

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Re-opening)</b>
Overcalls = sound and natural ; WJO; Truscott over strong club New suit advance = transfer advance when RHO passes, natural otherwise F1 UCB if not transfer advance, shows 3 card support Mixed raises
2NT= 4card support for major, when passed hand Reopen: any strength
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2/3 seat 15-18 , system on, transferring into their major = artificial 4 <sup>th</sup> seat= 10-14/15 ( spades ) Protective Truscott over strong club By passed hand = 2 suited
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
JO= pre-emptive , 2 suited = michaels/UNT ( weak or strong ) 2NT 4 <sup>th</sup> seat: strong
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct = Michaels, over 1C=2+ then 2D= majors Jump cue = stopper asking 3nt After 1 level overcall of our 1m, jump cue = transfer to 3nt
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi Landy vs Weak and Str NT; exception vs WNT DBL in direct seat=Pen and Pass out seat dbl= t/o (with opening bid) Re-opening DBL as passed hand is t/o
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl= T/O, Cue bids two suited ; 2NT 15-18 system on Jumps are two suited 3NT = to play; 4NT = two suited

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & 5th	3 <sup>rd</sup> & 5th	
NT	2 <sup>nd</sup> & 4th	2 <sup>nd</sup> & 4th	
Subseq	UDCA		
Other: Smith peters; coded 9 and 10			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count	
Queen	Attitude	Attitude	
Jack	Top of sequence or doubleton	Top of sequence or doubleton	
10	Coded	Coded	
9	Coded	Coded	
Hi-X	Doubleton	Second highest from rags	
Lo-X	From 3+	From 3+	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att	Count	Rev att
Suit 2			
3			
1			
NT 2	Rev att	Count	Rev att
3			
Signals (including Trumps): Reverse attitude; Smith peters; Trump echo = suit pref where relevant.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
DBL=short in bid suit or v strong (often followed by cue bid)			
Opp bid 2 suits then DBL = T/O other two			
Reopening X any strength			

W B F CONVENTION CARD
<b>PLAYERS: Roisin de Jong &amp; Mairead Haugh</b>
EVENT IBU Ladies Trials 2024
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Natural 5CM, 1C 2+, Transfer responses over 1C 1NT response to 1M semi-F 1NT openings:15-17 may have two doubletons 2C over 1M is either balanced GF or clubs and forcing to 3m; 2 diamonds generally 5+ Weak 2s in Spades, hearts and diamonds (*with Grue switch) Inverted minors = invit ++, off after interference XYZ Gazzilli over 1M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
After 1m/1M , transfer responses on after a double After opp overcall our minor with 1S, switch the remaining suits After opp overcall 1M with 2C , switch other two suits Transfer advances after we overcall Gambling 3nt in ½ seat Transfers after opp overcall 2OM over our 1M (including 1S – 2H); *transfers after opp X our weak 2M *Reverse Flannery: 2H/2S jump response to 1m = weak/invitational, respectively, showing 5S + 4H Drury; minimum splinters; long suit trial bids+ short suit trial bids (also after Drury) Wolff check-back after 2NT rebid (18-19) 1M 1NT 2NT then transfer bids
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass = F when we bid to game to make; part of Dop/Ropi. Part of defence to Michael's/UNT, if responder bids

<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Truscott , dbl =C&H , NT=D&S, Bid suit= that suit and one above
Jumps = natural
Similar treatment for 2D response
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
After 1m X transfer responses on
After 1M X ReDbL=Clubs , 2C=D etc; 2NT = Truscott- agree M, inv.+

<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>
Support Dbls and Re doubles inc Diamonds; Responsive X; dopi/ropi/depo competitive X; game invite X; transfer Xs & XXs, e.g. if our W2 doubled
Truscott over strong club (double is clubs and H etc.)

IMPORTANT NOTES Bids after 1D – 2C: 1D – 2C – 2D (May only have 4); 2H = non-reverse; then next suit up by responder is min. Bids after 2 over 1: 1M – 2m – 2nt = gf from either side. After 1m – 1M – 2m 2NT = art. Asking shortage. 3m = inv <b>After 1C – 1X – 2C, 2D by responder asks majors; forcing to 3C</b> Lebensohl (next suit up) after opener's reverse
After splinter (shortage ask) we show (balanced), high, middle, low
<b>PSYCHICS:NO</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		Bal 12-19 pts/ unbal 11-20	Transfer responses, 1NT=6-10, 2C=inverted, 2D=mixed raise; 4D/H = Texas; 4S = minors; 2NT= GF, balanced (then stayman etc)	Bids natural; 4SF	Inverted minors show max as passed hand; Texas off in comp.
					2H=5S4H weak 2S=5S/4H invite (= Rev. Flannery)	2nt =leb, 3m GF	Off in comp; PH on
1♦		4		Bal 12-19 pts/unbal 11-20	1M=4+ 6+pts, 1NT= 6-11, 2C =11+ pts 2D=inverted, 2M as above 3C=mixed raise; 2NT = GF, balanced (then stayman etc)	1D-2C-2D/H = min (may not have 5D); then next suit up = art. Min; rebid of 2c can be 4/5 After 2NT Rebid, then Wolff (= checkback+)	As above
					After 1m – 1M – 2NT = shape ask GF		
1♥/1S		5		Bal 11-19 pts	1NT Semi F, 2C= clubs or bal game invite, 2D=5+ D, 2NT = Jacoby, 3m= Bergen (3C = stronger); 3M+1 min splinter; normal splinter stronger	After Jacoby, 3c min hand, 3D=max WNT/18/19, 3H=splinter, 3S=5/4, 3NT=strong NT 4m/4OM= 5card suit FSF (to game); Lebensohl after opener's reverse if weak.	Drury in 3 <sup>rd</sup> and 4 <sup>th</sup> seat: 2D = 3 card support 10-11 hcp; 3c = 4+ support, 8-11 hcp; off in comp
				11-20 unbal	Jump in other major= limit raise; 2 over 1 forcing only to 3m After 1M-1NT-2NT (18-19), then transfers	After 1H/S-1nt, 2c is gazzilli = weak with C or 17+ art. 2NT (jump) rebid = 18-19, then checkback+ Junk raise continuations after 1M-2M (game invites or showing shortage)	V. Multi: X = 13-15 bal or any 19+; X followed by Leb 2M = nat (in reply, other M is cue, jump in OM is nat) 2nt = nat, system on (2 suited over 1M-2M); 3m nat; 2s = S and m; 3nt = nat; 4c = c & H; 4d = d & h; 4M = nat v. W2M or 1M-2M:3M = non-game force Michaels; 4m = leaping Michaels Over 2d or 1d-2d: X followed by leb; As above, but 3d = Majors Two-train. Where we show a strong 2 suiter, the most economical cue bid agrees the next suit up.
		5			After 1x and 1Nt rebid, then XYZ	2NT (jump) rebid = 18-19 (then checkback+)	
INT				15-17 maybe unbal 6Cm (rarely) or two doubletons; can have 5M	Stayman, 4way transfers, 2D= transfer/ Walsh transfers. 2NT = puppet; Invitational Smolen	After Major agreed, 3OM = slam inv. If H agreed, 4c = bal slam inv.	Vs 2NT for minors, weak: 3c – majors strong; 3d = majors weaker; 3M = nat; 4c = 6h & 4S; 4D= 6S & 4H; 4Nt = BW
							Vs Ekrens 2D: 2♥ strong t/o for minors; 2♠ weaker; 4H = 6c & 4D; 4S = 6D & 4C. Pass then X = pen Vs 3D Majors: X = t/o, 3H nat; 3S = minors; X and 2 <sup>nd</sup> X = pen; pass and X = t/o

