

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position 4+ cards [Note 13]
2 Level – 10 – 17 varies with vul/position 4+ cards [Note 13]
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd seat = 14 – bad 18 (system on) [Note 14]
4 th seat is balanced 10 –15 (system on) [Note 14]
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 1m, 2m = Majors
1M 2M = Other Major + minor)
Jump cue – solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- eg. 1♣
OVER OPPONENTS’ TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner’s Suit	
Suit	2/4	3/5	
NT	2/4	3/5	
Subseq	2/4	3/5	
Other:**if not leading partners suit with NO honour we lead 2nd			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JT _x	AJT, KJT, QJT, JT _x	
10	HT9 _x , T9 _x , T _x	HT9 _x , T9 _x , T _x	
9	H98 _x , 98 _x , 9 _x	H98 _x , 98 _x , 9 _x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner’s Lead	Declarer’s Lead	Discarding
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4 ♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Redouble [Note 12]			
Rdbl of a cue shows 1 st round control			

W B F CONVENTION CARD
CATEGORY:
NCBO: CBAI (Ireland)
PLAYERS: Anna Onishuk (34492)
Evgenia Gladysheva (33250)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Aggressive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Art Big Hand
2♦ Multi (weak major or 23-24 balanced)
2♥/ 2♠ 5-Major + 4+ minor (5-10)
Lebehshol FANS
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
RKC 4130, DOPI/ROPI [Note 26]
PSYCHICS: none

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2		11-20, 2+♣'s	Walsh, Inverted minors	2♣ & 2NT in many sequences ART	
				8 – 20 4 th pos	Art 2NT		
1♦		4		11-20 4+♦'s	Art 2NT , Inverted minors	2♣ over 1NT rebid = check back	
				7 – 20 4+♦'s 3 rd pos	3♣ = 10/11 6♣		
1M		5 (1 st /2 nd)		11-20 5+♥'s 1st/2nd/4th pos	Reverse Bergen [Note 19], 1NT 6-11 [Note 24]		Reverse Drury [Note 22]
		4 (3 rd /4 th)		7-20 4+♥'s 3 rd pos	Art 2NT [Note 11] 1♠ 4♥ Splinter 1♠ 3♥ Nat 6 card suit 10/11		
INT				15-17 5CM and 6cm possible 3 rd pos variable Strength	4 way transfers [Note 23] 3x nat slam try	Super accept = doubleton over a major Smolen 5/4. Tx and then other major 5/5	
2♣		4< loser		4 less loser hand	2♦ - relay, the rest natural positive, good suit		
2♦		6 M		6 Major 6-10 or 23-24 balanced	2♥ pass or correct, 2NT enquiry (range ask)	Responses to 2NT rebid	
2M		5/4 H/m		Weak ♥ (5) and 4+ minor	2NT range ask		
2NT				21-22 balanced [Note 4] 5CM or 6m possible	3♣ = Puppet [Note 4] 4 Way transfers 4♣ = gerber	Over 3♣ - 3♦ = 4CM, 3♥/3♠ = 5 3NT = No 4	Super accept = lowest cue
3♣		6		6+ pre-emptive			
3♦		6		6+ pre-emptive			
3♥		6		6+ pre-emptive			
3♠		6		6+ pre-emptive			
3NT		7 solid suit 4 th seat to play)		Solid suit normally a minor Gambling	4♣ pass or correct 4M/5♦ to play		
4♣		7		Pre-emptive	4♦ art F. 4NT = RKC. 4M/5♦ to play		
4♦		7		Pre-emptive			
4♥/4♠		6		To Play	4NT RKC	HIGH LEVEL BIDDING	
		6		To Play	4NT RKC		

Anna & Evgenia's Supplementary Notes

Check Back Stayman (CBS).....	4
2♦ Multi.....	4
2♥/2♠ Tartan	4
Reponses to 2NT opener	4
2NT relay to 3♣'s.....	5
Multi Landy over 1NT	5
Overcalls responses.....	5
Interference over our 1NT	6
Gambling 3NT opener	6
Forcing Pass Situations	6
Inverted minors	6
Bergen	6
Support Dbls/Rdbls	7
1NT Overcall	7
Reverse drury over a 3rd in hand 1M opener	7
Responses to 1NT	7
DOPI/ROPI.....	7
Unusual vs Unusal	8
When the opps interfere over stayman / transfer.	8
RKC + Q ask.....	8

Check Back Stayman (CBS)

Check back stayman is similar to NMF except it is ALWAYS 2♣. (eg) 1x 1y; 1NT 2♣ is CBS

Responses

2♦ = <3 card support for suit y and min

2y = 3 card support for y min

2M = 4M, < 3 card support for y, min

2NT = <3 card support for suit y and max

3y = 3 card support for y and max

3M = 4M, < 3 card support for y, max

****CBS is ON if one opp bids (double or overcall) even passed hand. CBS is off if both opps bid. 2NT relay same.**

Check back is on over 2NT.

Anything over 2NT is forcing to game (by opener or by responder)

2♦ Multi.

Either 6 card major 6-10 or 23 -24 Balanced.

Responses :

2♥ Pass or Correct

2NT – range asking bid

3♣ = heart suit, maximum points

3♦ = spade suit, maximum points

3♥ = heart suit, minimum points

3♠ = spade suit, minimum points

3NT – strong balanced hand 22-23HCP

3m – natural forcing

3♥ pass or correct

3♠ = spade suit, forcing

2♥/2♠ Tartan

Weak hand 6-9, bad 10 HCP with 5M and 4+ cards in a minor suit

Responses:

Pass – Happy to play in that suit

3H/3S – pre-emptive, 4 or good 3 cards support

4H/4S – to play

3C - 4-4 or better in the minors. Opener will pass or correct.

2NT is asking bid,

Responses to 2NT:

3C = minor suit is ♣, 5-7 HCPs

3D = minor suit is ♦, 5-7 HCPs

3H = minor suit is ♣, 8-9 or a bad 10 HCPs (ie fails Rule of 20)

3S = minor suit is ♦, 8-9 or a bad 10 HCPs (ie fails Rule of 20)

Responses to 2NT opener

Over strong 2NT Opening or via 2m

3♣ = Puppet Stayman

3♦/3♥ = Transfer

3♠* = minor

4♣ = Gerber

4♦/4♥ = Transfer

4♠ = minors
4NT = Quantitative
5m = to play

Responses to 3♣ Puppet Stayman

3♦ = Has a 4 CM,
3♥ = 4 card ♠ suit
3♠ = 4 card ♥ suit
3NT = Natural
4♣ = Minor suit stayman
4♦ have a 4m, 4♥ asks, 4♠ = ♣, 4NT = ♦
4♥ = 5/6♣, 4♠ = 5/6♦, 4NT = no 4 or 5m
4♦ = both majors pick
3♥/♠ = 5 card suit
3NT = No 4 card Major

Doubles are takeout over interference

Super accept is lowest cue

2NT relay to 3♣'s

2NT in the majority of our auctions (competitive or not) is a relay to 3C's. In competition it is rarely natural.

1M (?) 2NT ask pd to bid 3♣'s over which

Pass to play (weak hand ≤ 5 points)

3♦ to play (weak hand ≤ 5 points)

3M (the same major) 3 card support

1m (?) 2NT ask pd to bid 3♣'s over which

Pass or bid 3m to play (weak hand ≤ 5 points)

Breaking the 3♣ relay shows a big hand forcing for one round.

Multi Landy over 1NT

2♣	5/4 or 5/5 in majors. With support for both majors responder bids 2D.
2♦	a single 6 card major suit against strong NT, 6 cards in any suit against weak NT – partner responds 2H so pass or correct
2♥	5 hearts and 4+ minor suit 3♣ - Pass or correct (support for both minors) 2NT=asking, 15+ HCP-> 3♣ / ♦ = ♣ / ♦ and min 3H/S= ♣ / ♦ and max
2♠	5 spades and 4+ minor suit 3♣ - Pass or correct (support for both minors) 2NT=asking, 15+ HCP-> 3♣ / ♦ = ♣ / ♦ and min 3H/S= ♣ / ♦ and max
2NT	showing both minors 5-5
X	Double of strong NT is to show 6 card minor suit, partner bids 2C – pass or correct. X of weak NT is for penalty

Overcalls responses

- **UCB** Unassuming Cue bid. If partner overcalls 1S and responder has 3+ cards support and 10+ points, she bids the opponent suit. NOTE: Bidding opponents suit does not necessarily show support (unless already a passed hand).

Example: (1H) - 1S - (pass) – 2H. 2H shows support for spades and 10+ points and ask partner to describe her hand in more details. If partner rebids her suit, she is showing a minimum for her overcall.

- After an overcall, if there is no interference, new suit without a jump is non forcing.
- New suit with a jump is a forcing bid (unless already a passed hand), unless it's a double jump, then it's a splinter for your overcalled suit.
- Bidding opponents suit twice is a Game forcing situation.
- If they bid after an overcall, lower suit is invitational or higher in the overcaller suit, higher suit is the Forcing with the other suit.
- If they bid 1NT after an overcall, X is the other two suits.
- If responder bids something forcing and they bid again, the lowest bid you can make is pass, e.g. if you repeat your suit, it's a better hand.

Interference over our 1NT

Over interference over a 1NT we play the following

1NT 2x ???

Dbl this suit or points
2y Nat NF
2NT – Lebensohl, Fast arrival no stop

1NT dbl rdbl relay to 2♣'s else system on

1NT 3X Dbl is TO

Gambling 3NT opener

Shows a solid 7+ card suit in 1st and 2nd (normally a minor BUT may have a major).
In 4th it is to play, normally based on a 6+ suit, varying strength.

4♣ - Pass or correct
4M - To play

Forcing Pass Situations

- (1) If the opponents interfere over a GF bid
- (2) If the bidding has clearly shown we either own the hand or are going to game.
- (3) Over a double of a cue - pass denies 1st round control.
- (4) A game try with the bidding still below 3 of our suit.

Inverted minors

1m P 2m shows 10+ pts no 4CM 1RF
We bid stops up the line or NT with all remaining suits stopped

Bergen

1M P 3♣ -> 6-9 4+M 1RF
1M P 3♦ -> 10-12 4+M 1RF

- Still apply after a 3rd/4th seat opener. Applies over doubles, NOT over overcalls [Fit bid].

Support Dbls/Rdbls

1x P 1y 2z where $z < y$

double shows 3 card support for y or may just have a very good hand.

pass < 3 card.

2y 4 card,

NB over sandwich NT dbl is support dbl. Over nat 1NT its penalties

NB over a double of a transfer response to 1♣ complete transfer = 3, rdbl = good hand

1NT Overcall

In direct seat 1NT shows 14 - 18 and normally a stopper in the opening suit. On occasion we have been known to bid 1NT with a solid 6 card minor and an outside stop. System on.

In 4th Position after 2 passes it shows 10 - 15. System is on over 4th seat 1NT.

Reverse drury over a 3rd in hand 1M opener

3rd in hand 1M can be 4 card and quite weak.

2♣ by previously passed pd asks how good the opening was

Pass or repeating the suit shows a poor opener, anything else is natural 12+. Does NOT apply to a 4th hand 1M opener

Responses to 1NT

1NT opener is 15-17 balanced may have a 5CM or a 6cm.

2♣ Stayman relay BUT does not promise a 4CM

2♦ No 4CM

3M = smolen (4M/5+OM) F

2♥ 4 or 5♥'s

2♠ 4 or 5♠'s

over the responses to stayman 3m is nat + 4CM (possibly a cue) GF

2♦/2♥ Transfer 1RF. Breaking transfer is supper accept with a doubleton. 2NT = flat 17 count Hxx

2♠ Transfer to ♣. Accepting promises Hx or 3+♣. 2NT denies support (ie) xx etc

2NT Transfer to ♦. Accepting promises Hx or 3+♦. 3♣'s denies support (ie) xx etc

3x 6+ suit, slam try

3NT To Play

4♣ Gerber (4♦ = 0 or 4, 4♥ = 1, 4♠ = 2, 4NT = 3)

4♦/4♥ Transfers

DOPI/ROPI

When the opps double our 4NT keycard ask Rdbl = 0 pass = one keycard

When the opps bid over our 4NT keycard ask, Dbl is zero, Pass is one keycard

Bids above the suit interference as much as possible retain their normal meaning.

Unusual vs Unusal

Against a 2 suited overcall (eg) Michaels or ghestem we play

- Double penalise one or both suits
- 2NT relay to 3♣'s
- New suit if both suits known, at the 3 level nat nf
- New suit at the 3 level if only 1 suit is known is nat forcing
- Higher cue is a gf hand in the 3rd suit
- Lower cue is a raise in openers suit
- Raise is nf

(eg) 1♠ (2♠) ? (2♠ = hearts + clubs)

Double – penalise one or both suits

2NT – relay to 3♣'s

3♣ – spade raise

3♦ – nat nf

3♥ – gf in diamonds

3♠ – to play

(eg) 1♠ (2♠) ? (2♠ = hearts + a minor)

Double – penalise one or both suits

2NT – relay to 3♣'s

3♣ – forcing with clubs

3♦ – forcing with diamonds

3♥ – ART F (may include good spade raise)

3♠ – to play

When the opps interfere over stayman / transfer.

If opponents double transfer

Pass is no 3 card support

Rdbl by responder is a re transfer.

Any other bid natural as if double didn't happen

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there.

Bid = same as if no double

If opponents double stayman

Pass = no club stop

Rdbl by responder is a stayman ask again.

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there

Bid 2M – shows 5 card major, stop is unknown

RKC + Q ask

RKC 1430. NOT specific kings – up the line

Q ask –

Next step – shows no Q,

Skip step – shows Q and either no K or 2 K

6x (below agreed suit) shows Q and this K, no other kings