

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8-17 – varies with vul/position
2 level – 10-17 – varies with vul/positon
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 - System on
10-14 in 4 th seat (protective NT) – System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump Over Calls - weak
Unusual 2nt – lowest 2 suits (Note 6)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (Note 6)
Jump-cue/direct cue = stop ask/good raise depending on sequence
VS. NT (vs. Strong/Weak; Reopening;PH)
Cappalletti (vs Weak): Dbl = Penalty, 2C = single suit, 2D = MM, 2H = H + m, 2S = S + m, 2NT = mm;
Cappalletti (vs Strong): Dbl= Single Suit, 2C =mm, 2D = MM, 2H = H + m, 2S= S + m (note 7)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X=Values (Note 8), Lebensohl sans (Note 1)
2NT/3NT 16+ with stopper in suit – to play
4nt – 2 places to play (generally minors), leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Nat
OVER OPPONENTS’ TAKEOUT DOUBLE
Nat

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	SEQ, shortage, 2/4	Low – honour/ high unblock	
NT	SEQ, 2/4	Low – honour/ high unblock	
Subseq	Count/ O/E	Count/ O/E	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Att	Asks for Att	
King	Asks for count	Asks for count	
Queen	SEQ or shortage	SEQ	
Jack	SEQ or shortage	SEQ	
10	SEQ or shortage	SEQ	
9	SEQ or shortage	2/4 or seq	
Hi-X	Doubleton / 2nd	Doubleton / 2nd	
Lo-X	4 TH OR Mud	4 th OR Mud	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Att = low enc	Hi/Lo = count even	O/E odd enc
Suit 2	Hi/Lo = count even		Hi/Lo = count even
3	Suit pref		Suit Preference
1	Att = low enc	Hi/Lo = count even	O/E = odd enc
NT 2	Hi/Lo = count even		Hi/Lo = count even
3	Suit Preference		Suit Preference
Signals: standard count, upside down att (Note 5), O/E odd enc, trump peter			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
<17 HCP shortage in suit opened			
17+ HCP without need of shortage in suit bid (change suit)			
Vs 1nt – 15+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative x			
Support x and xx			

W B F CONVENTION CARD
CATEGORY:
NCBO: CBAI
PLAYERS: Denise Walsh and Kelan O’Connor
EVENT:
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5CM, short C (2+), 2/1 GF
15-17 NT
RKC 1430 (Note 14)
3 Weak 2’s
NMF (Note 13)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Lebensohl (sans) (Note 1)
Stenberg (Note 3)
3 Weak 2’s
Inverted Minors (Note 5)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	2+ 10-19 or rule of 20	New suit 6+ pts, show fit, 1NT 6-9 pts, 2NT = 10-12 Bal inv, Inverted minor (Note 4)	Distributional and Strength, Show stops over inverted minor, NMF (Note 13)	
1♦		4	4♦	4+ 10-19 or rule of 20	New suit 6+ pts, show fit, 1NT 6-9 HCP, 2NT = 10-12 Bal Inv, Inverted minor (Note 4), 2C Nat GF	Distributional and Strength, Show stops over inverted minor, NMF (Note 13)	Fit jumps (Note 9)
1♥		5	4♦		1NT 6-12 HCP, 2C/2D Nat GF, 2H 3♥+ 6-10 HCP, 2NT INV+ 3♥+ enquiry, 3m = Rev Bergin (Note 2) 3H Pre empt, 3S spl, 4X Spl, 4H to play	1M 2NT Stenberg INV+ 3+ support (Note 3)	
1♠		5	4♦	5+ 10-19 or rule of 20	1NT 6-12 HCP, 2C/2D/2H Nat GF, 2S 3+ spades 6-10 HCP, 2NT INV+ 3+ spades + enquiry, 3m = Rev Bergin (Note 2), 3H =10-12 6H, 3S pre empt, 4X Spl , 4S to play	1M-2NT Stenberg INV+ 3+ support (Note 3)	Fit jumps (Note 9)
INT				15-17	2♣ Stayman, 4 way Transfers, 3x Nat good 6+ suit slam try, 4♦/4♥ transfer-6+ suit, 4nt quantitative (Note 10)	Super-accept (note 10)	
2♣				20+ / 4 loser hand	2♦ relay, 2♥/2♥ Nat and forcing	Rebids Nat, 2NT – Bal – Stayman and transfers (note 11)	
2♦		5		5+ card suit 5-11	Any raise to play, 2NT Ogust (note 12), new suit Nat F	Ogust (Note 12)	
2♥		5		5+ card suit 5-11	Any raise to play, 2NT Ogust (note 12), new suit Nat F	Ogust (Note 12)	
2♠		5		5+ card suit 5-11	Any raise to play, 2NT Ogust (note 12), new suit Nat F	Ogust (Note 12)	
2NT				20-22	Puppet Stayman, transfers, Gerber (Note 11)		
3x		6		Pre empt	3NT to play, 3 new suit F, any raise to play		
3NT				Long solid minor	4/5/6♣ pass or correct, 4♦/♥/♠ asking for control		
4x		7		Pre empt			
4NT							
5x		8		Pre empt		HIGH LEVEL BIDDING	
						RKC 1430 (Note 14)	
						Italian cue bids	
						4 th suit forcing	
						Gerber	
						DOPI ROPI	

Supplementary notes

Note 1 - Lebensohl (sans)

Lebensohl vs Weak 2's

2NT = artificial relay to 3c

Subsequent:

- Cue bid opps suit = GF, likely has unbid major (denies stop)
- 3NT = No stop
- 4C/D = Invitational but not GF – better than 3C/D
- 3 level bid = To play

Direct 3 level bid = invitational, 4+ suit, (8-11HCP)

Direct cue bid = Game forcing, shows stop and likely OM

Direct 3NT = Stop in opps suit, no 4H (sans)

Direct 4 level cue bid of major = at least 5/5 in minors and slam interest

4NT = extreme minors, no slam interest

Lebensohl vs 1NT

New suit at 2 level = Natural and NF

X = TO (unless 2c = stolen bid i.e. stayman)

2NT = relay to 3C

Subsequent

- New suit at 3 level = To play
- Cue bid opps suit = likely has unbid major (or at least one major if cueing a minor) denies stop
- 3NT = denies 4 of other major and denies stop (SANS)

Direct 3 level overcall = Invitational

Direct cue bid = shows stop and promises 4 cards in unbid major

3NT directly = shows stop and denies 4 cards in other major

If 2D shows single suited hand, DBL = stayman

Lebensohl over a Reverse

2NT = <8HCP

New suit at 2 level is nat and to play

New suit at 3 level = GF

Note 2: Responses to 1♥ or 1♠ opening

1♠ - 3♠ = Preemptive

1NT= 6-12 NF

3♣= 10/11, 4 card support (Reverse Bergin)

3♦ = 6-9, 4 card support (Reverse Bergin)

2NT= Stenberg, 3+ Supp, Invitational Plus (Note 3)

1♥ - 3♠/4♣/4♦ = splinter

1♠ - 3♥ = 10-12 6♥

1M – 2m/2M = GF (Unless 1H – 2S = 0-6, 6 spades)

1M – 3NT = 13-15 flat, to play. Does NOT promise support.

1♠ - 4♣/4♦/4♥ = Splinter

1M - 4M = Natural

Note 3: Stenberg:

1H - 2NT Stenberg INV+ with 3+ supp

3C (11-14 HCP)

3D asks

- 3H short club
- 3S short diam
- 3NT short OM
- 4X cue bid no shortage

3H INV after 3♣ response 8 losers (the only way to stop out of game)

4H to play 7 or fewer losers

3D Max 15+ no shortage: asking for responders shortage

3H (C SPL) , 3S (D SPL), 3NT (SPL other major)

4c /4d void min or max now 4NT is RKC 1430

4H void other major min now 4NT is RKC 1430

4S void other major and max now 4NT is RKC 1430

4NT RKC 1430

Note 4: Responses to 1D or 1C opening

1D – 2C = GF

1C – 2D = 0-6 and 6D

1m – 2NT = balanced inv, 10-12

Inverted Minors

1m-2m = 10+, denies 4-card Major, bid stops up the line

1m-3m = 6-9HCP

Inverted Minors do not continue after overcalls and doubles

Note 5: Signals + discards

Discards = Odd/even Odd is encouraging, Even is discouraging in that suit (normal suit preference where possible on the even card)

Standard count (High->low = even), upside down attitude (low = enc)

Note 6: Unusual No Trump and Michaels

Unusual No Trump

(usually at least 5/5 - can be 5/4)

1M – 2NT = both minors

1C – 2NT = Diamonds and Hearts

1D – 2NT = Clubs and hearts

Michaels Cue-bids

1m – 2m = Both majors

1M – 2M = other major and unspecified minor

Subsequent:

- Response in any known suit it to play
- The fourth suit is natural, NF, generally 6 card suit (unless splinter)
- Cue-bid of opening suit shows a good hand and agrees one of the known suits, Forcing
- Double jump is splinter
- 3NT is to play
- 2NT = enquiry

Note 7: Capelletti

Over weak NT:

Double - 16+ points

2C - one suited hand 6+ cards in a suit

2D - both majors at least 5,4

2H - hearts and a minor, 5+ hearts 4+ clubs/diamonds

2S - spades and a minor, 5+ spades, 4+ clubs/ diamonds

2NT- both minors, at least 5,4

Over strong NT

Double - one suited hand 6+ cards in a suit

2C - both minors at least 5, 4

2D - both majors at least 5, 4

2H - hearts and a minor, 5+ hearts 4+ clubs/diamonds

2S - spades and a minor, 5+ spades, 4+ clubs/ diamonds

Note 8: Defence to Pre-empt

Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)

4♥ Opening:

Double = "points"

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♠ Opening:

Double = penalty

4NT = 5/5 in two suits (partner bids better minor)

Note 9: Fit-Jumps

3 Level: 4+ Support w/ 4+ in suit bid, 7-10 HCPs

4 Level: 4+ Support w/ 4+ in suit bid, 9-12 HCPs

Note 10: Responses to 1NT

2C = Non-Promissory Stayman

2D = transfer to hearts

2H = Transfer to spades

2S = Transfer to clubs

2NT = Transfer to diamonds

3C/D/H/S – natural, 6 card suit, slam interest

4D = 6+ hearts

4H = 6+ spades

4NT = Quantitative

Super accept after Transfer

Shows 4 card support and max no trump points

S.A is performed by bidding anything other than simple accept

Responding a new suit = shows feature

Rebidding 2NT = flat hand

Note 11: System over 2NT (Direct and via 2C)

Over strong 2NT Opening or 2♣ followed by 2NT rebid

3♣ = Puppet Stayman / Stayman

3♦/3♥ = Transfer

3♠ = minors

3NT = Natural

Responses to 3♣ Puppet Stayman

3♦ = Has a 4 CM,

3♥ = 4 card ♠ suit

3♠ = 4 card ♥ suit

3NT = Natural

3♥/♠ = 5 card suit

3NT = Natural

Note 12: Responses to weak 2's

Ogust

2NT = 14 with a fit or 16 without

Subsequent

3C - Weak Hand and Weak Suit, 6-8 HCP

3D - Weak Hand and Strong Suit, 6-8 HCP

3H - Strong Hand and Weak Suit, 8-10 HCP

3S - Strong Hand and Strong Suit, 8-10 HCP

3NT - Top 3 honours, 9-10 HCPS

Any level response in suit bid = Law of total tricks

Note 13: New Minor Forcing

(eg) 1m -1M -1NT- 2(unbid m) is NMF

- Shows either 5 of first bid major or 4 of unbid major (or both)

Responses:

2(bid major) = 3 card support – denies 4 of unbid major

2(unbid major) = 4 card support in unbid major – doesn't deny 3 card support in bid major

NMF is off if opps interfere

Note 14: High level bidding

Italian Cue-bids

Cue bid below game = 1st or 2nd round control

Repeat of cue-bid = 1st round control

DOPI

X = No ace

Pass = 1 ace

5X (cheapest bid) = 2 aces

Second cheapest bid = 3 aces

Third cheapest bid = 4 aces

Roman Key card – 1430

over a suit: 4NT - asking for keycards

Responses:

5C - 1 or 4

5D - 3 or 0

5H – 2 or 5 without the queen

5S- 2 or 5 with the queen

Gerber - over NT :

4C - asking for aces

Responses:

4D – 0 or 4

4H - 1

4S - 2

4NT - 3