

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)

5+ card suit and constructive

Unusual 2NT shows two lowest unbid suits at least opening bid

3♦ shows two highest unbid suits at least opening values

Cue bid shows support for partner's suit

Weak jump overcalls - 6+ card suit

INT OVERCALL (2nd/4th Live; Responses; Reopening)

1NT immediately after opening bid is 14 – 17 pts may have singleton

 1NT in 4th position is 15-17 pts if 2 suits bid

 1NT in 4th position is protective and 10 – 14 if 1 suit bid

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak 6 card Major or 6♦s over a ♣

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

1m (2m) = highest and lowest at least opening values

1M (2M) = 5 OM 5♣ at least opening values

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VS. NT (vs. Strong/Weak; Reopening; PH)

Double for penalties over weak NT

2♣ - single suited hand

2♦ - both majors, at least 4/4

2♥/2♠ - ♥s and a minor 11+ pts

2NT - minors

Over strong NT see special bids

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Over weak 2s Double – take out or 19+ Responder lebensohl 2NT or 2/3x invitational

Cue – asking in NT Jump over 2♥ = 3♠ = constructive semi solid 15/16 pts

4♣ and 4♦ - 6 card minor and 4 of the other M

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Over 1♣ Double C + S 1♦ = D + S 1♥ = H + S 1♠ = 3+ weak (rare)

1NT = C + H 2♣ = C + D 2♦ = D + H 2♥/2♠ = 5/6 card suit

OVER OPPONENTS' TAKEOUT DOUBLE

Either support partner's suit or bid own showing 5 card suit

Redouble 9+ pts short in opening suit

Cue their suit 3 card support for partner

LEADS AND SIGNALS
OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3& 5th	3 rd & 5th
NT	4 th ; top of sequence; 2 nd	4th
Subseq	Giving remaining count	Giving remaining count
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	May hold K but asks for count	May promise K
King	May promise the A but asks for attitude	May promise Q
Queen	May promise the J	May promise J
Jack	May promise the 10	May promise the 10 or internal sequence
10	May promise the 9	Top of sequence or internal sequence; doubleton
9	Shortage	May be top
Hi-X	Sx xSxx	Sx xxS xSxx
Lo-X	xxS HxS HxSx HxxxS+	Hxs HxxS HxxSx +

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Attitude;count;SP	Upside down count	Revolving
Suit 2	Upside down count	Upside down count	Hand protection
3			
1	Upside down count	Upside down count	Revolving
NT 2	Upside down count	Reverse Smith Peters	Hand Protection
3			

Signals (including Trumps):

Low to encourage

Trump suit preference

DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)

Takeout doubles up to 4♦, Double is shape suitable and too strong to overcall. When 2 suits have been bid by the opposition then double promises the other 2 suits and 10+ pts

When partner opens and LHO overcalls double shows other two suits

When partner reopens with a double promises tolerance for unbid suits and

Shortage in overcalled suit

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

1m – DBL shows at least 4/3 in Ms Opening points or stronger hand

1M – DBL shows Opening points or shape suitable hand

DBL – at 3 level t/o

DBL – at 4♥ level and above is for penalties but partner can still bid

Support doubles

W B F CONVENTION CARD
CATEGORY:

NCBO: Northern Ireland

PLAYERS: H Curran A Fitzpatrick

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE

14 – 17 NT; 5 Card Majors; 2/1 Game Forcing; Jump fits/splinters Transfers over 1♣

Upside down count and attitude

Multi 2 opening Weak 6 card M or 22/23 NT

2♥weak 5+♥ and 4+minor 2♠ 5+♠ and 5+♥ or 4+ minor

Weak Jump overcalls (6 card); non penalty double to 4♦;

Constructive overcalls

Opening 1♣ can be short as 1 if 4441 with a poor diamond suit

Opening 1♦ will be 4 card Q10xx or better

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Ghstem at least 5/5 2NT= 2 lower suits 3♣ two highest 2X(suit bid) highest and lowest not over 1♣

Lebensohl

Defence to strong NT

Double is single suit

2♣ = Clubs 2♦ = Majors 2NT = Lower 3♣ = Extremes

2♦ = Minors

2♥/2♠ = natural + minor

Defence to 1♣

2♣ = Majors 2♦ = equal length

2♥/2♠ Lucas Over 2♥/2♠ is 6+ card non forcing

2NT 15+ enquiry 3♣pass or correct 3♦ 3+ card support game invitational strength 3NT to play

SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES

Inverted minors off in competition

PSYCHICS:

