DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
General Style:- Sound when Vulnerable
Minor Suit O/Call - always good suit (lead directing)
Responses:- Direct Raise primarily barrage/pre-emptive
Unassuming Cue Bid ó used as Invite.
Change of Suit/NT - Constructive
Jump Cue Bid:- Mixed Raise
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses)
2 <sup>nd</sup> Pos 15-17 - Responses: Stayman & 4 Suit Transfers
4 <sup>th</sup> Pos 10-14 - Responses: Stayman & 4 Suit Transfers
If NT Overcall is Doubled:- BASIC Helvic applies.
If openers partner raises his suit to 2 Level <u>- Lebensohl</u> applies
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak ó Pre-emptive, but can be up to minimum opening values
in 3 <sup>rd</sup> Seat if partner has passed opening.
Responses: Natural, Pre-emptive, 2NT range enquiry (if available).
Unusual NT ó Lower 2 Suits -or other suits (if opps bid 2 suits).
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct:- Michaels ó Over Minor shows majors, Over major
shows Other major + unspecified minor - at least 5/5).
Responses:- Raise ó Barrage, 2NT ó Enquiry, 3C ó pass/correct.
Jump Cue Bid:- Splinter.
VS. NT (Note alternates VS Weak & Strong NT).
<b>Capelletti:-</b> Dbl = Penalty, 2C = Single suited hand, 2D = Majors,
2H = H + Minor, $2S = S + Minor$ , $2NT = Minors$ .
Responses:- 2NT generally range enquiry, Raises pre-emptive.
All as above against Weak NT (12-14) ONLY.
Versus Strong NT:- Dbl = Single Suited Hand, and 2C=Minors.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = Take Out / Optional
3NT = To Play
New Suit = Suit + Values.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*
Vs Strong 1C - Truscott.
1D = D+H, 1H = H+S, 1S= S+C, Dbl = C+H, 1NT = D+S
All of the above with less than 13HCP.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP ó denies length in openers suit.
Normal Bergen raises of Majors.

New Suit = Natural and F1R (1 Level), GF (2 Level not passed hand)

Raise = Premptive / Natural

MUD, Second highest seq From 4 Small. (All same) From 5 Outhers From 4 Small. (All same) From 3 Otherwert From 5 Oth			DS AND SIGN	ALS	
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port Doubles (showing 3 card support for responders major) up to			rd support for r	esponde	re major) un to 24
port Dodoles (showing 5 card support for responders major) up to	upport Doubles (sile	owing 5 cal	ra support for f	csponde	15 major) up 10 2n

## W B F CONVENTION CARD NCBO: C.B.A.I. PLAYERS: DIARMUID REDDAN **JOHN PHELAN Draft 07 – 17<sup>th</sup> January '20** SYSTEM SUMMARY GENERAL APPROACH AND STYLE OVER 1, 15-17 NT, 5 Card Majors, Benjamin 2øs. Inverted Minors. IC Can be 3-Card Suit. ID Can be 3-Card Suit (only if exactly 4-4-3-2 shape). KYNT SPECIAL BIDS THAT MAY REQUIRE DEFENSE XYNTö - After Opener Rebids 1NT:-2C = Puppet to 2D (either invitational or weak with D) 2D = Game Forcing 2NT= Puppet to 3C (various GF hands or weak with C) SPECIAL FORCING PASS SEQUENCES MPORTANT NOTES PSYCHICS: VERY RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.		3	4S	Response 2C=11+ & 4+ clubs	1NT: 6-9 HCP & 4 clubs or 10 HCP & 5 clubs	(No other suit)	
				3C = 5 + clubs, 7-9, no major	2NT= 5+ clubs, 0-5pts Inverted Minors		
1 ♦		3	4S	Response 2D=11+ & 4+ diams	2H/2S = 2-5 HCP + 6 trumps	XYNT after Openers 1NT Rebid.	
	1			3D = 5 + diams, 7-9, no major	2NT=5+dia 0-5, 3C = 9-11 HCP 6 card suit NF	(2C = Invite or D, 2D=GF).	
1♥		5	4S		Bergen Raises, 3H/3S = 4-6 HCP+4 trumps, 3D = 6-9, 3C=10-11, 2NT= 12+, 3NT= 12-15 flat 4-3-3-3 all with 4 card support.	After Bergen 2NT, 3 of a new suit = singleton or void, 4H/S = 11-12, no shortage 3H/3S= 15+ non-minimum, no shortage,	
1 ♠		5	4S		2C=Dreary (Either Nat 2/1 or 3-Card Invite+)	4C/4D = 5 Card Suit.	
INT				15-17 Balanced	2C = Non-Promising Stayman,	Systems ON if Opps DBL 1NT opening	Lebonsohl over interference
				Can include 5 card Major	4 Way Transfers, 2S = Club Transfer	Except RDBL puppet to 2C.	
					2D/2H Major Transfer, 2NT = Diamond Transfer.		
2.	$\checkmark$		4S	Artificial - Benjamin	2D Relay	2NT = 21/22, $3NT = 25/26$	
					Puppet Stayman & Transfers over 2NT rebid.	Suit = 8/9 Playing Tricks.	
2♦	$\checkmark$		4S	Artificial ó GF - Benjamin	2H Relay	$2NT = 23/24, \ 3NT = 27/28$	
					Puppet Stayman & Transfers over 2NT rebid.		
2♥		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, $3D = 7/8$ , $3H = 8/9$ , $3S = 9/10$	In Third Seat Can be a little
						3NT = Suit headed by AKQ	Stronger ó 6-12 HCP.
2		6		6 card suit 6-10 HCP	2NT = Range Enquiry	3C = 6/7, $3D = 7/8$ , $3H = 8/9$ , $3S = 9/10$	- Ditto -
						3NT = Suit headed by AKQ	
2NT				19-20 ó bal or semi-bal	3C = Puppet Stayman	, i	
				(can have singleton).	3D / 3H = Heart/Spade Transfer	After 3S - 3NT denies good clubs,	
3♣		6/7		6-7 card suit ó pre-emptive	3S = Club Transfer, 3NT= Diamond Transfer	After 3NT ó 4C denies good diamonds.	
3♦		6/7		6-7 card suit - pre-emptive			
<b>3</b> ♥		7		Pre-emptive			
3 <b>4</b>		7		Pre-emptive			
3NT	J	7		Long Solid Minor with not	4C / 5C / 6C = Pass or Correct.		
				More than a Q outside.			
<b>1</b> ♣		8		Pre-emptive			
4 ♦		8		Pre-emptive			
<b>4</b> ♥		7 / 8		Pre-emptive/ or to make			
4♠		7/8		Pre-emptive/ or to make			
4NT							1
5♣		9		Pre-emptive		HIGH LEVEL BI	DDING
5♦		9		Pre-emptive		RKCB:- 14-30	
						Constructive Raise to 4 of a Minor = Slam Invite	
		I	1				