

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
INT immediately after opening bid is 14 – 17 pts may have singleton
INT in 4 <sup>th</sup> position is 15-17 pts if 2 suits bid
INT in 4 <sup>th</sup> position is protective and 10 – 14 if 1 suit bid
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 6 card Major or 6♦s over a ♣
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1m (2m) = highest and lowest at least opening values
1M (2M) = 5 OM 5♣ at least opening values
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<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1♣ Double C + S 1♦ = D + S 1♥= H + S 1♠= 3+ weak (rare)
INT = C + H 2♣= C + D 2♦ = D +H 2♥/2♠= 5/6 card suit
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
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 <sup>rd</sup> & 5th	
NT	4 <sup>th</sup> ; top of sequence; 2 <sup>nd</sup>	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
<b>CATEGORY:</b>
<b>NCBO: Northern Ireland</b>
<b>PLAYERS: H Curran A Fitzpatrick</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Ghestem 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
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Inverted minors off in competition
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	yes	1	4♦	8+HCP	transfers/ jump fit/ splinter/ inv m	Trf accept = 3 cards; jumps = 4 cards / shortage	
1♦	no	4	4♦	8+HCP	Own suit/ jump fit/ splinter/ inv m	Normal bidding or cue bidding	
1♥	no	5	4♦	8+HCP	Own suit/ jump fit/ splinter/	Normal bidding or cue bidding	
1♠	no	5	4♦	8+HCP	Own suit/ jump fit/ splinter	Normal bidding or cue bidding	
INT	no		4♦	14 – 17 HCP	Stayman/transfers	Normal bidding / break transfer with 4	
2♣	Yes		4♦	23+ HCP or distributional	2♦GF 2♥ double neg 2♠5/5 minors neg	Normal bidding	
2♦	yes			Multi weak 6 card M or 22 NT	2♥ pass or correct 2♠ if ♠ pass or interested in ♥game 2NT enquiry		
2♥	No	5	4♦	Weak 5 – 11 HCP 5♥ + 4+m	2NT enquiry 3♣ pass or correct		
2♠	No	5	4♦	Weak 5 – 11 HCP 5♠/5♥ or 4+m	2NT enquiry 3♣ pass or correct		
2NT	No		4♦	20- 21 HCP balanced	Baron		
3♣	No	6	4♦	5 – 9 HCP	3NT/5♣ to play		
3♦	No	6	4♦	5 – 9 HCP	3NT/ 5♦ to play		
3♥	No	7	4♦	5 – 9 HCP	3NT/4♥ to play		
3♠	No	7	4♦	5 – 9 HCP	3NT/4♠to play		
3NT	Yes		4♦	Long minor	4♣ pass or correct 4♦Singleton ask 4♥/ 4♠ to play		
4♣	Yes		4♦	Strong 4♥ opening	4NT ace asking		
4♦	Yes			Strong 4♠ opening	4NT ace asking		
4♥	No	7		Weaker preempt	4NT ace asking		
4♠	No	7		Weaker preempt	4NT ace asking		
4NT	Yes			Ace asking	5♣ none suit bid shows that A		
5♣	No	8				HIGH LEVEL BIDDING	
5♦	No	8				RKCB (1403) DOPI ROPI	
5♥	N/a					Cue bid promises first round control in that suit when trump suit agreed	
5♠	N/a					Splinter promises singleton in bid suit and agrees trump suit	
						5NT grand slam force	