

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5 cards: 7-17 HCP. 2 level constructive New suit: F1. UCB usually promises 3 card support. * After 1M overcall: 2NT=4 card raise INV+, mixed raises, jump fits If 3 rd hand passes - 2♣ = range ask. If 3 rd hand bids below 1NT then transfer advances If 3 rd hand bids 1NT or above then as above*
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18. Responses as for 1NT opening 4 th : 11-14 v m, 12-16 v M. Stop in opened suit not necessary 2♣ range ask v 12-16, other as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak except vul v nonvul (INTERMEDIATE), 2NT = Ask 2-Suit: Ghestem 5+ \ 5+ 3m intermediate over nebulous minor openings Reopen: Intermediate, 2NT = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem Jump cue asks stop Cue in 4 th : Michaels 1M - P - 2M then cue is OM =m and 4m = 5m/5OM strong
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = ♥ + ♠ 2other is Natural. 2NT = Distributional 2 suit (often minor orientated) X = Penalty vs weak and 2 nd position V 15+ NT Vs. 15+ in 4 th position or passed hand, X = m + M
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid OM/m less strong. After 3 minor: cue = 5/5M 4om = 5om + 5M. After 3M: 4m = 5m + 5OM and 4M/4NT = minor 2 suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP . Other XX = 10+. 1NT to 2 under = transfers (NF or F1), 1♥ (x) 1♣ = 4/4+minors 4-9 After 1M: TRFS to opening suit= support 4-7 or GF, 2M 8-10

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (2nd from bad suits)	Low from odd	
NT	4 th (2nd from bad suits)	Low from odd	
Subseq	As we lead		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Akx(+) Ax(+)	Akx(+) Ax(+)	
King	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+)	
Queen	QJx(+) QJ KQx	QJx(+) QJ KQx	
Jack	JTx(+) HJTx(+) JT Jx	JTx(+) HJTx(+)	
10	T9x(+) HT9x(+) Tx	T9x(+) HT9x(+)	
9	H98x, 9x	H98x, 9x	
Hi-X	xSxx xSx Sx	xSxx xSx	
Lo-X	HxxS HxS	HxxS HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = SP
Suit 2	Hi/Lo = Odd	S/P	Hi/Lo = Odd
3	S/P		
1	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = SP
NT 2	Hi/Lo = Odd	S/P	Hi/Lo = Odd
3	SP		
Signals (including Trumps):			
Smith Signal vs NT (low enc or neutral)			
Remainder Count = upside down SP in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with perfect shape. Equal level conversion Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9 Jumps to 3M weak. Double in re-opening position may be weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL. Higher X = cards, co-op T/O Responsive DBL through 4♥. Often game try when no UCB available Higher doubles card showing (Transferable values) Most low level DBLs = Take Out. When we have agreed a suit double of unsupported suit is penalty unless no space when it is game try			

CONVENTION CARD
Champions Cup Ireland Garvey + Mesbur
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 11 - 13 Balanced or 17+ any 1♦ = 4+♦. may have longer clubs and is usually unbalanced 1 Major = 5+M, 10-16, 1NT response 5-12 HCP NF Fairly aggressive style 1NT Openings: 14 - 16
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ Opening and canapé responses 2♦ Opening = 11 - 16, 3 suited short diamonds 3NT Opening = Pre-empt in ♣ or ♦ in 1 st & 2 nd position 1♣ - 2♥ = both minors GF, 2♣ = one minor GF or 19-21 balanced 1M-2♣ = GF relay, 2 under = 3 card support inv+. 2♦ over 1♠ = ♥s: 9+
Transfers in most competitive auctions and in some constructive auctions
SPECIAL FORCING PASS SEQUENCES
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	3♠	11 - 13 BAL or any 17+	1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=14-18 1♥/♠ =8+ hcp (may have minor suit canape)2♣/♦ =8-13 NF 2♥ = GF both minors 2♠ = 19 - 21 bal or 1 minor GF 3♣/♦ INV opp 11 - 13 opener 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17-18, 2♥-3♦ = Game Forcing, 2NT = 22/23 3M 4&5+♦, 4♣/♦ = Natural and Control Ask, 3NT = 24+ After 1M: 1♠ = 11-13 or 17+, 5 cards. 1NT = 11 - 13 (Then 2 way check-back) 2♣ = ART GF, 2NT= 4+ support 17+	2♥/♠ Weak (<2M opening) 2NT both minors 3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2♣ nat GF, 2NT = 11 - 12, 3NT to play , Inverted Raises, 2M = weak, Splinters, 3♣ inv 6 card suit	1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4 After1♦-1NT2NT:3♥=GFask,then3♣/3NT=short♥/♠	2♥/♠ Fit 3♣ = Fit
1♥	No	5	4♦	10 - 16	1NT 6-12 semi-F, 2♣ = art GF,2♦=3card supp 1nv+,2M=5-9 2♠ =weak, 2NT/3♣/♦ = 4 card support 3♣= void spl, 3NT = ♠ spl(N9)	After 1NT rebid 2♣ is ask, inv+ with spades or any GF	2♣ = 3 card Drury Jump fits, 2♦ Natural NF
1♠	No	5	4♥	10 - 16	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥ = good suit inv, 3NT = void splinters 4♣/♦/♥ =limited Spl	After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
INT	No	1	4♦	14 - 16 5M,6m or 5/4 possible	2♣ = stayman, 2♦(4+)/♥/♠/3♣ = Transfers, 2NT invite 3♦ invitational, 3M short OM with (2)3M 4♣ = 6/5 Majors 4♦/♥ = Transfers , 4♠ = 4 - 4 minors invitational	2♣ - 2X then 2♠/NT (3 ♣ over 2♠) transfers to minors After Texas, then 4NT = RKCB, New = ERKB	
2♣	No	5	4♦	10 - 16, 6♣ or 5+♠ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF. 4♦ RKCB	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit, 4♦=RKCB	
2♦	Yes	0		Short ♦'s 4=4=1=4, 4=4=0=5 or 4-3=1=5 11-16	2NT = ask Inv+, 2♥ correction M 2♠, 3♣ to play. 3M playing strength. 4♣ =slam/4♦=game, 4♥,♠, NT=RKCB	After 2NT: 3♣ = Min, 3♦ =4=4=1=4, 3♥ = 4=3=1=5 3♠=3-4-1-5, 3NT=4=4=0=5	
2♥	No	5		Weak 2, May have 4 OM ,	2NT: Enquiry, 2♠:F1, 3m:F1, 3♠ TS, 4♣:optional KC		
2♠	No	5		Wide range in 3 rd , 11-13 in 4th	3♣:5+♥ F1, 3♦:F1, 3♥:GF with ♦		
2NT	No		4♦	19-21	Puppet Stayman, 3♥/♥:TRF, 3♠ =m's, 4♣/4♦ Heart/spade slam try and 4♥/4♠ = club/diamond slam try	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦, 4NT to play	
3♣		6		Pre - empt,	3♦ =M ask, 3M Nat F1,(except at fav when NF) 4♦:optional KC		
3♦		6		As 3♣	4♣: optional KC , other as above		
3♥		6		Pre - empt	As above, 4NT 1 minor to play game, 5m optional exclusion KCB		
3♠		6		As 3♥	As above		
3NT		6		Pre in ♣ or ♦To play in 3 rd /4th	4♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening. Nat 3 rd	4♦ = Ask slam try	High Level Bidding	
4♦		7		Strong 4♠ opening. Nat 3 rd	4♥ = Ask slam try	CUE:1 st & 2nd round. Void priority. 3NT can be game choice, non shortage or serious	
4♥		6		Pre - empt	New suit asks control	4NT KCB but also non 4NT (1430) Exclusion (0,1) Optional KC and exclusion KC	
4♠		6		Pre - emp	New suit asks control	. Optional KCB after pre-empts with special responses according to vul. After 4NT , 5♠	

4NT				6/5+ minors < opening values		except if spades when 5NT. 5NT up can be 3 rd round asks. DOPI, DEPO, 5NT pick a slam
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