DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGN	IALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	IG LEADS ST	YLE					
Up to 17hcp		Lead			In Partner	r's Suit	CATEGORY: NATURAL (Green)	
Responses: New suit is forcing	Suit	2 nd an	2 nd and 4 th , MUD		Count/Low from Honour		NCBO: Ireland	
UCB with support & 10+ pts	NT	4 th , M	IUD		Count/L	ow from Honour	PLAYERS: Hilary Dowling-Long & Gilda Pender	
-	Subseq							
(1nt) – P – (xfer) : xfersuit is takeout	Other:	·						
							Nov 2023	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
2 nd pos: 15-17 sys on	Lead				Vs. NT			
4 th pos: 10-14 sys on	Ace	AK			AK		GENERAL APPROACH AND STYLE	
	King		AK+; KQ+		AK+; KQ+		5-card majors (semi-F 1NT), open heavy 1-bids; respond	
	Queen		J109+; KJ109+			QT+; QJ10+; AQJ+	very light; 2/1 GF	
	Jack				J109+; A/KJ109+		Weak NT; 11-14;	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		109+; K109+		109+; A/K109+		Inverted minors	
Weak jump overcalls	9	Mud			mud		2C – 9+ playing tricks, balanced 23+	
	Hi-X	Doubl	leton		Doubleto	n	2D\2H\2S – weak; < opening bid	
D 11.151 C 1	Lo-X	C IN ORDER	OED	DIODITY			2NT – balanced, 20-22	
Reopen: 11-15 hcp, 6+card	SIGNAL	S IN ORDER			1 5		CDECKAL DIDGENAL MALK DECKIDE DEPENDE	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	┥┝──	Partner's Lead	1	Declarer's Lea		viscarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct cue is Michaels Jump Cue initially asks for stopper for NT		Rev Attitude Rev Count		Rev Count Suit Pref	U	0+2=Enc; E-2=S/P		
Cue in balancing position shows strong 2 suiter hand		Suit Pref		Suit Fiel			LEBENSOHL ⁵ -SLOW	
cue in balancing position shows strong 2 surer hand		Rev Attitude		Rev Count	0	0+2=Enc; E-2=S/P	ESCAPING FROM 1NT DOUBLED - DONT ¹	
VS. NT (vs. Strong/Weak; Reopening;PH)		Rev Count		Rev Count		7+2-Enc, E-2-5/1	ESCAPING FROM INT DOUBLED - DONT	
ANTI: 2C= 5+D or both majors; 2D = 5+H or 4S and longer minor;	- N1 2	Rev Count						
2H = 4Hs and longer minor; $2S = Spade$ suit	Signala (i	ncluding Trum	ma).					
X is penalties				Even-2, rev smi	ith notors	wit prof		
A is penalues	Ke Au, K	ev Count, Oud	s+2 &	Even-2, lev sim	illi peters, s	suit prei		
				DOUBLES				
		DOODLES					SPECIAL FORCING PASS SEQUENCES	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	TAKEOUT DOUBLES (Style; Responses; Reopening)				Opps overcall a suit (or X) over our Cue/SPLinter/Art. Bid		
Vs weak2: leb after X; 2NT 16-18 sys on; leaping Michaels ⁴	Up to 5D	Up to 5Ds					X (or R) 1 st round control of the opp's suit	
Vs multi 2D: 2M 4+, 2NT 16-18 sys on		7 loser hands or better						
Vs 2-Suit overcalls: X pen, Inv cue bids	Resp: cue	Resp: cue is GF						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24								
	SPECIA	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						
	Negative	Negative X through 5D (1 level 6+pts, 2 level 8+pts, 3 level 10+pts)						
		SOS XX						
OVER OPPONENTS' TAKEOUT DOUBLE	X of arti	X of artificial bid shows that suit						
XX hand ownership; 8/9+ points	Lightner	X for slams						
							IMPORTANT NOTES	

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OPENING	TICK IF ARTHFICIAL MIN. NO. OF CARDS		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1.		3	5D		1D 3+ cards ;1NT 8-10; Inv minor ³ , 2NT 13-15; 3NT 16-18	1 NT 15-17; 2NT 18-19	
1 ♦		3	5D		1M 3+ cards 1NT 8-10; 2D inv minor, 2C F1; 2NT 13-15;		
1♥		5 (4)	5D	May be 4 card opposite passed partner	1NT 6-12; 2x GF; 2NT 13-15; 3C = J2NT ⁶ 3M-1 limit		2C Drury
1 🖍		5 (4)	5D	May be 4 card opposite passed partner	1NT 6-12; 2x GF; 2NT 13-15; 3C = J2NT 3M-1 limit		2C Drury
INT				11-14, maybe single honour; 6 card minor; 5 card major	4 suit transfers; Texas	Lebensohl-Slow over interference	
2*	√	0	N\A	All strong hands inc 9+ playing tricks and 23+ balanced	2D 0/1 control, 2H 2 controls, 2S 3+ controls	2C-2D-2H GF; puppet stayman over 2NT	
2♦		5	N∖A	Weak with 5+ ♦; usually 6+	2NT enquiry; new suit is F1R	Feature showing	
2♥		5	N∖A	Weak with 5+ ♥; usually 6+	2NT enquiry; new suit is F1R	Feature showing	
2♠		5	N∖A	Weak with 5+ ♠; usually 6+	2NT enquiry; new suit is F1R	Feature showing	
2NT			N\A	20-22 Balanced	3C-puppet, 3D\H – Trx, 3S – both minors or 1 minor slam try		
3♣		6	N∖A	Weak with 6+ ♣; usually 7+	New suit F1R; jump to any game to play		
3♦		6	N∖A	Weak with 6+ ♦; usually 7+	New suit F1R; jump to any game to play		
3♥		6	N∖A	Weak with 6+ ♥; usually 7+	New suit F1R; jump to any game to play		
3♠		6	N∖A	Weak with 6+ ♠; usually 7+	New suit F1R; jump to any game to play		
3NT	✓		N∖A	Long minor with at most one outside stopper			
4 .				Pre-empt			
4♦				Pre-empt		HIGH LEVEL BIDDING	
4♥				Pre-empt		RKC-M 1430	
4 ♠				Pre-empt		RKC-m 3014	
4NT	✓			Specific Ace Ask		5NT specific K ask	
5 .				To Play		1m – 2m – 4m RKC; 1m- 2m – any – 4m RKC	
5♦				To Play		Gerber 1st bid over NT	
5♥						Cues 1 st \2 nd below game; 1 st above game	
5♠						Forcing Pass	

Notes

1. DONT: Bidding a suit shows that suit and a higher suit. XX is a puppet to 2C for pass/convert by responder.

Suit: That suit and another

X: 5+ card suit, pd replies 2C, pass or convert

Jump suits are natural with length rather than strength

2NT − GF, 2 suiter.

- 2. Michaels: Cue bid shows the majors over a minor and a major/minor over a major all 5/5, any strength.
- 3. Inverted minors: 1D 2D is 10 + pts; 1D 3D is weaker
- 4. Leaping Michaels: Over a weak major bid (at 2 or 3 level) bidding 4 minor shows the minor and the other major 5/5
- 5. Lebensohl: Over interference to 1NT opening, 2NT is a puppet to 3C for pass/convert by responder. SLOW means that is we bid 3NT or stayman via 2NT we do not have a stop in the suit shown by the opps slow arrival no stopper (SANS).
- 6. Responding to a 1 Major opening: 2/1 is GF, example below of responding to a 1H opening.

1♥	1 🖍	natural, may be light if non-vul.
	1NT*	semi forcing, upto 12pts, 3 card support possible with 8 losers
	2♣*/◆*	13+ points, FG, 5+ cards
	2♥	support raise is real, 3+ hearts
	2♠*	showing exactly 5♠ and 3 card heart support (rare)
	2NT*	GF balanced, 3 card support possible
	3 ♣*	Forcing ♥ raise, GF, may incl a singleton, similar to the Jacoby 2NT
	3 ♦ *	4-trump limit raise 10-12 points
	3♥ *	Pre-emptive, 4+ trumps, < 6 HCPs,
	3♠	Weak splinter in spades 9-12 points
	3NT*	Choice of game, balanced, 13-15 HCPs
	4m*	Weak minor splinter 9-12 points
	4♥	Pre-emptive 5+ trumps, < 6 HCPs, unbalanced