

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 8 – 17 HCP 5+ cards
2 level = 10/12– 17 HCP varies with vul/position 5+ cards (often 6)
RESPONSES (w/o interference) : with 3+card support and 4-9 pts, raise to level of fit. 3 level raise 4-7 pts and 4 card support Single cue = 3-fit and 10+ or no fit and 13+ points Rebid by UCB bidder (showing 13+) is forcing Jump cue= mixed raise with 4 card support and 7-9pts.
1NT OVERCALL (2nd/4th ; Responses; Reopening)
2 nd seat = 15 - 17HCP (system on)
4 th seat protective 1NT – 10-14pts system on Responder with 12+ pts – 2C - responses 2D-min no 4 card major, . 2M – min with that major, 2NT-max, may have 4 card major. 3Cresponse asks which major
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls : 6c suit, usu. 6-10 HCP
2NT is strong enquiry WWSS
Unusual NT, 5/5 in unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
GHESTEM- after opp's(1x): 2x shows extremes, 2NT lower 2 suits, 3c higher 2 suits. Over (1c):2c=extremes, 2D=both majors; 2NT=lowest 2 suits; 3C natural. No ghestem if responder bids; except after (1H)-P-(1S)-2NT=5/5 in minors
VS. NT (vs. Strong/Weak; Reopening; PH)
2C = long diamonds or 5/4 Majors, balancing or strong can be 4/4
2D = long hearts OR 4 spades and a longer minor
2H = 4 hearts and a longer minor 2S= 5plus spades 2NT = 5/5 Minors
X: Vs Wk NT = Pen. Vs Str NT = clubs
3 of a suit = Nat and strong
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
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LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suit, MUD	Low with hon unless doubleton	
NT	4 th , 2 nd from bad 4+,top of nothing from bad 3	As above	
Subseq			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Looks for attitude (reverse). Denies K. Asks for K. AK shows doubleton	Denies k, asks for K or Q. AK shows doubleton.	
King	Count (upside down) (AK..., KQ...)	same	
Queen	QJ (T...) or shortage	same	
Jack	KJT..., JT...	(A/K)JT., JT9..., JT8...	
10	HT9..., T9..., Tx	same	
9	H98..., 987..., 9x	same	
Hi-X	Top of dbltn OR 2 nd from bad suit	same	
Lo-X	MUD OR 4 th -highest	Shows hon (incl 10)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
	UDCA		Odd = enc, even = suit prf
	Attitude		
	Count		
	Suit Preference		
Signals (including Trumps):			
DOUBLES			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O dbl up to 3S – 10+ points and shortage in suit opened			
Change of suit rebid by doubler is game invitational (16+)			
1NT response is 6-10 with stopper			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: CBAI
PLAYERS: Suzanne Hill and Máire O'Connor
EVENT (Pre-qualifier trials)
15-17 NT, 5 card majors
1C 2+, 1D 4+. (Bal 12-14 OR 18-19 with 44mm opens 1D UNLESS clubs are significantly better – then opens 1C)
2/1 GF
1NT can contain 5M
Multi 2d
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 1C can be as short as 2 (but natural in principle, and non-forcing)
Multi 2D can be a weak 2 in one of the majors, or a strong hand with 8 playing tricks, or strong balanced 2NT 20-22, 3NT 25/26
Tartan – 2H or 2S – that major and a minor – 5 cards in the major, at least 5 in the minor 6-10 pts
2NT opening- both minors at least 5/5 6-10 points or long diamonds
3D- both majors at least 5/5 – 6-10 points
3NT opening shows long solid minor with at most Q outside
4NT – strong hand asking partner for Aces
SPECIAL FORCING PASS SEQUENCES
after GF has been established
IMPORTANT NOTES
Opener's rebids in 2/1 auctions: reverse at 2-level doesn't show extra point, 3NT is 12-14 balanced

After opp's 3 level H/S opening 4NT=both minors 5/5, also opp partners dbl of similar opening (4+/4+)
 After opp's 4H/S opening, X shows strong hand NT type, shortage in opp's suit. 4NT shows strong distributional hand, with 2 places to play.. Bid of any other suit is natural and strong
 LEAPING MICHAELS -after opponents pre-emptive opening bid (2D-3Sinclusive) bid of 4C or 4D shows strong 2 suited hand 5/5 at least
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C
 Natural vs strong 2C opening
OVER OPPONENTS' TAKEOUT DOUBLE
 After 1M – (dbl), 'system on' re Bergen responses.
 2 level nat, forcing.. RDBL = 10+ HCP

After responder bids over partner's takeout double, bid at 1/2 level of partner's implied suit =6-9 and 4+ of suit, X is responsive = 8+ pts, cue bid is game force
 Double in 4th seat after opener and responder have bid shows other 2 suits 4/4. 2NT shows 5/5 in other suits, unusual 2NT
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Negative double up to 3S
 Support DBL/RDBL up to 2S
 Responsive DBL up to 3S
 Lead directing doubles – all conventional bids except multi 2D
 Lead directing double of suit slams asks for unusual lead

4SF is GF generally, but F to 2NT by passed hand.
 1C-1D-1H-1S is natural and GF, not 4SF.
PSYCHICS: Never

OPENING	TICK IF	MIN. NO.	NEG. DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	3S	10-19 HCP. . (23)44 opens 1D	1D/H/S = nat. 4+ suit, usu. 5+ HCP, . 1NT = 5-10 HCP, denies 4M. 2C 5+ C, no 4M, 5-9 points. Doesn't deny 4d. 2H/S = nat 6c suit, ≤3/4 HCP. 2NT = 11-12 bal, denies 4M. 3C = 10/11HCP, 5+C. 1M can conceal longer D suit if less than inv. 1c opening cannot be passed with singleton c.	1NT rebid=11-14 HCP, 2NT=18/19 HCP, then new minor forcing. Minorwood after GF or invitational raise.	1m (1H) 1S shows 5S. 1m (1x) 2x shows a sound raise. Ditto in other suits.
1D		4	3S	10-19 HCP. 4+D, may include one/both 4-card major(s) if only 4.	1M = nat. 4+suit, 5+ HCP. 1NT = 5-10 HCP, denies 4M. 2C = nat, GF. denies 4M. 2D 5-9 pts 4+D, no 4M. 2M = nat 6c suit, <3/4HCP. 2NT = 11-12 bal, no 4M. 3D = invitational.		
1H		5	3S	10-19 HCP	1S = 4+ S, 5+HCP. 1NT = 6-11HCP, denies 4S. forcing for one round and can contain 3-card limit raise. 2C/D = nat, GF. 2H = 8/9 HCP, 3H . 2S = nat 6c suit, ≤3/4 HCP. 2NT = GF, 12+ HCP, 4+H Stenberg. 3C = 6-9 HCP, 4H. 3D = 10-11 HCP, 4H. 3H = ≤6 HCP, 4H. 3S/4C/4D = splinter, 11+ HCP, void in suit. 3NT = 3H, bal. 12-15 HCP 4H 0-7/8 HCP 5 card support	After 1S, 1/2NT rebid as above. 2c/d=4+c/d, 10-15HCP. After forcing 1NT, 2c/d= better minor. 3c/d is reverse, with 17-19 HCP	After 1H or 1S in 3 rd or 4 th seat, 2c by passed hand= drury, 3H/S,, 10/11 points. Then, 2d= light opening, 2H/S= min opening. In competition, systems on after opp's double, off after their overcall. Fit jumps after opp's overcall. Long suit trial bids after single raise of 1M by either opener or responder
1S		5	3S	10-19HCP	1NT = 6-11 HCP. is F1 and can contain 3-card limit raise. 2C/D/H = nat, GF. 2S = 8-9 HCP, 3S . 2NT = GF, 12+ HCP, 4+S.stenberg 3C = 6-9 HCP, 4S. 3D = 10-11 HCP, 4S. 3S = ≤6 HCP, 4S. 3NT = 3S, bal. 12-15 HCP. 3H/4C/4D = spl, 11+ HCP, void in suit. 4S 0-7/8 HCP 5 card support.		
INT				15-17 HCP, bal. or semi-bal. Can have 5M or 5m (5332).	2C = non promissory stayman. 2D/H = xfer to H/S. 2S =xfer to C. 2NT = xfer to D. 3m = slam try 14/15HCP, 6+. 4d/H Texas transfer, with 6+ H/S after which 4NT is RKCB. 4C = ask re aces (gerber) 4NT quantitative	After transfer to M, 2NT=4M and max, 3M= min. After transfer to c, 2NT=3c+hon; after transfer to d, 3c=3d+hon.	In competition, leb after opp's overcall. After opp's conventional double, systems on. After opp's double for penalties, helvic.
2C	x			23/24 or 27+ BAL or any strong GF or near-GF	2D relay	2NT= 23/24; 3NT=27+. 3 any suit= 9+ playing tricks in suit. Puppet stayman opp 2/3NT rebids	After interference, X/XX by responder shows some values.

2D		5		Multi- see description above	2H relay, 2S game try in H, 3H 10/11 pts 3+ of both majors, pass or correct. 2NT=strong enquiry	After 2H relay, opener, with weak 2 either passes or bids 2S. 2NT= 20-22, 3NT= 25/26. balanced or semi-balanced. Puppet stayman opp 2NT rebid. 3x= 8 playing tricks in bid suit. After 2S, pass=weak 2 in S. 3H= weak end of weak 2 in H; 4H=strong end of weak 2 in H. With 8 playing tricks in H, opener bids 4NT or cue bids controls. After 2NT enquiry, 3c/d= weak end weak 2 in H/S; 3M= strong end of weak 2 in OM.	After 2d-(2M), X shows OM support. 3H/S bid still available. 2NT is still strong enquiry.
2M		5		Tartan – see description above	3 of a minor asks for pass or correct, 2NT strong enquiry,	After 2NT enquiry, 3c/d= weak with that m; 3H/S= strong end of pre-empt, with c/d.	Double to show stolen bid, if available.
2NT				Both minors or long diamonds – preemptive – see description above	3C/5c= pass or correct. 3NT is to play. 4c/d = invitational. 4NT is RKCB.	After 4NT response (1430), reply based on c.	
3C/ M		6		5-10 HCP usu. 7-c suit (can occ be 6 if minor) Pre-emptive 5/5 in the majors	After 3c or 3M, Pass or raise are the only NF bids. After 3d, 3/4M is to play. 4NT is RKCB.		
3D						After 4NT response (1430), reply based on H.	
3NT	x			Solid 7+c m, ≤Q outside	4/5C = Pass or correct	HIGH LEVEL BIDDING	
4C		7		NAMYATS Strong hand with H	4D asks for shortage; 4H to play	RKCB (1430) Majors. Queen ask – next available suit 5NT – king ask- response shows number of kings Minorwood per below but 1430. In competition, DOPI, ROPI. Lightner doubles	
4D		7		NAMYATS Strong hand with S	4H asks for shortage; 4S to play		
4M		7		To Play	4NT = RKCB		
4NT	x			Specific ace ask	5C = none; 5D/H/S/6C = ace of that suit; 5NT = 2		
5m		7		Pre-emptive/to play		Minorwood (steps as 1430 RKCB). 5m+1 follow-up = K ask (1st step 0/3, 2 nd 1, 3 rd 2)	
						Lightner DBLs. DOPI/ROPI/DEPO	