

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
1 level – 8-17 – varies with vul/position		
2 level – 10-17 – varies with vul/positon		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18 - System on		
10-14 in 4 <sup>th</sup> seat (protective NT) – System on		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Jump Over Calls - weak		
Unusual 2nt – lowest 2 suits (Note 6)		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style: Response; Reopen)</b>		
Michaels (Note 6)		
Jump-cue/direct cue = stop ask/good raise depending on sequence		
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>		
Multi Landy (vs Weak): Dbl = Penalty, 2C = MM 2D = long M		
2H = H + m, 2S = S + m, 2NT = mm; 3C/D=natural 6+		
(note 7)		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
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		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
Nat		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
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 <sup>TH</sup> OR Mud	4 <sup>th</sup> 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, std 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: IBU		
PLAYERS: Sheila Walsh – Marcin Rudzinski and all other partnerships		
EVENT: IBU Mixed trials		
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)	As in 1H
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)	In situation when new suit on level 2 would be forsing and constructive, jump to level 3 of this suit = 7+cards 5-8 HCP
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)	As in 1H
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		<b>HIGH LEVEL BIDDING</b>	
						RKC 1430 (Note 14) DOPI, ROPI	
						Italian cue bids	
						4 <sup>th</sup> suit forcing	
						Gerber	

## 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: Multi Landy

### Over weak NT:

Double - 15+ points  
2C – both majors at least 5-4  
2D – single major usually 6+ constructive (8-16 HCP)  
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 5-5  
3C/D– natural overcall 6+ usually constructive (10-16 HCP)

### Over strong NT

Double – 15+  
2C – both majors at least 5-4  
2D – single major 6+ can be weak  
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 5-5  
3C/D– natural overcall 6+ usually constructive (10-16 HCP).

On the last position: (1NT) p (p)...for all ranges

2C= 5-4 majors, x 13+, rest natural, jumps intermediate (12-16 good 6+ suit)

## Note 8: Defence to Pre-empts

### 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 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 or 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 = 1<sup>st</sup> or 2<sup>nd</sup> round control

Repeat of cue-bid = 1<sup>st</sup> round control

#### DOP!

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