

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level = 7 – 17 HCP varies with vul/position 5+ cards (rarely 4)
2 level = 9 – 17 HCP varies with vul/position 5+ cards
New suit = F1
Cue-bid = usually, support and values (i.e. good single raise or better) but may be general force or conventional.
Weak jump raises, mixed raises
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat = 15 - bad 18 HCP (system on – but after (1M) – 1NT, 2♣ only asks about other M).
4 th seat live = nat. 16-19 HCP by unpassed hand, unusual (i.e. 2 lowest suits) by passed hand.
4 th seat balancing = 10-15 HCP, stopper not guaranteed, system on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls : weak, 6+ cards, varies with vul/position
Unusual 2NT : lowest 2 suits (5/5 or longer) wide-ranging values
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue : Michaels, 1m 2m 5+/4+ majors, 1M 2M 5+/4+ Mm
Jump cue : solid suit elsewhere, looking for stop
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = 4+/4+ majors, 2♦ = 5+ M, 2♥/♠ = 5 of that suit and 4+ minor
2NT = 5/5 Minors
PH or 4 th seat: X = MM or single minor, 2♣ = ♣+M, 2♦ = ♦+M
2♥/♠ = 5+ M, 2NT = 5/5 Minors
X: Vs Wk or Str NT = Penalty (by unpassed hand)
3 of a suit = nat : intermediate if m, weak if M.
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O, Lebensohl after X of weak two (Note 4)
Leaping Michaels vs 2-level pre-empt, non-leaping vs 3-level pre-empt (Note 3)
Jump to 4NT = mm, Cue = Stopper ask
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. strong 1♣ : 1NT = Minors, X = Majors (same after 1♣ - 1♦).
Vs. Polish 1♣ or equivalent: as vs.natural 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = limit raise or better. Dbl jump = preemptive raise. 2/1 NF, nat, usu 6-c suit. RDBL = 10+ HCP, support unlikely. Fit jumps.
1M – (x) - ? or (1m) – 1M – (x) - ? = transfers apply (Note 2)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th, 2nd from bad suit, MUD	3 rd and 5 th	
NT	4th, 2nd from bad suit, MUD	3 rd and 5 th	
Subseq			
A and Q asks for attitude, K asks for count, or unblock if possible			
Leads are 3 rd and 5 th vs slam contracts			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax..., AK...)	same	
King	Count (AK..., KQ...)	same	
Queen	Att/unblock J (KQT or QJ)	Att/unb (KQT or QJ or AQJT)	
Jack	KJT..., JT...	AJT..., KJT..., 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 (Txxx..or better)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	LOW = ENC	HI = Even	Odd = ENC
Suit 2	Count	Suit Preference	Even = NEUT/DISC, SP
3	Suit Preference		
1	LOW = ENC	HI = Smith Peter	Same as above
NT 2	Suit preference	HI = Even	
3		Suit Preference	
Signals (including Trumps):			
Smith Peter in NT, Hi-Lo by either hand in declarer's first suit ENC our lead			
Trump Echo, Hi-Lo <u>may</u> indicate preference for higher suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4♥. Light re-opening DBL			
Can be light (10+) with classical shape			
Natural responses, Cue-bid = Forcing			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4♥			
Support DBL/RDBL up to 2♠			
Responsive DBL up to 4♥			
Maximal DBLs			
Most low-level DBL = T/O			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Republic of Ireland
PLAYERS: Tom Hanlon
Conor Boland
Camrose 2024
SYSTEM SUMMARY
Natural, 5 card majors, short club, 2/1 GF
1NT opening 15-17
1NT can contain 5cM / 6cm / 5-4
3 Weak Twos
Pre-emptive jump raises
Fit jumps
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening 2♦ / 2♥ / 2♠ Weak
Transfers after opponents overcall our 1m with 1♦/♥ (Note 1)
Transfers after double of our 1M opening or overcall (Note 2)
SPECIAL FORCING PASS SEQUENCES
After a GF has been established
IMPORTANT NOTES
RKC 1430, 2 no Q, 2+Q. 5NT follow-up = specific king ask.
4NT-5NT = 2 keycards, unspecified void
4NT-6x = 1/3 keycards, void in x
4NT-6 of trump suit = 1/3 keycards, unbidable void
Transfer lebensohl after interference over 1NT (Note 5)
Lebensohl SANS after X of a weak two (Note 4)
Lebensohl SANS over a reverse = <8HCP (Note 4)
4th Suit Forcing = GF
PSYCHICS: Seldom

OPENING	ART	MIN. NO. OF	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	9-21 HCP	1M may contain longer ♦ if not INV+. 1NT = 6-10 HCP, denies 4M. 2♣ = GF, 12+HCP, 5+♣, usually no 4M. 2♦ = limit raise 9-11. 2♥/♠ = nat pre-empt (≤6 HCP). 2NT = 10-12 HCP. 3♣ = 0-8 HCP, 5+♣.	2-way checkback after 1NT rebid. 3♦ checkback over 2NT rebid. 1♣-1♦/♥-1NT doesn't deny 4♠. 1♣-2♣-2♦/♥ show unspecified shortness 11-14/15+	Note 1
1♦		4	4♥	9-21 HCP	1NT = 6-10 HCP, denies 4M. 2♣ = nat, GF. 2♦ = GF, 12+HCP, 4+♦, usually no 4M. 2♥/♠ = nat pre-empt (≤6 HCP). 2NT = 10-12 HCP. 3♣ = limit raise 9-11. 3♦ = 0-8 HCP, 4+♦.	2-way checkback after 1NT rebid. 3♦ checkback over 2NT rebid. 1♦-1♥-1NT doesn't deny 4♠. 1♦-2♦-2♥/♠ show unspecified shortness 11-14/15+	Note 1
1♥		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, denies 4♠, semi-forcing. 2♣/♦ = nat, GF. 2♥ = 6-9 HCP, 3♥ (occ. 4 in flat hand). 2♠ = nat pre-empt (≤6 HCP). 2NT = INV+, 10+ HCP, 3+♥. 3♣/♦ = nat 5-8 HCP (NV), 9-11 HCP (V). 3♥ = ≤6 HCP, 4♥. 3♠ = splinter. 3NT = to play, doesn't promise support. 4♣/♦ = splinter.	AFTER 1♥-2♥ : long suit trial bids. AFTER 1♥-2NT : 3♣ = most minimum hands ≤14 HCP, 3♦ = 15+ HCP (or 6 losers) no shortage, 3♥ = 15+ HCP, singleton club, 3♠ = 15+ HCP, singleton diamond, 3NT = 15+ HCP, singleton spade, 4 of other suit = void in that suit. 1♥-1NT-2♣- (2♦ = relay to 2♥, 2♥ = 8-10, 2♠ = good ♣ raise)	Note 2 Note 6 (Drury)
1♠		5	4♥	9-21 HCP	1NT = 6-11/12 HCP, semi-forcing. 2♣/♦/♥ = nat, GF. 2♠ = 6-9 HCP, 3♠ (occ. 4 in flat hand). 2NT = INV+, 10+ HCP, 3+♠. 3♣/♦ = nat 5-8 HCP (NV), 9-11 HCP (V). 3♥ = nat 10-12, 6+ suit. 3♠ = ≤6 HCP, 4♠. 3NT = to play, doesn't promise support. 4♣/♦/♥ = splinter.	AFTER 1♠-2♠ : long suit trial bids. AFTER 1♠-2NT : 3♣ = most minimum hands ≤14 HCP, 3♦ = 15+ HCP (or 6 losers) no shortage, 3♥ = 15+ HCP, singleton club, 3♠ = 15+ HCP, singleton diamond, 3NT = 15+ HCP, singleton heart, 4 of other suit = void in that suit. 1♠-1NT-2♣- (2♦ = 5+♥, 2♥ = relay to 2♠, 2♠ = 8-10)	Note 2 Note 6 (Drury)
1NT			4♥	15-17 HCP, bal. or semi-bal. 5M, 6m or 5/4 possible	2♣ = non-prom Stayman. 2♦/♥ = xfer to ♥/♠. 2♠ = xfer to ♣. 2NT = xfer to ♦. 3♣/♦/♥/♠ = nat slam try. 4♣ = 6+/5+ majors. 4♦/♥ xfer to ♥/♠. 4♠ = 5+/5+ minors.	Superaccept of major-suit xfer : jump to 3 with min, bid 2NT with max (both with 4-cd support). Superaccept of minor-suit xfer : complete transfer.	Note 5
2♣	x			23+ BAL or any GF	2♥/♠ = 8+HCP, good 5-c suit. 3♣/♦ = 8+HCP, good 6-c suit. 2♦ = all other hands. 2♣-2♦-2♥-2♠ = 25-26 bal /♥/♥+other	2NT = 23-24 HCP, bal or semi-bal, with subsequent bidding as over 2NT opening. All other rebids nat GF.	As over 2NT op.
2♦		5		Usu. 6-c suit, 5-10 HCP (but 10-14 in 4 th pos). Can be lighter in 3 rd pos.	2NT = feature enquiry, usually constructive, may be tactical. Wide-ranging raises. New suit = F1. Splinters.	2x-2NT : 3♣ = max HCP, feature. 3♦ = min HCP. 3♥ = max HCP, feature. 3♠ = max HCP, feature. 3NT = AKQxxx	
2♥		5		As above	As above	As above with 3♥ as min HCP	
2♠		5		As above	As above	As above with 3♠ as min HCP	
2NT				20-22 bal or semi-bal (e.g. 5422 and 4441 both possible)	3♣ = Puppet Stayman. 3♦/♥ = xfer. 3♠ = puppet to 3NT, one or both minors. 4♣ = 6+/5+ majors. 4♦/♥ = xfer. 4♠ = 5/5 mm	AFTER 3♣ : 3♦ = no 5M, has 4M, 3♥ = 5 hearts, 3♠ = 5 spades. 3NT = no 5M or 4M	
3♣		6		Pre-emptive	New suit below game = natural GF. 4NT = RKCB (mod. responses)		
3♦		6		Same as above	Same as above		
3♥		6		Same as above	Same as above		
3♠		6		Same as above	Same as above		
3NT	x			Solid 7+Card minor, no outside A or K	4/5♣ = Pass or correct, 4♦ = shortage enquiry (steps, 4NT = none)	HIGH LEVEL BIDDING	
4♣		7		Pre-emptive	4♦ = natural GF; 4♥/♠ = to play; 4NT = RKCB	1430 RKCB	
4♦		7		Pre-emptive	4♥/♠/5♣ = to play; 4NT = RKCB	DOP1, ROP1 and DEPO	
4♥		7		To Play	4♣/5♣/♦ = cue; 4NT = RKCB	Lightner DBLs	
4♠		7		To Play	5♣/♦ = cue; 4NT = RKCB	5NT Pick A Slam	
4NT	x			Specific ace ask	5♣ = none; 5♦/♥/♠/6♣ = ace of that suit; 5NT = 2	Specific King Ask	
5m		7		Pre-emptive		Exclusion RKCB 1430	
5M		7		Almost slam-worthy	Raise the level of the fit for each top trump honour	Minorwood RKC 1430	

Note 1: Transfers after opponents overcall our 1m with 1D/1H

1C – (1D) –

X = 4+ hearts
 1H = 4/5 spades
 1S = no 4+ major
 1NT = natural
 2C = natural raise
 2D = 6+ hearts
 2H = 6+ spades
 2S = GF club raise
 2NT = natural 10-12
 3D = 5+/5+ in majors

1C – (1H) –

X = 4/5 spades
 1S = <4 spades
 1NT = natural
 2C = natural raise
 2D = natural, F1
 2H = 6+ spades
 2S = GF club raise
 2NT = natural 10-12
 3C = natural raise

1D – (1H) –

X = 4/5 spades
 1S = <4 spades
 1NT = natural
 2C = natural, F1
 2D = natural raise
 2H = 6+ spades
 2S = GF diamond raise
 2NT = natural 10-12
 3D = natural raise

Note 2: Transfers after double of our 1M opening or overcall

1H – (X) –

XX = 10+ generally balanced
 1S = spades
 1NT = clubs
 2C = diamonds
 2D = good heart raise 8-10
 2H = weak heart raise 5-7
 2S = 7-9 heart raise with 4+ hearts
 2NT = lim+ raise, 3+ card support
 3X = fit jump

1S – (X) –

XX = 10+ generally balanced
 1NT = clubs
 2C = diamonds
 2D = 5+ hearts
 2H = good spade raise 8-10
 2S = weak spade raise 5-7
 2NT = lim+ raise, 3+ card support
 3m = fit jump
 3H = 7-9 spade raise with 4+ spades

Same treatment applies over: (1m) – 1M – (X) – (?)

Note 3: Leaping Michaels and non-leaping Michaels

Defence to natural 2D opening:

- 4C = clubs + a major, 5+/5+
- 4D = both majors, 5+/5+

Defence to natural 2M opening:

- 4C = clubs + other major, 5+/5+
- 4D = diamonds + other major, 5+/5+
- 4M (opener's major) = strong with minors, 5+/5+
- 4NT = less strong with minors, 5+/5+

Defence to natural 3m opening:

- 4m (opener's minor) = both majors, 5+/5+
- 4om = other minor and a major, 5+/5+

Defence to natural 3M opening:

- 4C = clubs + other major, 5+/5+
- 4D = diamonds + other major, 5+/5+
- 4M (opener's major) = strong with minors, 5+/5+
- 4NT = less strong with minors, 5+/5+

Note 4: Lebensohl over double of opponents' weak 2-level opening / over opener's reverse

(2D) – X – (p) –

2H/S = natural, weak
 2NT = 0-7, relay to 3C to play in 3C (partner bids 3C unless strong)
 3C = natural, 8+ points

(2H) – X – (p) –

2S = natural, weak
 2NT = 0-7, relay to 3C to play in 3C or 3D (partner bids 3C unless strong)
 3C = natural, 8+ points
 3D = natural, 8+ points

(2S) – X – (p) –

2NT = 0-7, relay to 3C to play in 3C or 3D or 3H (partner bids 3C unless strong)
 3C = natural, 8+ points
 3D = natural, 8+ points
 3H = natural, 8+ points

After opener's reverse (F1 16+ pts):

Rebid 2M = natural, forcing
 2NT = relay to 3C (default unless extras)
 3X = natural and forcing

Note 5: Transfer lebensohl after interference over our 1NT

e.g. 1NT – (2S) –

- X = takeout
- 2NT = relay to 3C either to play 3C, or as a prelude to sign-off in 3D or 3H,
 - Or to follow with 3S to show 4H and no S stop (SANS),
 - Or to follow with 3NT to show no S stopper, no 4H (SANS)
- 3C = 5+ diamonds, 8+ points
- 3D = 5+ hearts, 8+ points
- 3H = transfer cuebid, multiple hands
- 3S = 5+ clubs, 8+ points
- 3NT = to play with spade stop (FASS)

Transfers end at 4NT

No transfers after 4 level or higher intervention

Over 1NT – (3D) –

- 3H = 5+ spades
- 3S = 5+ hearts
- 4C = 5/5 in majors
- 4D = 6+ hearts
- 4H = 6+ spades
- 4S = clubs, slam interest

Note 6: Drury over 1M opening in 3rd/4th seat

After 1M opening in 3rd or 4th seat

- 2C = 3+ card support, max. passed hand
 - Now 2M by opener shows weakest hand
 - Jump by opener is shortage with slam interest
- 2M = raise, worse hand than 2C bid
- 2NT = 4+ support and shortage
 - 3C asks
 - 3D = short club
 - 3H = short diamond
 - 3S = short other major
- 3-level bids are fit jumps showing 3+ support and a good 4+ card working side suit typically with 2-3 working honours (e.g. AJ10xx)