DEFENSIVE AND COMPETITIVE BIDDING			I F	ADS AND SIGNA	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LFΔDS ST		ADS AIRD SIGHT		W DT CONVENTION CARD	
1 level usually 5 cards & 7-17 points	- Or Estate	Lead In Partner's Suit				CATEGORY: Green	
2 level minimum 5 cards & 10-17 points	Suit		4 th /2 nd from top		Low from honour or Ace	NCBO: Ireland	
Change of suit non-forcing but usually 6 cards	NT		th/2 nd from to		Low Helli Helledi et Acc	PLAYERS: Frank Davey & Marie Callanan	
Unassuming cue bid forcing for 1 round	Subseq		,	T		EVENT : Camrose Trials	
	Other:	I					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 nd seat 15-18 points	Lead	V	s. Suit		Vs. NT		
4 th seat 11-14 points	Ace	A	ttitude ask		Solid or semi solid sequence	GENERAL APPROACH AND STYLE	
4th seat, by passed hand, both minors 5/5	King	C	ount ask		Solid or semi solid sequence	5 card major 15-17 NT can be 4441	
4 th seat X followed by 1NT is 15-17 points	Queen	U	sually top of a sequence		Solid or semi solid sequence	Club can be short non-forcing 5542 minimum	
4 th seat X followed by 2NT is 18-20 points	Jack	U	sually top o	of a sequence	Solid or semi solid sequence	Multi 2D and Lucas	
JUMP OVERCALLS (Style; Responses; Unusual NT)						4 way transfers	
6 card suit Non-vulnerable 6-10 points						RKCB 1430	
2NT shows the 2 lower suits	Hi-X		2 nd top/ doubleton/ singleton		2 nd from top		
	Lo-X	Lo	Low from an honour		Low from an honour	SP discards	
	SIGNALS	N ORDER	OF PRIORI	TY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's	Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1C -2D or 1D-2D shows both majors	1	Attitude		Count	SP		
1H -2H or 1S-2S shows the other major and a minor	Suit 2						
	3					Lebensohl over weak 2s and interference of 1NT	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Attitude		Count	SP		
2C shows 5/5 in majors	3						
2D/2H/S shows 5+ of the suit	Signals (in	cluding Tr	rumps):				
25/21/10 Shows 3 * 61 the sale	Signais (ii	craaming 11	amps _j .				
Double of strong NT is a long suit, of weak NT is for penalties							
3C/D/S/H is a 7 card				DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES	S (Style; Re	sponses; Reope	ening)		
Double is for takeout – Lebensohl Note 1					eout up to & including 3S		
2NT - 15-18 points and systems are on				e shows 0-8 poi			
Cue bid is stop ask	Double of	all artifici	ial bids are	lead directing o	nly		
3X 5+ with 18+HCP 4m -5/5 in x and other major							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Doubles in the balancing seat can be 3 points less than direct seat Reopening double can be a weak hand with shortage in the opp's suit				less than direct seat	SPECIAL FORCING PASS SEQUENCES	
					nortage in the opp's suit		
1C-2C shows a clubs suit					• •		
	SPECIAL,	ARTIFICIA	L & COMPE	TITIVE DBLS/R	DLS		
OVER OPPONENTS' TAKEOUT DOUBLE				•		IMPORTANT NOTES	
All bids are natural. Redouble is t/o						4th suit forcing for 1 round at the one level and GF at the 2 level	
, -	_						
						DEVELUES.	
						PSYCHICS:	

		ш	THRU				
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL TH	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		2	3S	11-20HCP	1NT 6-9 HCP; at least 4 clubs; no 4 card suit 2C 5-10 HCP; at least 5 clubs; no 4 card suit 3C 11+ HCP; at least 5 clubs; no 4 card suit		Cue bid of overcall looking for stopper
1♦		4	35	4D+ 11-20 May have longer clubs	1NT 6 – 9 HCP no 4D or 4M 2D 5-10 HCP 4D+ 3D 11+ HCP 4D+		2C - 10+HCP F1
1♥		5	35	11-20HCP	1S 4+ spades 6+HCP, 1NT 6-9HCP <4H, 2C 10+HCP 2+ clubs, 2D 10+HCP 4+ D, 2H 6-9 HCP 3 +H, 2S 4-7 HCP 6+ S 0/1 H, 2NT GF 4+ H, 3m 4-7 HCP 6+ m 0/1 H, 3H 10-12 HCP 4+ H, 3S 12+ HCP 4+ H GF splinter S, 3NT 13-15, 4m 12 HCP 4+ H GF splinter in m, 4H-play max 1 key card, 4S to play, 4NT RKCB	1M 2NT Jacoby 3X is a shortage, 3H - extra length and strength, 3NT – 18-9, 4X is a second suit, 4H min	Dbl – 6 to 9 3 card 2H – 6 to 9 4 card Cue bid of overcall – 11+
1.		5	3S	11-20HCP	1NT 6-9HCP <4H, 2C 10+HCP 2+ clubs, 2D 10+HCP 4+ D, 2H 10 HCP 5 +H, 2S 6-9 HCP 3+ S, 2NT GF 4+ S, 3m 4-7 HCP 6+ m 0/1 S, 3H 4-7 HCP 6+ H, 3S 10-12 HCP 3+ H, 3NT 13-15, 4x 12 HCP 4+ S GF splinter in X, 4S to play, 4NT RKCB	1M 2NT Jacoby 3X is a shortage, 3S - extra length and strength, 3NT – 18-9, 4X is a second suit, 4S min	Dbl – 6 to 9 3 card 2S – 6 to 9 4 card Cue bid of overcall
INT		2		15-17HCP	2C – Stayman 2S – 8/9 flat 2NT – trs to minor] 2X transfer		Lebensohl – See note 2
2*	Yes			23+ GF	2D relay	2NT -23-24 HCP systems on, can be passed. All other bids are GF	
2♦				6-10HCP or 20HCP	2NT – 15+ enquiring	Weak/weak, strong/strong. 3NT – 20HCP	dbl by declarer – 20HCP 3x by declarer - 8-9 tricks in x
					2H pass or correct	Pass 6+H, 2S 6+S, 3X 8-9 tricks in x, 2NT- 20HCP	Dbl responder - strong
2♥		5		6-10HCP	Note 3	Weak/weak, strong/strong.	
2 🋦		5		6-10HCP		Weak/weak, strong/strong.	
2NT		2		21-22 HCP	3C Puppet Stayman, 4C Gerber, 4D/4H – 5+HCP 6H/S	4NT RKBW	
					4NT – 11HCP, 5NT – 15-16HCP		
3♣		6		0-9HCP			
3♦		6		0-9HCP			
3♥		7		0-9HCP			
3♠		7		0-9HCP			
3NT				Solid minor	4C pass or correct, 4X to play		
4.	+	8		Preempt			
4♦		8		Preempt			
4♥		8		Preempt			
4 🖍		8		Preempt			

4NT				
5♣	8+	Preempt	HIGH LEVEL BIDDING	
5♦	8+	Preempt	Cue: 1st or 2nd round below equally game	
5♥			RKCB 1430	
5♠			NT over NT is quantitative	

Note 1: Lebensohl after t/o double of weak 2

- Pass to defend
- two-level bid (0-7) 4+card and to play
- three-level as the cheapest bid is 8-11 and 4+card
- 3X cuebid 4Card in other Major GF with stop in X
- 3NT to play
- 2NT relay to 3C
 - o pass to play, 0-8 with 4+♠
 - o 3♦ to play, 0-8 with 4+♦
 - o 3X cuebid 4Card in other Major GF with no stop in X
 - o 3S GF with 5+
 - o 3NT suggestion to play, no stop in X, usually one or two minors
 - if 3C is nit bd bid shows a strong hand

Note 2: Lebensohl

- two-level bid is natural and to play
- three-level is natural and forcing to game
- a direct cuebid is Stayman with a stopper in the overcalled suit
- 3NT natural with a stopper in the overcalled suit
- 2NT forces to 3♠ after which
 - Pass = to play 3♣
 - o A bid below the suit overcalled is natural and to play
 - A bid above the suit overcalled is natural and invitational
 - o A cuebid is Stayman without a stopper in the overcalled suit

Note 3 Lucas

Responder

- Pass Natural.
- 2S responses to a 2H opening bid Natural and non-forcing, showing at least a 6-card suit.
- 2NT 15+ points, artificial and asking for opener's minor
 - o **Continuation** weak, weak, strong, strong.
- 3C Support for either minor and asks opener to pass or correct. Denies support for opener's major..
- 3H/S A single raise shows 3+ card support and is non-forcing.
- 3NT -Natural, signoff.
- 4H/S Natural, signoff. A jump raise may be weak or strong.