

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
General style = constructive
5+ suit 8+ pts at one-level , 10+pts at 2 level
New suit response NF
Cue bid = 10+ pts support/Jump cue bid = 7-9pts
2 Suited O/C (Notes 1 & 2)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct position 15-18 HCP
Responses: Bid as 1NT opening
4 th position = 10-14
Responses : Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-10 HCP with attention to vulnerability, 2NT = Ask
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Jump cue bid = mixed raise (Note 11)
VS. NT (vs. Strong/Weak; Reopening;PH)
Landy (Note 5)
Weak 1NT, X= penalties
Strong 1NT, X= long minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O up to 4♥ inclusive , PEN over 4♠
2NT Nat, O/C Nat
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+HCP
System on if OPPTS double partner's 1NT opening or overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2nd / 4th	2nd / 4th	
NT	2nd / 4th	2nd / 4th	
Subseq	standard remainder count		
Other: Ace attitude, King for count SCUDA			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+++	AKHx, Ax	
King	AKQx,AKx,KQJx, KQxx,AK	AKQJxx, KQ10x,	
Queen	QJT _x , QJ98	QJTxx, QJ98,	
Jack	JTx, Jx or KJT	JT(x),Jx	
Hi-X	Sx	Sx	
Lo-X	HxS, HxxS, xSx	HxxS, HxS, xSxx,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse ATT	Standard count	O=ENCRG, E=SP
Suit 2	Count		
3	SP		
1	Reverse ATT	Standard count	O=ENCRG, E=SP
NT 2	Count		
3	SP		
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic style, may be light if perfect shape or in balancing seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X = 6-8HCP at 1 level, 9+ at 2 level. Supp X up to 2♣			
X of unnatural bid = lead directional			
Lightner X vs slam asks for unexpected lead			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Philip Robinson/Anthony Moloney
EVENT: Camrose trials
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 NT and 5 card major suits, short club. 2NT rebid 18-19
We may open good 11 counts. 3 rd seat opening may be light.
2 over 1 FG 12+ HCP
1NT response = NF. Shows 6-11 w/o COMP or not PH
2NT (Jacoby) major suit raises, GF, opener shows shortage
Puppet Stayman over 2NT (Note 4)
Transfers over 1NT/2NT opening or overcall (Note 6)
RCKB 1430/5NT – show specific kings
General style = Natural and competitive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong near Game Force – any suit, any shape
2♦/2♥/2♠ Opening = Weak 6+ (6-10 HCP)/2NT – Ogust(Note 10)
2NT Opening = 20 HCP, balanced/semi-balanced
3NT Opening = Gambling solid minor, pre-empt
Michaels Cue bids (Note 1)
Unusual NT (Note 2)
Transfer Lebensohl after 2-level overcall of 1NT (Note 3)
4 th suit forcing to game
Control/cue bids below game can be 1 st or 2 nd round
Splinters (on after a x, off after an overcall)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Jump shift response, on over interference = <6HCP, 6 card suit
PSYCHICS: Rare

OPEN ING	TICK IF ARTIF.	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♣	2+ ♣, 11-19 HCP	Suits NAT & F1, Jump shift 3-5HCP & 6 card suit NF. 1NT = 8-11 HCP, 2NT 11-12, 3NT 13-15	1NT = 11+-13 HCP XY Note 9	
1♦		4	3♣	4+♦, 11-19 HCP	Suits NAT & F1, 2/1 GF, Jump shift 3-5HCP & 6 card suit NF. 1NT = 8-11 HCP, 2NT 11-12, 3NT 13-15	1NT = 11+-13 HCP XY Note 9 2NT = 11+/13HCP or 17-18 HCP	
1♥		5	3♣	5+♥, 11-19 HCP	Suits NAT & F1, 1NT = 6-11 HCP. 2/1 GF Jump shift 3-5HCP & 6 card suit NF. 2NT = 4 card SUPP & 12+ HCP	1NT = 11+-13 HCP XY Note 9 2NT = 11+/13HCP or 17-18 HCP	Drury Note 7
1♠		5	3♣	5+♠, 11-19 HCP	Suits NAT & F1, 1NT = 6-11 HCP. 2/1 GF Jump shift 3-5HCP & 6 card suit NF. 2NT = 4 card SUPP & 12+ HCP	2NT = 11+/13HCP or 17-18 HCP	Drury Note 7
INT				15-17 HCP, Balanced	Stayman, 4-way transfers, see Note 6 4♣ Gerber	TRF or Super accept TRF with 17 HCP	
2♣	✓		3♣	Artificial strong – near Game Force, 16+HCP, any suit, any shape Or Weak 2D	2♦ relay	2NT = 22+ HCP 2♥/♠ or 3♣/3♦ = 8/9 playing tricks in suit	
2♦		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+	Ogust responses to 2NT (Note 10)	Opening in 4th seat = 12/14 HCP, 6+ cards
2♥		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+	Ogust responses to 2NT (Note 10)	Opening in 4th seat = 12/14 HCP, 6+ cards
2♠		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+	Ogust responses to 2NT (Note 10)	Opening in 4th seat = 12/14 HCP, 6+ cards
2NT				20 Balanced or semi-balanced	Puppet stayman (Note 4), Transfers, 4♣ Gerber		
3♣		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♦		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♥		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♠		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3NT		7		Gambling – solid minor, no outside Ace	4♣ pass or correct if other suits not covered	HIGH LEVEL BIDDING	
4♣/♦/♥/♠		8		Pre-emptive		RKCB: 1430 KING ASK = specific Kings, Gerber over NT	
5♣/♦/♥/♠		8+		Pre-emptive			

Note 1 Michaels cue bid

(1H) , 2H = 5S + 5 minor
 2NT response asks for minor

Note 2 Unusual NT

(1X) , 2NT = 2 lower unbid suits, 5/5
 (1X) , P , (1Y) , 2NT = 5+/5+ in the unbid suits

Note 3 Transfer Lebensohl

After an overcall over a 1NT opening
 X = take-out
 2 of a suit = to play
 2NT = transfer to clubs
 3C = transfer to diamonds
 3D = transfer to hearts
 3H = transfer to spades

Note 4 Puppet Stayman over a 2NT opening or rebid

3C = asks for a 4 or 5 card major,
 Opener: bids 3M if 5-card
 bids 3D confirming a 4-card major, responder bids
 the major they do not have
 bids 3NT showing neither 4 nor 5-card major

Note 5 Landy (vs No Trump)

2C shows at least 4 cards in each major suit with 10+HCP
 and points in the major suits. 2D response F1 = relay to
 better major. 2H/S response = NF
 2NT shows both minors – at least 5-4
 X = long minor over strong NT (penalties over weak NT)
 2D/2H/2S = natural

Note 6 1NT System

1NT:2C = Normal Stayman

4-way transfers

1NT 2D trans to hearts
 2H trans to spades
 2S trans to clubs
 2NT trans to diamonds

Super-accept by breaking (max) or bouncing (min)

1NT 4NT INV

1NT 4D/4H Texas

Note 7 Drury

After an opening bid of one in a major in 3rd seat, the
 partner's 2C shows 9/11 HCP and 3+ card support.

Subsequent bids:

- 2H/S = 8 to a bad 12 HCP i.e. no game interest
- All other bids are natural

Note 8 Bergen

1M : 3C = 3 card support & 10/12 points
 1M : 3D = 4 card support & 10/12 points

On over a double, off over an overcall.

Note 9 XY checkback after 1NT rebid

1♣ 1♠

1NT Responder's bids
 2♣ = relay to 2♦ signoff or invites game
 2♦ = GF enquiry
 2♥ = 5♠ 4♥ NF
 2♠ = 5+♠ NF
 2NT = Transfer to 3C may be signoff or
 natural GF

Note 10 Weak 2 Strength Enquiry

After a weak 2 opening: 2NT response with 15+
 Opener rebids:
 3C = poor hand, poor suit
 3D = poor hand, good suit
 3H = good hand, poor suit
 3S = good hand, good suit

Note 11 Mixed raise

In competition (including X by oppts) a jump cue bid = 4+
 card support for partners overcall and 6-9 HCPs