

| DEFENSIVE AND COMPETITIVE BIDDING                                                              |
|------------------------------------------------------------------------------------------------|
| <b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>                                    |
| 1and 2 level overcalls (no jump) constructive                                                  |
| Response new suit forcing                                                                      |
| Response to 1♥/♠ overcall: cue = inv+, 2nt = 4+ supp inv+                                      |
| Jump responses pre-emptive                                                                     |
| Over opps simple overcall, new suit = 5+ Forcing or System ON                                  |
| 2NT = natural (NF) if opps overcall our 1♣/♦, or in response to our simple (non-jump) overcall |
| <b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>                 |
| 15+-18 in 2 <sup>nd</sup> position, and in 4 <sup>th</sup> position if responder bid           |
| 10-15 in 4 <sup>th</sup> position, 2♣=ask, 2NT=max                                             |
| 1NT system responses on after 1NT overcall (except above)                                      |
|                                                                                                |
|                                                                                                |
| <b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>                                           |
| 1 Suit: Jumps = weak: 1 jump = weak 2 hand; 2 jump = weak 3 hand                               |
| 2 Suit: Ghestem 5+/5+ (Note 1)                                                                 |
|                                                                                                |
| Reopen: No Ghestem (Note 1) in 4 <sup>th</sup> position                                        |
| <b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>                                    |
| Direct cue = Ghestem (Note 1), or support raise/forcing enquiry                                |
| Jump Cues = NT ask or Splinter                                                                 |
| Cue of opps simple overcall of opener 1suit=support, game inv +                                |
|                                                                                                |
| <b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>                                                  |
| X = Penalties, 2♣ = 4+♥ & 4+♠, 2♦ = single suit ♥/♠ = 5+ suit                                  |
| 2♥/♠ = 5+ & 4+♣/♦, 2NT = 2 suiter                                                              |
| 3 ♥/♠/♣/♦ = pre-emptive 6+                                                                     |
| vs. 15-17 NT X of artificial bid = suit,                                                       |
| vs. weaker NT (max 15), X = 15+ bal unless PH                                                  |
|                                                                                                |
| <b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>                                          |
| X = take out, NT = natural, Overcall = natural                                                 |
| Cue bid = NT ask or very strong hand, 2NT frequently Lebensohl (Note 5)                        |
| Leaping Michaels vs weak 2s and 3♣ and Multi (Note 4)                                          |
| <b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>                                           |
| vs 1♣: X=both M, Jumps=weak, Overcall=natural, NT=2 both m                                     |
|                                                                                                |
| <b>OVER OPPONENTS' TAKEOUT DOUBLE</b>                                                          |
| XX=interested in penalties, subsequent Xs are penalty                                          |
| New suit= 4+ natural & Forcing unless already passed                                           |
| Jumps = pre-emptive                                                                            |

| LEADS AND SIGNALS                                                       |                                                                    |                            |                                  |
|-------------------------------------------------------------------------|--------------------------------------------------------------------|----------------------------|----------------------------------|
| OPENING LEADS STYLE                                                     |                                                                    |                            |                                  |
|                                                                         | Lead                                                               | In Partner's Suit          |                                  |
| Suit                                                                    | 4 <sup>th</sup> /Attitude(2 <sup>nd</sup> from 4 <sup>+</sup> bad) | 3 <sup>rd</sup> & 5th      |                                  |
| NT                                                                      | 4 <sup>th</sup> /Attitude(2 <sup>nd</sup> from 4 <sup>+</sup> bad) | 3 <sup>rd</sup> & 5th      |                                  |
| Subseq                                                                  | Attitude                                                           | Attitude                   |                                  |
| Other:                                                                  |                                                                    |                            |                                  |
|                                                                         |                                                                    |                            |                                  |
| LEADS                                                                   |                                                                    |                            |                                  |
| Lead                                                                    | Vs. Suit                                                           | Vs. NT                     |                                  |
| Ace                                                                     | AKx(+)Ax(+) asks attitude                                          | AKx(+) Ax(+) asks attitude |                                  |
| King                                                                    | AKQx, KQJ/10(+),Kx                                                 | KQJ(+), KQ109(+),Kx        |                                  |
| Queen                                                                   | KQx(+), KQ                                                         | KQx(+), KQ                 |                                  |
| Jack                                                                    | QJx(+), QJ                                                         | QJx(+), QJ                 |                                  |
| 10                                                                      | JTx(+),HJTx(+), JT, Tx                                             | JTx(+),HJTx(+), JT, Tx     |                                  |
| 9                                                                       | 109x(+), H109x(+), 9x                                              | 109x(+), H109x(+), 9x      |                                  |
| Hi-X                                                                    | xSxx, Sx                                                           | xSxx, Sx                   |                                  |
| Lo-X                                                                    | HxxSx, HxS,, xSxxx, xSx                                            | HxxXx, HxS,, xSxx, xSXX    |                                  |
| SIGNALS IN ORDER OF PRIORITY                                            |                                                                    |                            |                                  |
|                                                                         | Partner's Lead                                                     | Declarer's Lead            | Discarding                       |
| 1                                                                       | Hi=Even                                                            | Hi=Even                    | 1 <sup>st</sup> Even=Enc Odd=S/P |
| Suit 2                                                                  | Hi=DISCRG                                                          | S/P                        | Hi=Even                          |
| 3                                                                       | S/P                                                                |                            | S/P                              |
| 1                                                                       | Hi=Even                                                            | Hi=Even                    | 1 <sup>st</sup> Even=Enc Odd=S/P |
| NT 2                                                                    | Hi=DISCRG                                                          | S/P                        | Hi=Even                          |
| 3                                                                       | S/P                                                                |                            | S/P                              |
| Signals: 1 <sup>st</sup> discard Odd=S/P, Even=ENCRG in suit.           |                                                                    |                            |                                  |
| Smith signals vs 3NT+ (Hi=DISC, low=ENC or Neutral from both sides)     |                                                                    |                            |                                  |
| Remainder count = Hi=Even                                               |                                                                    |                            |                                  |
| DOUBLES                                                                 |                                                                    |                            |                                  |
| TAKEOUT DOUBLES (Style; Responses; Reopening)                           |                                                                    |                            |                                  |
| Classic style, maybe light if perfect shape                             |                                                                    |                            |                                  |
| Cue bid to suit agreement, Jumps=4+cards 8+, maybe lighter with 5+cards |                                                                    |                            |                                  |
| Reopening X maybe weaker                                                |                                                                    |                            |                                  |
|                                                                         |                                                                    |                            |                                  |
| SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS                             |                                                                    |                            |                                  |
| Negative dble. Responsive X through 4♥                                  |                                                                    |                            |                                  |
| NV X of Splinter = suggest sacrifice, VUL = lead suit below splinter    |                                                                    |                            |                                  |
| Support X or XX shows 3 card support, up to 2♠                          |                                                                    |                            |                                  |
| X of weak artificial support bids = take out of opps agreed suit        |                                                                    |                            |                                  |
| X of transfers at1 level=suit, cue of opps suit = take out              |                                                                    |                            |                                  |

| W B F CONVENTION CARD                                           |
|-----------------------------------------------------------------|
| <b>CATEGORY: Green</b>                                          |
| <b>NCBO: CBAI</b>                                               |
| <b>PLAYERS: Mark Moran John Carroll</b>                         |
| <b>EVENT: Open - 2025</b>                                       |
|                                                                 |
| <b>SYSTEM SUMMARY</b>                                           |
| <b>GENERAL APPROACH AND STYLE</b>                               |
| 1♣ = 2+♣ balanced or Natural ♣ 11-20hcp                         |
| 1♦ 4+♦ unbalanced 11-20hcp                                      |
| 1♥/♠ 5+ cards 10-20hcp                                          |
| 1NT=15-17                                                       |
| 2♣/ always strong 2♦ weak 2 in ♥/♠                              |
| 2♥/♠ 5 <sup>+</sup> and 4 <sup>+</sup> m weak                   |
| 2NT opening is 21-22 balanced                                   |
| 2 over 1 FG                                                     |
| <b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>                    |
| 1♦♥ responses to 1♣ are transfers 4+♥/♠                         |
| 1♠ response to 1♣ is either no M or FG 5+♦ (may have shorter M) |
| 3NT opening is pre-empt is solid ♣/♦ (not in 4 <sup>th</sup> )  |
| Ghestem 2 suited overcalls (Note 1)                             |
| 2♦ weak 2 in ♥/♠                                                |
| 2♥/♠ 5 <sup>+</sup> and 4 <sup>+</sup> m weak (Note 2)          |
|                                                                 |
| 2♣/2♦ puppet/FG ask to opener's 11-14 and 18-19 bal rebid       |
|                                                                 |
|                                                                 |
|                                                                 |
|                                                                 |
|                                                                 |
|                                                                 |
| <b>SPECIAL FORCING PASS SEQUENCES</b>                           |
| 1NT-X-XX if XX=escape, Pass=F                                   |
|                                                                 |
| <b>IMPORTANT NOTES</b>                                          |
|                                                                 |
|                                                                 |
| <b>PSYCHICS: Rare</b>                                           |

| OPENING | TICK IF ARTIFICIAL | MIN. NO. OF CARDS | NEG.DBL THRU | BIDDING                                     |                                                                                                                       |                                                                                                                           |                                                                                                                           |
|---------|--------------------|-------------------|--------------|---------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------|
|         |                    |                   |              | DESCRIPTION                                 | RESPONSES                                                                                                             | SUBSEQUENT ACTION                                                                                                         | COMPETITIVE & PASSED HAND BIDDING                                                                                         |
| 1♣      |                    | 2+                | 4♥           | 11-20 hcp 11-14 or 18-19 bal or 5+♣ natural | 1♦/♥= xfer 4+♥/♠ 4+hcp, 1♠=6+hcp no M or FG 5+♦ or FG no 4M, 1NT = 6-10                                               | 1♥/♠ rebid 11-14 bal or 3card support +♣ , then 2♣ puppet to 2♦; 2♦ = FG, 1NT=18-19                                       | 1NT=5/4m non invitational, 2♣=♦, 2♦= both ♥/♠                                                                             |
|         |                    |                   |              |                                             | 2♣ FG, 5+♣, 2♦/♥ xfers game try; 2♠= ♣ game try, 2NT=11-12                                                            |                                                                                                                           |                                                                                                                           |
| 1♦      |                    | 4+                | 4♥           | 11-20 hcp                                   | 1♥/♠ natural, 1NT 6-11, 2♣ FG, 2♦ FG 4+♦, 2♥/♠ 6cards 9-11, 2NT=11-12, 3♠=4+♦ 9-11                                    | Transfers after 1♥/♠ except 1♠ rebid natural                                                                              |                                                                                                                           |
| 1♥      |                    | 5+                | 4♥           | 11-20 hcp                                   | 1♠=4+♠, 1NT=6=11NF, 2♥= 5-9 hcp, 3+♥, 3♠=4♥ 9-11 3♦=3♥ 9-11 3♥=mixed raise, 2♣= 2/1 FG 5+♣ or bal often 3♥, 2♦ FG 5+♦ | After 1NT rebid 2♣ puppet to 2♦; 2♦ = FG After 2♣, 2♦=4+♦, 2♥=5+♥, suits natural After 2NT, 3♠= min, 3♦ 15+ and shortage, | 3♠= 4+♥ any singleton then 3NT asks, direct splinter = void                                                               |
|         |                    |                   |              |                                             | 2NT= 4+♥ FG, 3NT= bal 4+♥ 12-15hcp                                                                                    | 3♥= 15+ no shortage,                                                                                                      |                                                                                                                           |
| 1♠      |                    | 5+                | 4♥           | 11-20 hcp                                   | Similar 1♥                                                                                                            | Similar 1♥                                                                                                                | 3NT = 4+♠ any single etc.                                                                                                 |
| 1NT     |                    |                   |              | 15-17 hcp                                   | 2♣ NF Stayman, 4 suit transfers, 4♦/♥ transfers 3♠/♦ FG both minors 3♥/♠ = nat ST in M                                |                                                                                                                           | opps X, XX = a 5 card ♣/♦, 2suit = touching suits (not 2♣) X of 4+suit overcall = TO, else 8+ Transfer Lebensohl (Note 5) |
| 2♣      |                    | 0                 | 4♥           | 19+ FG, unless rebid 2NT                    | 2♦=relay, 2♥/♠/3♣/♦ = 5+ 2 loser (max) suit                                                                           | Natural/ Splinters/transfers after NT rebids                                                                              |                                                                                                                           |
|         |                    |                   |              | or bid and rebid suit                       | 2NT= 8+Slam Try or A& K                                                                                               |                                                                                                                           |                                                                                                                           |
| 2♦      |                    | 0                 |              | 5-10 5+♥/♠                                  | 2♥/♠ pass/correct 2NT=ask, 4♣ asks xfer to M                                                                          | After 2NT 3♠/♦=good ♥/♠                                                                                                   |                                                                                                                           |
| 2♥      |                    | 5+                |              | 5-10 5+♥ and 4+♠/♦                          | 2♣ NF, 2NT=ask, 3♣ pass/correct                                                                                       |                                                                                                                           |                                                                                                                           |
| 2♠      |                    | 5+                |              | 5-10 similar 2♥                             | As above                                                                                                              |                                                                                                                           |                                                                                                                           |
| 2NT     |                    |                   |              | 20-21 bal                                   | Puppet Stayman and transfers, 3♠=minors FG 4♣=Slam try in ♥, 4♦ ST in ♠, 4♥/♠ ST in ♣/♦                               | After 4♣ response, 4♦=interest, next suit RKCB same principles for other suits                                            |                                                                                                                           |
|         |                    |                   |              |                                             |                                                                                                                       |                                                                                                                           |                                                                                                                           |
| 3♣      |                    | 6+                |              | 5-10 hcp pre-emptive                        | 3♥/♠ = 5+ F, 3♦ ask about M's                                                                                         |                                                                                                                           |                                                                                                                           |
| 3♦      |                    | 6+                |              | 5-10 hcp pre-emptive                        | As above                                                                                                              |                                                                                                                           |                                                                                                                           |
| 3♥      |                    | 6+                |              | 5-10 hcp pre-emptive                        | 3♠ = 5+F, 4♠=optional Blackwood                                                                                       | After 4♣, 4♥ = worst hand                                                                                                 |                                                                                                                           |
| 3♠      |                    | 6+                |              | 5-10 hcp pre-emptive                        | 4♣=optional Blackwood                                                                                                 | Same principle as above                                                                                                   |                                                                                                                           |
| 3NT     |                    |                   |              | Solid suit a minor                          | 4♣/5♣ pass/correct; 4♦ asks which m                                                                                   |                                                                                                                           |                                                                                                                           |
| 4♣      |                    | 6+                |              | Pre-emptive                                 |                                                                                                                       |                                                                                                                           |                                                                                                                           |
| 4♦      |                    | 6+                |              | Preemptive                                  |                                                                                                                       |                                                                                                                           |                                                                                                                           |
| 4♥      |                    | 6+                |              | Pre-emptive                                 |                                                                                                                       |                                                                                                                           |                                                                                                                           |
| 4♠      |                    | 6+                |              | Pre-emptive                                 |                                                                                                                       |                                                                                                                           |                                                                                                                           |
| 4NT     |                    |                   |              | Specific Ace Ask                            |                                                                                                                       |                                                                                                                           |                                                                                                                           |
| 5♣      |                    | 7+                |              |                                             |                                                                                                                       | HIGH LEVEL BIDDING                                                                                                        |                                                                                                                           |
| 5♦      |                    | 7+                |              |                                             |                                                                                                                       | Direct splinter response to 1X opening = weak splinter                                                                    |                                                                                                                           |
| 5♥      |                    | 7+                |              |                                             |                                                                                                                       | 1430 RKCB                                                                                                                 |                                                                                                                           |
| 5♠      |                    | 7+                |              |                                             |                                                                                                                       | DOPE slam bidding, D0P1                                                                                                   |                                                                                                                           |
|         |                    |                   |              |                                             |                                                                                                                       |                                                                                                                           |                                                                                                                           |

### NOTE 1: GHESTEM

Ghestem 5+/5+      2NT = lowest suits, Cue= Extreme suits

Usually weak or strong, both M can also be intermediate

After 1M - 3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue = Majors and 3♣ shows ♣ and ♠ F

### NOTE2: BIDDING AFTER 2♥/♠ OPENING

2♠ = 5+♠, NF

2NT = F enquiry

3 or 4♣ = P/C to play in openers m

3♦ = GT in openers M

### NOTE 3: 2♣ to 1♥/♠ OPENING

2♣ = FG 2+♣ bal, may have 3 card ♥/♠ support or 2/1 FG with 4+♣;

2♦ = FG, 5+♦

### NOTE 4: LEAPING and NON-LEAPING MICHAELS

Non Forcing (unless weaker route available e.g. 2♥ – (3♥) = ♠ + m then the alternative 2♥ – (4m) = Forcing)

After opps open weak 2♥/♠, then 4m = 5+m/5+ OM

After opps open: 3♣, then 4♣ = 5+/5+ both M, 4♦ = 5+♦/5+ ♥ or ♠

3♦, then 4♣ = 5+♣/5+ ♥ or ♠ and 4♦ = 5+/5+ both M

3M, then 4m = 5+m/5+ OM

After 1M-P-2/3M, then 4m = 5+m/5+ OM

After Multi 2♦, then 4m = 5+m/5+♥

### **NOTE 5: LEBENSOHL and TRANSFER LEBENSOHL**

Transfer Lebensohl applies after 2 level overcall of our 1♣ or 1NT opening/overcall:

- When opps M is known X = take out
- 2NT to 3♥ are transfers and 3♠ over opps 2♥ = 5/5 minors FG
- 4 Level = system on
- Transfers to minors are always invite +
- Transfer to opps suit = stayman
- To find a stop we X and then cue

Lebensohl 2NT applies in some other competitive auctions:

- When opps any weak 2 bid and partner X; or
- 1Y-X-2Y-2NT; and
- 1Y-X-2Z-2NT

2NT = relay to 3♣, then:

pass or new suit below opps = min

Cuebid = FG with 4OM no stop

3NT = FG with 4OM plus stop

New suit higher ranking than opps = invite

New suit at 3 level = 5+ with 8+hcp F

Cuebid = and FG excluding above