

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS				WBFC Convention Card				
OVERCALLS (Style Responses, 1/2 level Reopening)				OPENING LEADS STYLE				Category:	Green			
1 level usually 5-c suit 7-17 hcp. 2 level 5+, constructive.				Lead				In Partner's Suit	Country:	IRELAND		
By advancer: New suit NF, single Q = 3-fit 10+hcp OR any 13+hcp				Suit				4th highest (2nd from bad suits)	Event:	Teltscher Trials 2026		
Jump Q = 4-fit 6-9 hcp, double raise (if jump Q available) = 4-fit ≤ 6 hcp				NT				4th highest (2nd from bad suits)	Players:	David Dunne & Michael McAuliffe		
Jump-shift in new suit = good 5-c suit with fit (usu. 4+)				Subseq								
After 1M, 2NT = 4-fit, 10+ hcp. After 1m, 2NT is natural.				Other:				Power King vs NT, missing either Q or J asking for unblock or count: e.g. AK10x AKQ10x				
1NT OVERCALL (2nd/4th live responses; Reopening)				LEADS				SYSTEM SUMMARY: 1S-17NT, 5542, 2/1 GF, 3 weak-2s				
2nd: 15-18 hcp, system on				Lead				Vs. Suit	GENERAL APPROACH AND STYLE			
4th live: 16-19hcp if unpassed hand, unusual				A (asks rev att)				AKx(+) AKQx AKx(+)	1 ♠ = 2 + ♠ 10-21			
(5+/5+ in other 2 suits) if passed				K (asks rev ct/unblock)				AK KQJTx(+) KQ	1 ♠ = 4 + ♠ 10-21			
4th balancing: 13-16 hcp, system on				Q (asks rev att)				QJx(+) QJ	1 Major = 5+ cards 9 - 21, with 1nt resp.= 5-11 hcp Semi-Fording			
JUMP OVERCALLS (Style Responses; Unusual NT)				J				JTx(+) HUTx(x) JT	1NT Openings: 15-17			
6+ suit, usu. 6-10 hcp (varies with vul/position)				10				T9x(+) HT9(+) Tx	2 OVER 1 Responses: GF			
EXCEPT (1C) - 2D and (1D/H/S) - 3C, both Ghestem,				9				9x, 9xx	Three weak Twos			
see note 1. Unusual 2NT = lowest 2 suits.				HI-X				xSxx xSx Sx				
Reopening: 2NT 18-21 hcp bal, jump o/c 12+, no Ghestem				LO-X				HxxS HXS	SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
DIRECT AND IMPROVE BIDS (Style Responses; Reopening)				SIGNALS IN ORDER OF PRIORITY				Note some low level artificial bids contained within a GAZZILLI system				
Direct cue = Ghestem (note 1)				Partner's Lead		Discarding		1♠-1♠-2♠ = 11-16 with 4 + clubs or 17-20, response of 2♠ is artificial 8 +				
Jump cue asks stop, except (1♠) - 3♠ natural when 1C is 2+ or				Suit:		Lo = ENCRG		1♠-1♠ now all bids from 2nt to 4♠ show 14-16 some of which are artificial bids				
Polish style. Reopening cue (all 12+ hcp) : of m = 5+/5+ MM,						2 Hi/Lo = Odd		1♠-1nt-2♠ = 11-16 with 3 + clubs or 17-20, response of 2♠ is artificial 8 +				
of M = 5+/5+ OM and a m.						3 S/P		1♠-1nt now all bids from 3♠ to 4♠ show 14-16 some of which are artificial bids				
VS INT (vs. strong/Weak/Reopening)				NT:		Lo = ENCRG		1♠-1nt-2♠ = 11-16 with 3 + clubs or 17-20, response of 2♠ is artificial 8 +				
2♠ = Majors (4+/4+, usu.5+/4+)						2 Hi/Lo = Odd		1♠-1nt now all bids from 2nt to 4♠ show 14-16 some of which are artificial bids				
2♠ = 1 unspecified Major (usu. 6-c suit)						3		1♠-1nt-2♠ = 17-20, 6 + ♥ and 4 + ♠				
2♥ = 5 hearts and 4+ minor, 2nt asks strength & minor				Signals (including Trumps):				1♠-1nt-2nt = 17-20, 6 + ♥ and a 4 card minor				
2♠ = 5 spades and 4+ minor, 2nt asks strength & minor				Often S/P if singleton in dummy, or switch is indicated				1♠-1nt-2♠-2♥(artificial)-2♠(asks); see responses below:				
2nt = 5+/5+ in minors								2nt = 15-16 with 5♠-4♠				
All above usu. show around 8-14 hcp, DBL = PEN				DOUBLES				3♠/3♥/3♦ = 17-20 with 5♠ and 4 of bid suit				
VS: PREEMPTS (Doubles, cue bids, jumps, NT bids)				TAKEOUT DOUBLES (Style Responses; Reopening)				3♠ = 17-20 with 6♠ and 3♥				
Against all pre-empts up to 3♠ Dbl = T/O				2nd position: Shows min 3 card in other suits, unless 2 card minor and 4 - 4 Majors				SPECIAL FORCING PASS SEQUENCES				
Dbl of 4M is general values with or without trumps				Jump response to partners t/o dbl = 8-10 4 cards or 7-9, 5 cards				With known game values or inv + facing known extra values forcing				
Lebensohl after dbl. of opps. 2 level pre-empt				4th Position: 9 + hcp				passes are on. PASS: Suggests bidding on DOUBLE: Suggests penalty				
VS: ARTIFICIAL STRONG OPENINGS				Cue of opps. minor after t/o dbl asks for major or stop, with Maj 4-4 or no Maj								
Vs strong 1C: Jumps pre-emptive, Dbl=both Majors 4+/4+,				SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
1NT=both minors 4+/5+, less than an opening bid				Negative DBL through 3♠				Lebensohl: (a) vs. most 2-level intervention over our 1NT				
PASS may contain opening bid +				Responsive DBL through 3♥				(b) responding to partner's dbl of wk 2 opening, inc Multi				
OVER OPPONENTS' TAKEOUT DOUBLE				Support doubles and redoubles through 2♥				(c) responder's rebid after 2-level reverse				
Redouble =10+ hcp, support unlikely, no clear-cut alternative bid				Maximal doubles for game invite in crowded auction				Psychics: no date, never in this partnership				
1 + 3 level non-jump bids F; 2 level bids non-jump nat. NF				Higher DBL values CO-OP or T/O								
3/4-level jump bids = fit-jump												

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE AND PASSED HAND
1 ♣	No	2	3 ♣	10-21 hcp	1x = nat. 6+ (can be weaker with ♣ shortage). 1M may have 4+ ♦ if less than inv. 1NT = 6-9, 2♣ = GF 5+fit no M, 2♥/♠ = 2-5 hcp 6+ suit, 2♦ = 9-11 hcp, 5+♦, 3♣ = 5+ clubs, 3-8 hcp	1NT rebid = 12-14 HCP, then 2-way checkback. 1m-1x-2NT = 18-19 HCP, then NMF. 1♣-1♦-1/2NT doesn't deny 4M. 1m-1♥-1/2NT doesn't deny 4S. 1m-2m-2x stopper-showing. Minorwood after GF/inv raise. 1♦-2 ♣-2NT = usu. 12-14 (rarely, 18-19) HCP, bal or semi-bal (4441 possible)	Conventional inv and GF raises OFF in competition. Cue of overcall = inv+ raise OR stop ask for NT. 2NT over dbl = inv+ raise. 2-way checkback OFF if any intervention.
1 ♦	No	4	3 ♣	10 - 21 hcp	1♥/♠ = nat. 5+ hcp, 1NT = 6-9, 2♣ = GF (nat. in principle but may be 2/3 with 4M) 2♦=4+ fit, no M, GF 2♥/♠ = 2-5 hcp 6+ suit, 3♣ = 4+♦ 9-11 hcp, 2♦=4+ fit no M, 2-8 hcp		
1 ♥	No	5	3 ♣	9 - 21 hcp	1♣ = nat. 5+ hcp, 1NT = 6-11 Semi F, 2♣/♦ = GF (may be 2 or 3-c suit if ♠), 2♥ = 6-10 hcp, 3- or 4-fit, 2♦ = 6-c suit 2-5 hcp, 2NT (Stenberg) = 3+ fit, inv+ 3♣/♠ = 6-c suit INV. 0/1♥-3♥ = 2-6 hcp 4-fit 1NT = 6-11, 2♣/♦/♥ = GF (may be 2 or 3-c suit if ♠) 2♦ = 6-10 hcp, 3- or 4-fit, 2NT (Stenberg) = 3+ fit, inv+ 3♣/♠ = 6-c suit. INV. 0/1 ♣-3♣ = 2-6 hcp 4-fit	After 1♥-1♣ and 1M-1NT : 2♣ Gazzilli, see front page. After 2/1 response (EXCEPT 1♦-2♣), 2NT by opener is unbal. 15-17 (then 3♣ enquiry by resp.), and immediate support for partner is 15+. 1M - 2NT (Stenberg, inv+ raise with 3+ fit) ; see note 2	Stenberg ON over intervention (now shows 4-fit), but Gazzilli OFF. 2♣ response to 3rd-hand (but NOT 4th-hand) 1M opening = inv raise, opener rebids 2♦ with full opening, 2M with light or sub-maximal
1 NT	No		3 ♣	15 - 17 hcp	2♣ = non prom stayman, 2♥/♠/NT = transfers, 4♦/♥ = transfers, 4♣ = Gerber, 3m = nat GF slam try, 6-c suit, 3M = GF splinter, 5+/4+ mm	After 1NT-2♣-2♦ : 3M GF w/ 4M and 5OM. After 1NT-2♣-2 any : 3m nat slam try w 5-c suit. After 1NT-2♣-2♥ : 2S shows 4S inv+, 2/3NT DENIES 4S. After 1NT-2♣-2M, 3OM agrees M with slam interest. After M xfer, 3M = min, 4-fit, 2NT = max and 4-fit OR any 5 fit. After m xfer, 3m denies Qxx or better - intervening step otherwise.	Vs non-pen dbl OR vs. 2♣ not guaranteeing both M ; system on (dbl of 2C = Stayman). Vs pen dbl : redbl = single m, 2♦/♥ = xfer. LEBENSOHL SANS vs. other interference (can be delayed over 2-way overcalls) : dbl values (t/o over nat int.), 2NT puppet to 3♣
2 ♣	Yes			23+ bal OR strong GF or near-GF	2♥/♠ = 8+ hcp, good 5-c suit. 2NT = 8-10 hcp, scattered values. 3♣/♦ = 8+HCP, good 5-c (usu. 6-c) suit. 2♦ = all other hands	2 ♣-2♦-2♥ = puppet to 2♦, shows 25-26 bal OR 29-30 bal OR single suit ♥ OR ♠ + other suit. 2 ♣-2♦-2NT = 23-24 bal.	
2 ♦	No	6		Nat 5 - 10 hcp	New suit F1. 2NT enquiry. 4♣ trump ask. Resp to 2NT : show outside K/A if upper range, rebid suit if not	Trump ask responses in steps : OKCs, 1KC, 1KC + Q, 2KCs, 2KCs + Q.	
2 M	No	6		do.	As above for 2♦ opening	As above	
2 NT	No			20-22 bal or semi-	Note 3		
3 ♣	No	6		Nat 5-9 hcp	New suit is F1, 4♦ trump ask (see above)		
3 ♦	No	6		do.	New suit is F1, 4♣ trump ask		
3 M	No	6		do.	New suit is F1, 4♠ trump ask		
3 NT	Yes			Solid m, ≤ Q outside	4/5/6/7♦ pass or correct for minor		
4 m	No	7		Nat		High Level Bidding	
4 M	No	6		Nat. max. 2 keycards		Key Card Blackwood 1430, Exclusion Blackwood. Minorwood. Trump ask	Subsequent 5NT = Specific King Ask (i.e. bid lowest outside king).
4 NT	Yes			Ace ask	5♣ = no Ace, 5NT = A ♣, otherwise cheapest Ace	DOI, ROPI, splinters	Cue bid 1st or 2nd round control

Note 1: Ghestem (2-suited overcalls)

Ghestem 5+/5+ from 5 hcp up unlimited, strong 16 + hand bids again

2NT = lowest suits, Cue = Extreme suits

After 1Any (except 1♣) : 3♣ shows highest 2 suits

After 1♣ : 2♦ = both majors

After 1♣ : 2♠ = ♦ & ♠

After 1♣ - 3♣ = ♣

Note 2: 1M - 2NT (Stenberg, inv+ raise with 3+ fit)

3♣ = usu. ≤14 HCP, no void (then 3♦ = singleton ask, resp. : 3♥/♠/NT as below with non-Ace sing., otherwise cue, or 4M if complete min).

3♦ = usu. 15+ HCP, no non-Ace sing.

3♥/♠/NT = usu. 15+ HCP, non-Ace sing. ♣/♦/OM

4♣/♦ = void. 4♥ = OM void

Note 3: responses to 2NT opening (and analogous 2NT rebids)

3♣ = enquiry re 4- or 5-c majors

3♦ = no 5M but at least one 4M

3♥ = ask re ♠ holding (denies 4♥)

3♠ = 3 spades, 3NT = <3 spades, 4♠ = 4 spades

3♣ = ask re ♥ holding

3NT = ≤3 hearts, 4♥ = 4 hearts

3NT to play

4♣ = both majors, 4/4

3♥ = no 4- or 5-c major

3♠ = puppet to 3NT, to play

3NT = 5♣ and 3 or 4♥

4♣ = to play

3♠ = 5 spades

3NT = 5 hearts

4♦ = transfer to 4♥

3♦ = 5+ hearts

3♥ = 2 or 3 hearts

3♠ = 5 spades and ≤2 hearts

With 4+ hearts, opener makes advance cue-bid or bids 4♥ to play

3♥ = 5+ spades

3♣ = 2 or 3 spades

With 4+ spades, opener makes advance cue-bid or bids 4♠ to play

3♠ = puppet to 3NT, with one or both minors and slam interest

Responder's next bids :

4m = 5m + 4 om

4♥ agrees ♣, is 1430 RKCB

4♠ agrees ♦, is 1430 RKCB

4NT natural, discouraging

4♥ = 6+ ♣

4NT natural, discouraging

5♣ = 1430 RKCB

4♠ = 6+ ♦

4NT natural, discouraging

5♦ = 1430 RKCB

4NT = 5+/5+ mm, no void

5♥ (resp. ♠) = 1430 RKCB in ♣ (resp. ♦)

5M = 5+/5+mm, void M, control in other M

4♣ = Gerber

4♦ (resp. 4♥) = transfer with 6+ ♥ (resp. ♠), to play at 4-level or to follow up with 1430 RKCB