
2NT= Puppet to 3C (various GF hands or weak with C)

SPECIAL FORCING PASS SEQUENCES
.

IMPORTANT NOTES

PSYCHICS: VERY RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S	Response 2C=11+ & 4+ clubs	1NT : 6-9 HCP & 4 clubs or 10 HCP & 5 clubs	(No other suit)	
				3C = 5+ clubs, 7-9, no major	2NT= 5+ clubs, 0-5pts Inverted Minors		
1♦		3	4S	Response 2D=11+ & 4+ diams	2H/2S = 2-5 HCP + 6 trumps	XYNT after Openers 1NT Rebid.	
				3D = 5+ diams, 7-9, no major	2NT=5+dia 0-5, 3C = 9-11 HCP 6 card suit NF	(2C = Invite or D, 2D= GF).	
1♥		5	4S		Bergen Raises, 3H/3S = 4-6 HCP+4 trumps,	After Bergen 2NT, 3 of a new suit = singleton	
					3D = 6-9, 3C=10-11, 2NT= 12+, 3NT= 12-15 flat	or void, 4H/S = 11-12, no shortage 3H/3S=	
					4-3-3-3 all with 4 card support.	15+ non-minimum, no shortage,	
1♠		5	4S		2C=Dreary (Either Nat 2/1 or 3-Card Invite+)	4C/4D = 5 Card Suit.	
INT				15-17 Balanced	2C = Non-Promising Stayman,	Systems ON if Opps DBL 1NT opening	Lebonsohl over interference
				Can include 5 card Major	4 Way Transfers, 2S = Club Transfer	Except RDBL puppet to 2C.	
					2D/2H Major Transfer, 2NT = Diamond Transfer.		
2♣	✓		4S	Artificial - Benjamin	2D Relay	2NT= 21/22 , 3NT = 25/26	
					Puppet Stayman & Transfers over 2NT rebid.	Suit = 8/9 Playing Tricks.	
2♦	✓		4S	Artificial ó GF - Benjamin	2H Relay	2NT = 23/24, 3NT = 27/28	
					Puppet Stayman & Transfers over 2NT rebid.		
2♥		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, 3D = 7/8, 3H = 8/9, 3S = 9/10	In Third Seat Can be a little
						3NT = Suit headed by AKQ	Stronger ó 6-12 HCP.
2♠		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, 3D = 7/8, 3H = 8/9, 3S = 9/10	- Ditto -
						3NT = Suit headed by AKQ	
2NT				19-20 ó bal or semi-bal	3C = Puppet Stayman		
				(can have singleton).	3D / 3H = Heart/Spade Transfer	After 3S - 3NT denies good clubs,	
3♣		6 / 7		6-7 card suit ó pre-emptive	3S = Club Transfer, 3NT= Diamond Transfer	After 3NT ó 4C denies good diamonds.	
3♦		6 / 7		6-7 card suit - pre-emptive			
3♥		7		Pre-emptive			
3♠		7		Pre-emptive			
3NT	✓	7		Long Solid Minor with not	4C / 5C / 6C = Pass or Correct.		
				More than a Q outside.			
4♣		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		7 / 8		Pre-emptive/ or to make			
4♠		7 / 8		Pre-emptive/ or to make			
4NT							
5♣		9		Pre-emptive		**HIGH LEVEL BIDDING**	
5♦		9		Pre-emptive		RKCB:- 14-30	
						Constructive Raise to 4 of a Minor = Slam Invite	