DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEA						
1 and 2 level overcalls (no jump) constructive		Lead		In Partner's Suit		: Green	
Response new suit forcing	Suit 4 <sup>th</sup> /Attitude(2 <sup>nd</sup> from		2 <sup>nd</sup> from 4 <sup>+</sup> bad)		NCBO:	Ireland	
Response to $1 \checkmark / 4$ overcall: cue = inv+, $2nt = 4 + supp inv +$	NT		2 <sup>nd</sup> from 4 <sup>+</sup> bad)		PLAYERS:	Mark Moran John Carroll	
Jump responses pre-emptive	Subseq	Attitude	,	Attitude	EVENT:	Open - 2022	
Over opps simple overcall, new suit = 5+ Forcing or System ON	Other:						
2NT = natural (NF) if opps overcall our 1♣/♦, or in response to our							
simple (non-jump) overcall	LEADC						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15+-18 in 2 <sup>nd</sup> position, and in 4 <sup>th</sup> position if responder bid		Lead Vs. Suit		Vs. NT	GENERAL APPROACH AND STYLE		
10-15 in 4 <sup>th</sup> position, 2♣=ask, 2NT=max	Ace			AKx(+) Ax(+) asks attitude			
1NT system responses on after 1NT overcall (except above)	King			KQJ(+), KQ109(+),Kx	1♣ = 2+♣ balanced or Natural ♣ 11-20hcp		
	Queen	KQx(+), KQ		KQx(+), KQ	1♦ 4+♦ unbalar		
	Jack	QJx(+), QJ		QJx(+), QJ	1 <b>♥</b> / <b>♠</b> 5+ cards	10-20hcp	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	JTx(+),HJTx		JTx(+),HJTx(+),JT,Tx	1NT=15-17		
1 Suit: Jumps = weak: 1 jump = weak 2 hand; 2 jump = weak 3 hand	9	9 109x(+), H109		109x(+), H109x(+), 9x	2♣/ always strong 2♦ weak 2 in ♥/♠		
2 Suit: Ghestem 5+/5+ (Note 1)	Hi-X	xSxx, Sx		xSxx, Sx	2 <b>√</b> /♠ 5 <sup>+</sup> and 4 <sup>+</sup> m weak		
	Lo-X	HxxSx, HxS	,, xSxxx, xSx	HxxXx, $HxS$ , $xSxx$ , $xSXx$	2NT opening is	s 21-22 balanced	
Reopen: No Ghestem (Note 1) in 4 <sup>th</sup> position	SIGNALS IN ORDER OF PRIORITY				2 over 1 FG		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partne	r's Lead	Declarer's Lea	d Discarding		OS THAT MAY REQUIRE DEFENSE	
Direct cue = Ghestem (Note 1), or support raise/forcing enquiry	1 Hi=Ev		Hi=Even	1st Even=Enc Odd=S/P	1 ◆/♥ responses to 1 ♣ are transfers 4+♥/♠		
Jump Cues = NT ask or Splinter	Suit 2 Hi=DISCRG		S/P	Hi=Even	1♠ response to 1♣ is either no M or FG 5+♦ (may have shorter M)		
Cue of opps simple overcall of opener 1suit=support, game inv +	3 S/P		5/1	S/P	3NT opening is pre-empt is solid $\frac{4}{9}$ (not in $\frac{4}{9}$ )		
cue of opps simple overeal of opener issue—support, game inv	1 Hi=Ev	ren	Hi=Even	1st Even=Enc Odd=S/P		red overcalls (Note 1)	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Hi=DI		S/P	Hi=Even	2♦ weak 2 in ♥	· · · · · · · · · · · · · · · · · · ·	
$X = Penalties, 2 = 4 + \checkmark & 4 + •, 2 • = single suit \checkmark/• = 5 + suit$	3 S/P			S/P	2♥/♠ 5+ and 4+1	m weak (Note 2)	
$2$ \(\dagger/\dagge = 5 + & 4 + \dagger/\dagger, 2NT = 2 \) suiter	Signals: 1st disca	rd Odd=S/P, E	Even=ENCRG in	n suit			
$3 $ $\sqrt{\frac{4}{6}}$ = pre-emptive 6+	Smith signals vs				2 <b>♣</b> /2 • puppet/	FG ask to opener's 11-14 and 18-19 bal rebid	
vs. 15-17 NT X of artificial bid = suit,	Remainder count		*	·	1 11	•	
vs. weaker NT (max 15), X = 15+ bal unless PH	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	UBLES (Styl	e; Responses; F	Reopening)			
X = take out, $NT = $ natural, $Overcall = $ natural	Classic style, ma		_				
Cue bid = NT ask or very strong hand, 2NT frequently Lebensohl (Note 5)				maybe lighter with 5+cards			
Leaping Michaels vs weak 2s and 3♣ and Multi (Note 4)	Reopening X ma	vbe weaker					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		J. J June			SPECIAL FORCING PASS SEQUENCES		
vs 14: X=both M, Jumps=weak, Overcall=natural, NT=2 both m	SPECIAL, ART	PECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				1NT-X-XX if XX=escape, Pass=F	
Negative dble. Responsive X through 4♥						<b>T</b> - 7	
OVER OPPONENTS' TAKEOUT DOUBLE				ead suit below splinter	IMPORTANT	NOTES	
XX=interested in penalties, subsequent Xs are penalty	Support X or XX						
New suit= 4+ natural & Forcing unless already passed	X of weak artific						
Jumps = pre-emptive	X of transfers at l				PSYCHICS: F	Rare	
1 1 1 1			TT.	•			

9	IF SIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		2+	4♥	11-20 hcp 11-14 or 18-19 bal	1♦/♥= xfer 4+♥/♠ 4+hcp,1♠=6+hcp no M or FG5+♦	1♥/♠ rebid 11-14 bal or 3card support +♣,	1NT=5/4m non invitational,		
				or 5+♣ natural	or FG no 4M, 1NT = 6-10	then $2 \clubsuit$ puppet to $2 \spadesuit$ ; $2 \spadesuit = FG$ , $1NT=18-19$	2 <b>♣</b> = <b>♦</b> , 2 <b>♦</b> = both <b>♥</b> / <b>♠</b>		
					2♣ FG,5+♣, 2♦/♥ xfers game try; 2♣= ♣ game try, 2NT=11-12				
1 •		4+	4♥	11-20 hcp	1♥/♠ natural, 1NT 6-11, 2♣ FG, 2♦ FG 4+♦, 2♥/♠ 6cards 9-11, 2NT=11-12, 3♣=4+♦ 9-11	Transfers after 1♥/♠ except 1♠ rebid natural			
1 🗸		5+	4♥	11-20 hcp	1 ♣ = 4+ ♣, 1NT=6=11NF, 2♥ = 5-9 hcp, 3+♥, 3 ♣ = 4♥ 9-11 3♦ = 3♥ 9-11 3♥ = mixed raise, 2♣ = $2/1$ FG 5+♣ or bal often 3♥, 2♦ FG 5+♦	After 1NT rebid $2\clubsuit$ puppet to $2 \diamondsuit$ ; $2 \diamondsuit = FG$ After $2\clubsuit$ , $2 \diamondsuit = 4 + \diamondsuit$ , $2 \blacktriangledown = 5 + \blacktriangledown$ , suits natural After 2NT, $3\clubsuit = \min$ , $3\diamondsuit$ 15+ and shortage,	3♠ = 4+♥ any singleton then 3NT asks, direct splinter = void		
					2NT= 4+♥ FG, 3NT= bal 4+♥ 12-15hcp	$3 \vee = 15 + \text{ no shortage},$			
1 🛦		5+	4♥	11-20 hcp	Similar 1♥	Similar 1♥	3NT = 4 + 4 any single etc.		
1NT				15-17 hcp	2♣ NF Stayman, 4 suit transfers, 4♠/♥ transfers 3♣/♠ FG both minors 3♥/♠ = nat ST in M		opps X, XX = a 5 card ♠/♠, 2suit = touching suits (not 2♠) X of 4+suit overcall = TO, else 8+ Transfer Lebensohl (Note 5)		
2*		0	4♥	19+ FG, unless rebid 2NT	$2$ ♦=relay, $2$ ♥/ $\frac{1}{2}$ / $\frac{1}{2}$ = 5+ 2 loser (max) suit	Natural/ Splinters/transfers after NT rebids			
				or bid and rebid suit	2NT= 8+Slam Try or A& K				
2♦		0		5-10 5+♥/♠	2♥/♠ pass/correct 2NT=ask,4♣ asks xfer to M	After 2NT 3♣/♦=good ♥/♠			
2♥		5+		5-10 5+♥ and 4+♣/♦	2♠ NF, 2NT=ask, 3♣ pass/correct				
2 🛦		5+		5-10 similar 2♥	As above				
2NT				20-21 bal	Puppet Stayman and transfers, 3♠=minors FG 4♠=Slam try in ♥, 4♦ ST in ♠, 4♥/♠ ST in ♣/♦	After 4♣ response, 4♦=interest, next suit RKCB same principles for other suits			
3.		6+		5-10 hcp pre-emptive	3 ♥/♠ = 5+ F, 3♦ ask about M's				
3 •		6+		5-10 hcp pre-emptive	As above				
3 <b>v</b>		6+		5-10 hcp pre-emptive	3♠ = 5+F, 4♣=optional Blackwood	After $4 - 4 = 4 = 4 = 4 = 4 = 4 = 4 = 4 = 4 = $			
3 <b>^</b>	1	6+		5-10 hcp pre-emptive	4♣=optional Blackwood	Same principle as above			
3NT		-		Solid suit a minor	4♣/5♣ pass/correct; 4♦ asks which m	a management as most of			
4*		6+		Pre-emptive	14/54 passeoneet, 17 data when h				
4 •		6+		Preemptive					
4♥		6+		Pre-emptive					
4 🖍		6+		Pre-emptive					
4NT				Specific Ace Ask					
5 <b>.</b>		7+				HIGH LEVEL BIDDING			
<b>5 ♦</b>		7+				Direct splinter response to 1X opening = weak	splinter		
5 <b>♥</b>		7+				1430 RKCB			
5 🏟		7+				DOPE slam bidding, D0P1			

## NOTE 1: GHESTEM

Ghestem 5+/5+ 2NT = lowest suits, Cue= Extreme suits

Usually weak or strong, both M can also be intermediate

After 1M - 3 shows other 2 suits

After 1♣ - 2♦ shows both M

After  $1 \bullet$  - cue = Majors and  $3 \bullet$  shows  $\bullet$  and  $\bullet$  F

## **NOTE2: BIDDING AFTER 2♥/♠ OPENING**

 $2 \spadesuit = 5 + \spadesuit$ , NF

2NT = F enquiry

3 or 4 = P/C to play in openers m

 $3 \leftarrow = GT$  in openers M

# NOTE 3: 2♣ to 1 ♥/♠ OPENING

 $2 \clubsuit$  = FG 2+♣ bal, may have 3 card  $\checkmark$ /♠ support or 2/1 FG with 4+♣;

 $2 \bullet = FG, 5 + \bullet$ 

## **NOTE 4: LEAPING and NON-LEAPING MICHAELS**

After opps open weak  $2 \sqrt[4]{4}$ , then 4m = 5 + m/5 + OM

After opps open:  $3 \clubsuit$ , then  $4 \clubsuit = 5 + /5 +$  both M,  $4 \spadesuit = 5 + \spadesuit /5 + \heartsuit$  or  $\spadesuit$ 

 $3 \blacklozenge$ , then  $4 \clubsuit = 5 + \clubsuit/5 + \blacktriangledown \text{ or } \spadesuit$  and  $4 \blacklozenge = 5 + /5 + \text{ both } M$ 

3M, then 4m = 5 + m/5 + OM

After 1M-P-2/3M, then 4m = 5 + m/5 + OM

After Multi  $2 \blacklozenge$ , then  $4m = 5 + m/5 + \blacktriangledown$ 

## NOTE 5: LEBENSOHL and TRANSFER LEBENSOHL

Transfer Lebensohl applies after 2 level overcall of our 1.4 or 1NT opening/overcall:

- When opps M is known X =take out
- 2NT to  $3 \checkmark$  are transfers and  $3 \spadesuit$  over opps  $2 \checkmark = 5/5$  minors FG
- 4 Level = system on
- Transfers to minors are always invite +
- Transfer to opps suit = stayman
- To find a stop we X and then cue

Lebensohl 2NT applies in some other competitive auctions:

- When opps any weak 2 bid and partner X; or
- 1Y-X-2Y-2NT; and
- 1Y-X-2Z-2NT

2NT = relay to 3 +, then: pass or new suit below opps = min

Cuebid = FG with 4OM no stop 3NT = FG with 4OM plus stop

New suit higher ranking than opps = invite

New suit at 3 level = 5+ with 8+hcp F Cuebid = and FG excluding above