OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STY
1 level: 8 – 17 varies with vul/position/shape		Lead
2 Level: 10 – 17 varies with vul/position/shape	Suit	2/4
X and change = 18+	NT	2/4
	Other:	
	Other.	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	
14-18 2 nd seat and 9-14 in 4 th – Shows Stopper	Lead	Vs. Sui
Systems on	Ace	Att (Ax
	King	Count (
	Queen	Att (KÇ
	Jack	AJT, K.
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HT9x,
Michaels Note 1	9	H98x, 9
Otherwise pre-emptive	Hi-X	Top of 1
VS 2 Suiters – (Note 7)	Low-X	Shows
	SIGNALS	IN ORDER C
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead
Jump Cue: Stop Ask except if Michaels		=Enc/ L = Dis
		ount (Hi/Lo=I
		dd/Even
		=Enc/ L= Dis
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 C	ount (Hi/Lo=l
Multi-Landy (Note 2)	3 O	dd/Even
X – 15+ HCP's	Signals (inc	luding Trump
		Odd-Like, Eve
		DOVING NO
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES
Cue bid: Stop ask	Up to 3♠	
X- take out up to 3♣	\dashv \longleftarrow	
Vs Weak 2♥/2♠ - 4 minor shows M/m - 5/5 at least (Note 12)	┥┝──	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	ann ar i r	
Natural bids		ARTIFICIAL
TIO D		- 6+, usually o
VS Precision 1C : 2C Natural, X – Majors, 1NT - Minors	(1X) X (1Y)	X - Even pro
OVER OPPONENTS' TAKEOUT DOUBLE	1X (P) 1M (
VS Precision 1C: 2C Natural, X – Majors, 1NT - Minors OVER OPPONENTS' TAKEOUT DOUBLE Inverted off (Note 11), 1Y (X) XX – 10+ points, often no fit	1X (P) 1M (X (P) 1Y (1N7

	LEA	DS AND SIGN	NALS		WI
OPENING I	EADS STYLE	25 11 (2 213)	11220		
	Lead		In Partner's Suit		CATEGORY: GRI
Suit	2/4	2/4			NCBO: IRELAND EVENT: LM Trials
NT	2/4		2/4		PLAYERS: Isabel
					71
Other:					71
					71
LEADS					
Lead	Vs. Suit		Vs. N	Γ	
Ace	Att (Ax, AK			x, AK)	GENERAL APPRO
King	Count (AK,				2/1, 5 CM, Short ♣ (
Queen	Att (KQ or C			Q or QJ or AQJT)	NT – 15-17 Vul - Ca
Jack	AJT, KJT, Q	JT, JTx	AJT, K	JT, QJT, JTx	3 Weak 2s, 5-10 HC
10	HT9x, T9x,	Гх	НТ9х,	T9x, Tx	Inverted minors over
9	H98x, 98x, 9	X	H98x,	98x, 9x	Lebensohl SANS (N
Hi-X	Top of nothin	ng. Doubleton.	Usually d	enies honour.	Italian Cues, standar
Low-X	Shows honor	ır but may be si	ingleton.		New Minor forcing
SIGNALS IN	ORDER OF PI				
Par	tner's Lead	Declarer's Le	Declarer's Lead Discarding		SPECIAL BIDS TH
1 H=	Enc/ L = Dis	H=Enc/ L= D		Odd/Even	2♣ = Art 23+HCP's
Suit 2 Co	unt (Hi/Lo=Even)	Count (Hi/Lo	=Even)	Count (Hi/Lo=Eve	n)
3 Od	d/Even	Odd/Even		H=Enc/ L= Dis	
1 H=	Enc/ L= Dis	H=Enc/L=D	D is	Odd/Even	(1X) P (1Y) 1NT - c
NT 2 Co	unt (Hi/Lo=Even)	Count (Hi/Lo	=Even)	Count (Hi/Lo=Eve	n) (1X) P (1Y) X – other
	3 Odd/Even			H=Enc/ L= Dis	
Signals (inclu	ıding Trumps): Hi	gh-Low Trump	= Ruff	-	
	dd-Like, Even-Su				
		DOUBLES			
TAKEOUT I	DOUBLES (Style	; Responses; F	Reopenin	g)	
Up to 3♠					
					SPECIAL FORCIN
	RTIFICIAL & (E DBLS	/RDLS	
	6+, usually other				
	X - Even preferer				
	Z) X – Support for				IMPORTANT NOT
In case of 1X	(P) 1Y (1NT) X -	- If sandwich, s	hows sup	port, otherwise pens	
Support X an	d XXs				_
					PSYCHICS: Rare

W B F CONVENTION CARD TEGORY: GREEN CBO: IRELAND ENT: LM Trials 2026 AYERS: Isabel Burke & Sheila Walsh SYSTEM SUMMARY NERAL APPROACH AND STYLE 5 CM, Short ♣ (2+) - 15-17 Vul - Can contain 5CM Veak 2s, 5-10 HCPs, can be 5M/4m erted minors over 1\, off vs interference (Note 11) pensohl SANS (Note 6) ian Cues, standard count and att, odd/Evens w Minor forcing ECIAL BIDS THAT MAY REQUIRE DEFENSE = Art 23+HCP's (X) P (1Y) 1NT – other 2 suits weak (1) P (1Y) X – other 2 suits Strong ECIAL FORCING PASS SEQUENCES PORTANT NOTES

	TI CK IF AR TI FI CI AL	MIN NO CAR DS	NE G DBL TH RU					
OPEN ING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣	V	2+	4♦	11+ 2+♣'s, Rule of 20, shape	level – 6+ HCP's, 1NT=6-9, 2♣ = 6-9, 2♦ = weak			
_					LOTT, 2M = weak, Splinters			
1♦		4+	4♦	11+ 4+♦'s, Rule of 20, shape	1 level – 6+ HCP's, 2♦= 10+, 3♦=6-9 - inverted Jump – weak 6 card suit, (Note 11)			
1♥		5+	4♦	5+♥'s 11+, Rule of 20	1NT – 6-9 NF, Splinters, Reverse Bergen 3c 10/11, 3D 6-9, jacoby 2nt LOTT			
14		5+	4♦	5+ ♠ 's 11+, Rule of 20	1NT – 6-9 NF, Splinters, Reverse Bergen, jacoby 2nt LOTT			
INT		Bal		15-17 HCPs	Stayman non promissory, 2♦- Hearts, 2♥- Spades, 2♠- clubs 3m = slam try, 4♣ = Gerber, 2NT-diamond			
2♣	~			23+ or shape	2♦ = relay, any other bid positive & natural (Note 8)	2NT rebid = 23/24 Balanced (Note 9 & 10)	3♣ Puppet – if 4, suit don't have 3♦/3♥ transfers, 3♠ minor(s)	
2♦		5+		5-10 HCPs. Can be 5/4 in minors	2NT ogust, New suit forcing, double Jump Splinter. Raise –weak with support	Ogust resp to 2NT (Note 4),		
2♥		5+		5-10 HCPs. Usually has m if 5. Rarely has other M	2NT ogust, New suit forcing, double Jump. Splinter. Raise – weak with support (Note 8)	Ogust resp to 2NT (Note 4),		
2♠		5+		5-10 HCPs. Usually has m if 5 Rarely has other M	2NT ogust, New suit forcing, double Jump Splinter. Raise –weak with support (Note 8)	Ogust resp to 2NT (Note 4)		
2NT		Bal		(19)20-22 HCP's	3♣ = Puppet (Note 10). If 4, bid suit don't have. 3♦/3♥ = transfers, 3♠ = clubs, 3NT diamond			
3♣		6+(7+)		6+ ♣ 's 2-10 hcps	3x nat. 3NT to play.			
3♦		6+(7+)		6+ ♦ 's 2-10 hcps	3x nat. 3NT to play.			
3♥		6+		6+♥'s 2-10 hcps	3♠ nat. 3NT to play.			
3♠		6+		6+ ♠ 's 2-10 hcps				
3NT	~	7+		Gambling Long solid minor no outside stop	4♣ pass or correct. 5♣ pass or correct.			
4♣/4♦ 4♥/4♠		7+		7+ suit, weak Pre-emptive				
5♣/5♦		8+		Pre-emptive		HIGH LEVEL BIDDING		
5♥/5♠						1430, 2/5 w, 2/5 w/out. KCB & Minorwood. D0P1/R0P1. (All Note 13)		
						Gerber, 0/4,1,2,3.		
						Competitive 4NT, often used to show 2 suiter		

<u>Supplementary Notes – Isabel & Sheila</u>

Note 1: Michaels Usually 5/5 or 5/4. Varies with Shape, Vul and Seat

2NT Two Lower Suits
Cue of major = other major and minor
Cue of minor = both majors

Note 2: Multi-Landy - Usually 5/5 or 5/4. Varies with Shape, Vul and Seat

X Penalties, 15+ Vs Weak, Takeout Vs Strong

- 2♣ Both Majors
- 2♦ Single Suited Hand Major
- 2♥ Hearts and m
- 2♠ Spades and m

2NT Both minors

Note 3: Bergen Reverse

3C = 10/11 w/4 card support

3D = 6-9 w/4 card support

Note 4: Ogust – Response to 2NT enquiry

- 3♣ Weak Hand and Weak Suit, 6-8 HCPs
- 3♦ Weak Hand and Strong Suit, 6-8 HCPs
- 3♥ Strong Hand and Weak Suit, 8-10 HCPS
- 3♠ Strong Hand and Strong Suit, 8-10 HCPS

3NT Top 3 honours, 9-10 HCPS

Note 6: Lebensohl SANS

X Penalties

2♥/2♠ To play

2NT Forces $3 \clubsuit \rightarrow \text{Pass to play, 3 Suit Invite}$

3 Suit GF

Cue Stayman. Direct, shows stop. Via 2NT, No Stop 3NT To Play. Direct, shows stop. Via 2NT No Stop

4M To Play

Similar style responses over X of Weak 2 or Reverse by P. 2NT forces 34 for weaker hands. Direct is Nat and Forcing.

Note 7: Responding to 1M after Opps overcall 2 suits

e.g. 1♥ - (2NT, showing minors) - ?

X Penalty in at least 1 Lower cue Raise in P's suit NF

Higher cue 4th suit, F Opener's To play 4th Suit Nat, NF

Note 8: 3 Weak 2s

Varies with Shape, vul and seat 5-10 HCPs with 5+ in suit

Raise Pre-emptive, NF New Suit Forcing, 14+

2NT Enquiry, 14+ (See Note 4)

Note 9: System over 2NT direct and via 2♣/♦

3♣ Puppet Stayman (asking 4 or 5 card major)

3♦/♥ Transfer

3♠ Minors

3NT To play

Note 10: Responses to Puppet

3♦ 4CM Subsq. 3♥ = 4 ♠, 3♠ = 4 ♥

3M5 cards

3NT Neither

Note 11: Inverted Minors over 1♦ only

2m 10+, denies 4CM, bid stops up the line

3m Constructive 0-10 1NT 6-9 Bal 2NT pre-empt raise

Systems off vs X and overcalls

Note 12: Defence to 2 level pre-empts

X Takeout

Suit 5+ Nat, opening bid NF

2NT 15-18 bal with stopper, systems on

Cue Stop ask, usually long suit

Jump Cue 2 Suiter (e.g. 4♦ over weak 2M, shows ♦ and other major)

Defence to Multi 2◆

2M Opener, 4+ in major, likely short in other 2NT 15-18 Bal with stoppers in both

3m Shows suit bid, NF

3M To Play

X 12-15 Bal or 18+

Lebensohl responses over double of 2M (See Note 6)

Note 13: Responding to 4NT (1430)

5 Keycards, 4 A and Trump K

5♣ 1/4 Key cards

5♦ 3/0 Key cards

5♥ 2/5 w/o Q

5♠ 2/5 w/ Q

Over response, bidding next suit up is Q ask. Response of next bid up denies. 2 up shows Q.

Minorwood – 4m, follows the same response structure, 1430

VS Interference: D0P1/R0P1. X/XX 0, Pass 1, First step 2, next step 3 keycards