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DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				<u> </u>
1 level = 7 – 17 HCP varies with vul/position 5+ cards		Lead		In Partner's Suit	CATEGORY: Green
2 level = 9 – 17 HCP varies with vul/position 5+ cards	Suit			3 rd and 5 th	NCBO: Republic of Ireland
New suit = F1	NT	NT 4th, 2nd from bad suit, M		3 rd and 5 th	PLAYERS: Tom Hanlon
Cue-bid = usually, support and values (i.e. good single raise or	Subseq				Conor Boland
better) but may be general force or conventional.	A and Q asks for attitude, K asks for count				<u> </u>
Weak jump raises, mixed raises	Leads are 3 rd and 5 th vs slam contracts				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 nd seat = 15 - bad 18 HCP (system on – but after (1M) – 1NT, 2♣	Lead Vs. Suit			Vs. NT	
only asks about other M).	Ace	Att		same	Natural, 5 card majors, short club, 2/1 GF
4 th seat live = nat. 16-19 HCP by unpassed hand,	King	Count		same	1NT opening 15-17
unusual (i.e. 2 lowest suits) by passed hand.	Queen			same	1NT can contain 5cM / 6cm / 5-4
4 th seat balancing = 10-15 HCP, stopper not guaranteed, system on.	Jack			AJT, KJT, JT9, JT8	3 Weak Twos
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9, T9, Tx		same	Fit jumps
Jump overcalls: weak, 6+ cards, varies with vul/position	9	H98, 987, 9x		same	
Unusual 2NT : lowest 2 unbid suits (5/5 or longer) in second seat	Hi-X	Top of dbltn		Top of dbltn or MUD	
Unusual 2NT : clubs and diamonds (5/5 or longer) after 1c-p-1M	Lo-X 3 rd and 5 th			MUD / 4 th / 3 rd from Hxx	_
1 ♦ -3 ♣ 5+/5+ clubs and spades, 1M-3 ♣ 5+/5+ oM and diamonds		N ORDER OF PRIORITY	ı	1	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	artner's Lead	Declarer's Lead	-	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct cue : Ghestem, 1m-2 ♦ 5+/4+ majors, 1♣-2♣ 5+/5+ spades	1 LOW = ENC HI = Even Odd = ENC			Odd = ENC	Opening 2 ♦ / 2♥ / 2♠ Weak
and diamonds, 1♥-2♥ 5+/5+ spades and clubs, 1♠-2♠ 5+/5+	Suit 2 Count Suit I		Suit Preference	e Even = NEUT/DISC, SP	Transfers after opponents overcall our 1m with 1 ♦ /♥ (Note 1)
hearts and clubs	3 Suit Preference				Transfers after double of our 1M opening or overcall (Note 2)
Jump cue : solid suit elsewhere, looking for stop	1 LOW = ENC		HI = Smith Pete	er Same as above	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Suit preference HI = Ev		HI = Even		
2♣ = 4+/4+ majors, 2♦ = 5+ M, 2♥/♠ = 5 of that suit and 4+ minor	3 Suit Preference				
2NT = 5/5 Minors	Signals (including Trumps):				
PH or 4 th seat: X = MM or single minor, 2♣= ♣+M, 2♦ = ♦+M	Smith Peter in NT, Hi-Lo by either hand in declarer's first suit ENC our lead				
2♥/♠ = 5+ M, 2NT = 5/5 Minors	Trump Echo, Hi-Lo <u>may</u> indicate preference for higher suit				
X: Vs Wk or Str NT = Penalty (by unpassed hand)	DOUBLES				SPECIAL FORCING PASS SEQUENCES
3 of a suit = nat : intermediate if m, weak if M.					After a GF has been established
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)				
DBL = T/O, Lebensohl after X of weak two (Note 4)	Up to 4♥. Light re-opening DBL				
Leaping Michaels vs 2-level pre-empt, non-leaping vs 3-level pre-	Can be light (10+) with classical shape				IMPORTANT NOTES
empt (Note 3)					
Jump to 4NT = mm, Cue = Stopper ask	Natural responses, Cue-bid = Forcing				RKC 1430, 2 no Q, 2+Q. 5S/5NT follow-up = specific king ask.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	1				4NT-5NT = 2 keycards, unspecified void
Vs. strong 1♣: 1NT = Minors, X = Majors (same after 1♣ - 1♦).	SPECIAL,	ARTIFICIAL & COMPETI	TIVE DBLS/RDLS		4NT-6x = 1/3 keycards, void in x
Vs. Polish 14 or equivalent: as vs.natural 14	Negative double up to 4♥				4NT-6 of trump suit = 1/3 keycards, unbiddable void
Vs. precision 2♣: 3♣ = diamonds and hearts, 3♦ = majors		Support DBL/RDBL up to 2♠			Transfer lebensohl after interference over 1NT (Note 5)
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive DBL up to 4♥				Lebensohl SANS after X of a weak two (Note 4)
2NT = 4+ limit raise or better. Dbl jump = preemptive raise. 2/1 NF,	<u> </u>				Lebensohl SANS over a reverse (Note 4)
nat, usu 6-c suit. RDBL = 10+ HCP, support unlikely. Fit jumps.	Most low-level DBL = T/O				4th Suit Forcing = GF
1M - (x) - ? or $(1m) - 1M - (x) - ? = transfers apply (Note 2)$					PSYCHICS: Seldom

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OPENING	ART	MIN. NO. OF	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPET ITIVE & PASSED HAND BIDDING
1*		2	4♥	9-21 HCP	1M may contain longer ♦ if not INV+. 1NT = 6-10 HCP, denies 4M. 2 ♠ = GF, 12+HCP, 5+♣, usually no 4M. 2 ♦ = limit raise 9-11. 2♥/♠ = nat pre-empt (≤6 HCP). 2NT = 10-12 HCP. 3 ♣ = 0-8 HCP, 5+♣.	2-way checkback after 1NT rebid. 3	Note 1
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 rebid. 3 ♦ checkback over 2NT rebid. 1 ♦ -1 ♥ -1NT doesn't deny 4 ♠. 1 ♦ -2 ♦ -2 ♥ / ♠ show unspecified shortness 11-14/15+	Note 1
1♥		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, denies $4 \triangleq$, semi-forcing. $2 \triangleq / \spadesuit = $ nat, GF. $2 \checkmark = 6-9$ HCP, $3/4 \checkmark$. $2 \triangleq$ nat pre-empt (≤6 HCP). 2NT = GF, 12+ HCP, $4 + \checkmark$. $3 \triangleq$ = 8-10 HCP with $4 \checkmark$ (or min GF). $3 \checkmark$ = 9-11 HCP with $3 \checkmark$ (or min GF). $3 \checkmark$ = ≤6 HCP, $4 \checkmark$. $3 \triangleq$ = unspecified singleton. 3NT = $4 \checkmark$ void. $4 \triangleq / 4 \checkmark$ = void.	AFTER 1♥-2NT: 3♣ = min., shortness or 3+ controls, 3♦= extras with shortness, 3♥ = min. with 6+ hearts, no void, no singleton A/K, 3♠ = extras, no shortness, 3NT = extras, balanced 5332 or 5422, 4m = 5 card suit, 4♥ = min., no shortness, <3 controls. 1♥-1NT-2♣- (2♦ = relay to 2♥, 2♥ = 8-10, 2♠ = good ♣ raise)	Note 2 Note 6 (Drury)
1		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, semi-forcing. 2 ♣/ \blacklozenge / \blacktriangledown = nat, GF. 2 ♠ = 6-9 HCP, 3/4♠. 2NT = GF, 12+ HCP, 4+♠. 3 ♠ = 8-10 HCP with 4♠ (or min GF). 3 ♦ = 9-11 HCP with 3♠ (or min GF). 3 ♥ = nat 10-12, 6+ suit. 3 ♠ = ≤6 HCP, 4♠. 3NT = unspecified singleton. 4♣/ \blacklozenge / \blacktriangledown = void.	AFTER 1♠-2NT: 3♠ = min., shortness or 3+ controls, 3♠ = extras with shortness, 3♥ = extras, no shortness, 3♠ = min. with 6+ spades, no void, no singleton A/K, 3NT = extras, balanced 5332 or 5422, 4m/♥ = 5 card suit, 4♠ = min., no shortness, <3 controls. 1♠-1NT-2♣- (2♠ = 5+♥, 2♥ = relay to 2♠, 2♠ = 8-10)	Note 2 Note 6 (Drury)
1NT			4♥	15-17 HCP, bal. or semi-bal. 5M, 6m or 5/4 possible	2♣ = Stayman. 2♦/♥ = xfer. 2♠ = range ask or ♣. 2NT = puppet. 3♣ = xfer to ♦. 3♦/♥ = xfer slam try. 3♠ = minors 5422. 4♣ = 6+/5+ majors. 4♦/♥ xfer to ♥/♠. 4♠ = 5+/5+ minors.	Superaccept of major-suit xfer: jump to 3 with min, bid 2NT with max (both with 4-cd support). Puppet: 3♣ = no 5cM, 3♥/♠= 5 card suit	Note 5
2*	Х			22+ 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 ♠ = (24)25+ bal / ♥ / ♥ + other	2NT = 22-23(24) HCP, bal or semi-bal, with subsequent bidding as over 2NT opening. All other rebids nat GF.	As over 2NT op.
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. New suit = F1 unless NV vs V. Splinters. 4♣ = RKCB (mod. responses)	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♥ as min HCP	
2♠		5		As above	As above	As above with 3 as min HCP	
2NT				20-21 bal or semi-bal (e.g. 5422 and 4441 both possible)	3 ♣ = Stayman. 3 ♦/ \forall = xfer. 3 ♠ = ♣. 4 ♣ = ♦. 4 ♦ = both majors 5+/5+. 4 \forall = 5♣/ 4 ♦. 4 ♠ = 5♦/ 4 ♣.	AFTER 3 ♦ / ▼: Opener accepts with 3+ support (now new suit is nat.), else bids 3NT (now new suit is xfer)	
3♣		6		Pre-emptive	New suit = natural GF unless NV v V. 4 → = RKCB (mod. responses)		
3♦		6		Same as above	Same as above but 4♣ = RKCB (mod. responses)		
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	D0P1 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 = none; $5 / / / 4 / 6 = ace of that suit$; $5 NT = 2$	Specific King Ask	
5m		7		Pre-emptive		Exclusion RKCB 0314	
5M		7		Almost slam-worthy	Raise the level of the fit for each top trump honour	Minorwood RKC 1430	

Note 1: Transfer	s after opponents overcall our 1m with 1D/1H		Note 2: Transfers after double of our 1M opening or overcall
Note 1: Transfer 1C - (1D) - 1D - (1H) -	X = 4+ hearts 1H = 4/5 spades 1S = no 4+ major 1NT = natural 2C = natural raise 2D = 6+ hearts 2H = 6+ spades 2S = GF club raise 2NT = natural 10-12 3D = 5+/5+ in majors X = 4/5 spades 1S = <4 spades 1NT = natural	X = 4/5 spades 1S = <4 spades 1NT = natural 2C = natural raise 2D = natural, F1 2H = 6+ spades 2S = GF club raise 2NT = natural 10-12 3C = natural raise	Note 2: Transfers after double of our 1M opening or overcall 1H - (X) - XX = 10+ generally balanced, can include 3-cd support 1S = spades 1NT = clubs 2C = diamonds 2D = good heart raise 8-10 2H = weak heart raise 5-7 2S = 7-9 heart raise with 4+ hearts 2NT = lim+ raise, 4+ card support 3X = fit jump 1S - (X) - XX = 10+ generally balanced, can include 3-cd support 1NT = clubs 2C = diamonds 2D = 5+ hearts 2H = good spade raise 8-10
Note 3: Leaping	2C = natural, F1 2D = natural raise 2H = 6+ spades 2S = GF diamond raise 2NT = natural 10-12 3D = natural raise Michaels and non-leaping Michaels		2S = weak spade raise 5-7 2NT = lim+ raise, 4+ card support 3m = fit jump 3H = 7-9 spade raise with 4+ spades Similar treatment over: (1m) – 1M – (X) – (?) except 2M shows 6-9 without top honour, 2(M-1) shows 6-9 with top honour, transfer to opener's suit is a cue raise (10+) Note 4: Lebensohl over double of opponents' weak 2-level opening / over opener's reverse
	al 2D opening: ubs + a major, 5+/5+ oth majors, 5+/5+		(2D) – X – (p) – 2H/S = natural, weak 2NT = 0-7, relay to 3C to play in 3C (partner bids 3C unless strong) 3C = natural, 8+ points
 4D = di 4M (op 4NT = l 	ubs + other major, 5+/5+ amonds + other major, 5+/5+ ener's major) = strong with minors, 5+/5+ ess strong with minors, 5+/5+		(2H) – X – (p) – 2S = natural, weak 2NT = 0-7, relay to 3C to play in 3C or 3D (partner bids 3C unless strong) 3C = natural, 8+ points 3D = natural, 8+ points (2S) – X – (p) –
	al 3m opening: ener's minor) = both majors, 5+/5+ other minor and a major, 5+/5+		2NT = 0-7, relay to 3C to play in 3C or 3D or 3H (partner bids 3C unless strong) 3C = natural, 8+ points 3D = natural, 8+ points 3H = natural, 8+ points
4D = di4M (or	ral 3M opening: ubs + other major, 5+/5+ amonds + other major, 5+/5+ bener's major) = strong with minors, 5+/5+ ess strong with minors, 5+/5+		After opener's reverse (F1 16+ pts): Rebid 2M = natural, forcing Lowest of 2H/2S/2NT is lebensohl relay to 3C (various strengths) Rebid 3M = semi solid suit with slam interest

Note 5: Transfer lebensohl after interference over our 1NT

e.g. 1NT - (2S) -

- X = takeout
- 2NT = relay to 3C either to play 3C, or as a prelude to sign-off in 3D or 3H,
 - o Or to follow with 3S to show 4H and no S stop (SANS),
 - Or to follow with 3NT to show no S stopper, no 4H (SANS)
- 3C = 5+ diamonds, 8+ points
- 3D = 5+ hearts, 8+ points
- 3H = transfer cuebid, multiple hands with shortness (0/1) in opponents' suit
- 3S = 5+ clubs, 8+ points
- 3NT = to play with spade stop (FASS)

Transfers end at 4NT

No transfers after 4 level or higher intervention

Note 6: Drury over 1M opening in 3rd/4th seat

After 1M opening in 3rd or 4th seat

- 2C = 3+ card support, max. passed hand
 - Now 2M by opener shows weakest hand
 - Jump by opener is shortage with slam interest
- 2M = raise, worse hand than 2C bid
- 2NT = 4+ support and shortage
 - 3C asks
 - 3D = short club
 - 3H = short diamond
 - 3S = short other major
- 3-level bids are fit jumps showing 3+ support and a good 4+ card working side suit typically with 2-3 working honours (e.g. AJ10xx)