

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style = constructive
5+ suit 8+ pts at one-level , 10+pts at 2 level
New suit response NF
Cue bid = 10+ pts support or 13+ pts without support
Jump cue bid Mixed Raise 7-9 pts with 4+ card support
2 Suited O/C (Notes 1 & 2)
INT OVERCALL (2nd/4th; Responses; Reopening)
Direct position 15-18 HCP
Responses: Bid as 1NT opening
1NT (4 th position) (1♣) P (1♥) 1NT 16-19 HCP
4 th position, protective = 10-14
Responses : Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-10 HCP with attention to vulnerability, 2NT = Ask
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid = Super Michaels Note 1, Other two-suited overcalls Note 2
Jump cue bid = Stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (Note 5)
Weak 1NT, X= penalties
Woolsey X over Strong 1NT = 10+HCP, and a 6-card m or,
5-card m and 4-card M. 2♣ response -pass or correct.
2♦ response asks for M. 2♥/2♠ NAT NF, 2NT ASK
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT Nat, O/C Nat
X = T/O up to 4♥ inclusive , PEN from 4♠
4NT over 4♥ = 5/5 minors, 4NT over 4♠ = bid suits upwards (change of suit NF)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural overcalls and jumps
Over strong artificial 1♣: X majors, 1NT/2NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+HCP, interested in PEN, subsequent X = for PEN
Fit jump, 4 card support and good second suit (Note 9)
New suit 4+ NAT & F1 unless already PH
Helvic (Note 10) if OPPTS double partner's 1NT opening or overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd & 5th	Low from odd	
NT	2nd / 4th	Low from odd	
Subseq	standard remainder count		
Other: Ace attitude, King for count SCUDA			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+++	AKHx, Ax	
King	AKQx,AKx,KQJx, KQxx,AK	AKQJxx, KQ10x,	
Queen	QJTxx, QJ98	QJTxx, QJ98,	
Jack	JTx, Jx or KJT	0/2 higher honours	
10	T98x, T9x or Tx	0/2 higher honours	
9	9,9x,98x	0/2 higher honours	
Hi-X	Sx	Sx, Sxx	
Lo-X	HxS, HxSx, xxS, xxxxS, HxxxS	HxxS, HxS, xSxx,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse ATT	Standard count	O=ENCRG, E=SP
Suit 2	Count		
3	SP		
1	Reverse ATT	Standard count	O=ENCRG, E=SP
NT 2	Count		
3	SP		
Signals (including Trumps): Discard of "9" in a suit STR ENCRG			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic style, may be light if perfect shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X = 6+HCP at 1 level, 9+ at 2 level. Supp X up to 2♠			
X of unnatural bid = lead directional			
Lightner X vs slam asks for unexpected lead			
X of 1NT/3NT auction by oppts asks for lead of shorter major			
X of oppts 3NT contract where 3 suits bid asks for lead of dummy's second suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Marie James and Adrienne Purdy
EVENT: EBL 2 nd women's online
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542 15-17 NT, 2NT rebid 18
we may open good 11 counts
1M-1NT F1
2 over 1 nearly FG 12+ HCP
Puppet stayman over 2NT opening/rebid (Note 4)
Transfers over 1NT/2NT opening or overcall
General style = Natural and competitive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong near GF or weak in ♦ (Note 13)
2♦ Opening = strong 23+ HCP, Game force - any suit, any shape
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
2NT Opening = 19/20 HCP, balanced/semi-balanced
3NT Opening = Gambling solid minor, pre-empt
Supermichaels Cue bids (Note 1),
Other 2 suited overcalls (Note 2)
Lebensohl after 2-level overcall of 1NT (Note 3)
4 th suit FG
Fit Jump in competition (Note 9)
Long suit game try F1
SPECIAL FORCING PASS SEQUENCES
over interference of freely bid vulnerable game
IMPORTANT NOTES
Splinter w/o comp, in comp = jump fit other than OPPS suit
Jump shift response, no comp = <6HCP, 6 card suit
PSYCHICS: Rare

OPEN ING	TICK IF ARTIF.	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	2+ ♣, 11-19 HCP	1♦/♥/♠ NAT 4 card, 2♣ 6-9(5+♠), 3♠ 10-12, 2M pre-empt. 1NT = 6-11, 2NT 12-13, 3NT 14+ (all no 4CM)	1NT = 11-13 HCP (=>XY, Note 16) 2NT = 18HCP	
1♦		4	3♠	4+♦, 11-19 HCP	1♥/♠ NAT 4 card, 2♦ 6-9, 3♦ pre-empt, 2M pre-empt. 2♣ 4+clubs GF, 1/2/3NT as for 1♣.	1NT = 11-13 HCP (=>XY, Note 16) 2NT = 18HCP	
1♥		5	3♠	5+♥, 11-19 HCP	Note 17	1NT = 11-13 HCP then =>XY (Note 16), 3♣ (GF Note 14) 2NT = 18HCP	Note 18 Drury Note 7
1♠		5	3♠	5+♠, 11-19 HCP	Note 17	after 2X, 2NT =11-13 or 17-18 HCP after 1NT RESP, 3♣ GF 6♠ or 5♠ & 4♣ Note 14	Note 18 Drury Note 7
INT				15-17 HCP, balanced/ semi-balanced	Stayman, Red suit transfers, 2♠ = range enquiry, 2NT asks better minor, 3X INV+/GF (Note 6) 4♣ Gerber, 4♦/♥ TRF to ♥/♠, 4NT quant	TRF or Super accept TRF with 16 HCP & 4 card SUPP (2NT & retransfer) or 14 HCP and 4 card SUPP (3M).	
2♣	✓		3♠	Artificial strong – near Game Force, 16+HCP, any suit, any shape or weak in ♦ (Note 13)	2♦ relay, other responses F1 (Note 13)	After relay, Pass = 5+♦, 5-10HCP 2NT = 21/22 HCP, then as for 2NT open 2♥/♠ or 3♣/3♦ = 8/9 playing tricks in suit	
2♦	✓		3♠	Artificial strong – Game Force, any suit, any shape	2♥ relay	2NT = all 23+ GF, then as for 2NT open 2♠ or 3♣/3♦/3♥ = 8/9+ playing tricks in relevant suit	
2♥		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2♠		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2NT				19/20 Balanced or semibalanced	Puppet stayman (Note 4), Transfers, 3♠=54(xx), 4♣ Gerber, 4♦ TRF to ♥, 4♥ TRF to ♠, 4NT quant		
3♣		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♦		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♥		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♠		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3NT		7		Gambling – solid minor, no outside Ace, no Kx	4♣ pass or correct if other suits not covered	HIGH LEVEL BIDDING	
4♣/♦/♥/♠		8		NAMYATS (Note 15)		RKCB: 14,30 for majors and 30,14 for minors KING ASK = specific Kings, Gerber over NT = number of Aces/Kings	
5♣/♦/♥/♠		8+		Pre-emptive		Exclusion Blackwood 30,14 (Note 11) Minorwood 14,30 (Note 8), Serious 3NT (Note 12)	

Note 1 Super Michaels cue bid

Show two specific suits 5+/5+, range 7+ pts NV and 9+ pts Vul. After one level opening by opps the bids are

Cue bid	Higher suits
2NT	Lower suits
unbid lower minor	extreme two suits
(1♣) 2♦	Diamonds + Spades 7-13 HCP with 14+ bid 1♠
(1♦) 3♣	Clubs + Spades 7-13 HCP with 14+ bid 1♠
(1♥) 3♣	Clubs + Spades 7-13 HCP with 14+ bid 1♠
(1♠) 3♣	Clubs + Hearts 7-13 HCP with 14+ bid 2♥

Note 2 Other 2 suited overcalls

(1X) - P - (1Y) - 2X = 6+ of the lower unbid suit and 4+ of the other unbid suit whereas 2Y = 6+ of the higher unbid suit and 4+ of the lower unbid suit.

Overcaller in 4th seat will have 8+ HCP with points in the relevant suits.

(1♣/♦/♥)-2NT = 5+/5+ in the 2 lower unbid suits

(1X)-P-(1Y)-2NT = 5+/5+ in the unbid suits

Note 3 Lebensohl

2NT after an overcall over a 1NT opening forces 3♣ by opener. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new suit bids are forcing.

FASS where interference names a major (including major/minor two-suited)

1NT-(2M)

3M – GF, stopper in M

☒ – 9+HCP, no clear bid

1NT-(2M)-2NT-(p)-3♣-(p)

3M = GF, 4oM, no stopper in M

3NT = game values, no stopper in M, < 4oM

Note 4 Puppet stayman over a 2NT opening (or 2NT rebid after 2♣/2♦ opening)

3♣ = asks for a 4 or 5 card major, opener bids

3M if 5,

3♦ confirming a 4 card major

responder bids the major they do not have or 4♦ with both, opener to choose game.

3NT showing neither 4 nor 5 card major

Note 5 Multi Landy (vs No Trump)

2♣ shows at least 4 cards in each major suit with 10+HCP and points in the major suits. 2♦ response F1 = relay to better major. 2♥/♠ response = NF

2♦ shows a single suited 6+ card major,

2♥ = complete relay (for P/C or raise);

2NT = strong enquiry, responses

3♣ = good hand with ♥

3♦ = good hand with ♠

3♥/♠ minimum hands & natural

2♥/♠ shows 5+♥/♠ and 4+ in a minor, 2NT = F1, minor ask

Note 6 1NT System

1NT 2♣ Stayman

1NT 2♦/2♥ Transfer (with superaccept)

1NT 2♠ Clubs or Balanced (8-9HCP).

Opener continues by showing range:

2NT with min responder can then

Pass bal INV hand play 2NT

3♣ to play 6+♣

3X GF splinter with 6+♣

3NT to play

3♣ with max

Pass To Play 6+ ♣

3X GF splinter with 6+♣

3NT to play

4♣ Minorwood with 6+♣

4X Void exclusion RKC with 6+♣

1NT 2NT any strength with 6♦+ or both minors 5/5,

Opener show their longer minor (bid 3♦ with equal length)

3♣ continuations:

Pass responder is weak with both minors

3♦ to play, resp has 6+♦ weak

3M GF splinter with 6+♦

3NT to play

4♣ Minorwood with 5+5+ minors

4♦ Minorwood with 6+♦

4M void exclusion RKC with 6+♦

3♦ continuations:

Pass resp is weak with 6+♦ or both minors

3M GF splinter with 6+♦

3NT to play

4♣ GF splinter with 6+♦

4♦ RKC ♦ with 6+♦ or 5+5+ minors

4M void exclusion RKC with 6+♦

1NT 3♣ **GF Puppet Stayman low info ask for 5CM**
(With both majors bid 2♣ Stayman)

3♦ no 5CM, silent about 4CM then

3♥ denies 4♥ and shows 4♠

3♠ denies 4♠ and shows 4♥

3NT to play (no interest in 44 M fit)

1NT 3♦ **Both majors** 5+5+ INV+

1NT 3♥/♠ **GF Splinter** with both minors 5/4

1NT 4♣ **Gerber**

1NT 4♦ **TRF 4♥** then 4NT RKC, new suit exclusion

1NT 4♥ **TRF 4♠** then 4NT RKC, new suit exclusion

1NT 4NT **INV**

Note 7 Drury

After an opening bid of one in a major in third seat, NV the partner's 2♣ shows 9/11 HCP and 3+ card support.

Subsequent bids from opener:

2♦ full opening values

2♥/♠ 8 to a bad 12 HCP, no game interest

2♥ (after a 1♠ opening) weakish, 5♠ & 4♥.

2NT FG.

Note 8 Minorwood

Minor suit fit or implied fit 4♣/4♦ asks for key cards unless in competition or after a major suit fit is found.

Responses 14/30: then

Q ask = cheapest bid available

K ask = +1 (if m is ♣, 5♦ asks for K, if ♦, 5♥ asks)

Response: specific King

5NT is an unshowable King

6♣/♦ = no King

In all auctions a bid of 4NT or 5♣/♦ by initiator is to play.

Note 9 Fit Jump

In competition (including **X** by oppts) or as a passed hand, a jump response in a new suit = 4+ cards in new suit (2,3 honours) & 4+ card support for partner's suit.

3 level = 7-10 HCP, 4 level = 9-13 HCP.

Fit jump in M in support of m = 5 card M.

Note 10 Helvic

Applies when OPP double our 1NT for penalties (inc 1NT rebid), not over conventional doubles. After 1NT-(**X**),

2♣/♦/♥/♠ shows 4/4 in named suit and next suit up,

XX unknown 5+ suit, opener bids 2♣ (P/C)

Pass forces opener to **XX**, responder can

Pass (8+HCP) or bid

2♣ = 4♣ & 4♥

2♦ = 4♦ & 4♠

Note 11 Exclusion Blackwood

Exclusion Blackwood asks for key cards except in the named suit - an impossible jump over your partner's last bid, bypasses the level of game. Responses are 30/14 in suits bid upwards from the void suit.

Note 12 Serious 3NT

After major suit agreement in GF, a bid of 3NT by either player shows serious slam interest and demands cue-bids; bypass of 3NT shows minimum hand.

Note 13 2♣ Opening

May be strong (Benji-style) or weak in ♦, Resps

2♦ relay, will be passed with 5+♦, 5-10HCP.

2M Nat F1, resps as for 2NT plus

3M good weak opening (8-10), SUPP in M

2NT 15+HCP, asks for feature if > MIN

3♦ minimum

3x lowest feature, good weak opening (8-10)

3NT to play

4X opening was like Benji-2♣ with X

Note 14 1M 1NT 3♣/3♥

1♠ – 1NT

3♣ GF, either 6+♠ or 5♠ 4♥ or 5♠ 4+♣

3♦ asks which

3♥ 5♠ 4♥

3♠ 6+♠ one suited game force

3NT 5♠ 4+♣

3♥ 5+♥, no interest in ♠, marginal in ♣

3♠ three-card limit raise in ♠

3NT <4♥s, bits and pieces everywhere

4♠ weak ♠ raise

3♥ 5♠ & 5♥ GF

1♥ – 1NT

3♣ GF, either 6+♥ or 5♥ 4♣ or 5♥ 5+♣

3♦ asks which

3♥ 6+♥ one suited game force

3♠ ♠splinter, 5♥ 5♣+

3NT 5♥ 4+♣

Note 15 NAMYATS

4♣/4♦ shows strong opening of 4♥/4♠ respectively;

8+cards, excellent suit, 12-15HCP, 2/3 keycards. Responses:

4♥/4♠ signoff

4NT RKCB in ♥/♠, 5x Exclusion

4♥/4♠ weak opening of 4♥/4♠ – 8+ cards, 6-11HCP

Responses: 4NT RKCB 1430, 5x Exclusion

Note 16 XY after 1NT rebid (two way checkback)

After 1x-1♠-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV 5+♠, 4+♥

2♠ INV 5♠, 3-♥

2NT INV Bal

3♣ INV 5+♣

3♠ INV 6+♠

3NT 5♠, balanced, game choice

2♦ GF enquiry, asks opener's shape

2♥ 4♥, may have 3♠

2♠ 3♠, no 4♥

2NT balanced, no 4♥/3♠/good 5m

3♣/♦ Good five card minor

2♥ 5+♠ 4+♥ NF

2♠ 5+♠ NF

2NT Transfer to 3♣ may be signoff or

natural GF if responder continues over 3♣

3♣/♦ Good Two-Suiter, 5♠+, 5♣/♦+, 6- losers, GF

3♥ 5+♠ 5+♥ GF

3♠ 6+♠ GF, slam try, asks cue bids if suitable

3NT to play

After 1x-1♥-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV, 5+♥, 3-♠

2♠ INV, 5+♥, 4♠

2NT INV Bal

3♣ INV, 5+♣

3NT 5♥, balanced, game choice

2♦ GF enquiry asks opener's shape

2♥ 3♥, no 4♠

2♠ 4♠, 3♥ possible

2NT balanced, no 4♠/3♥

3♣/♦ Good five card minor

Note 17 1M openings

After 1M opening (5+♥/♠),

1NT 6-11HCP F1 (may have 3M 10-11), then

2♣ 2+ ♣s, 11-16 HCP, F1

2♦ 4+♦ 11-16 HCP

2M 11-15 HCP 6+M

2♥ (after 1♠-1NT) 4+♥, 11-16 HCP

2♠ (after 1♥-1NT) 5♥4♠, 16+

2NT 18 bal,

3x GF,

3M 16-17 HCP 6+h INV

3NT strong 6♥+ source of tricks

2♣ GF (♣ or balanced)

2♦ 11-14 5♥4(+♦)

2♥ 11-14 5♥(+)

2♠ 11-14 5♥4♠

2NT 12-14 or 18, 5♥(332)

3♣/♦ extras GF 15+

3♥ 6 good ♥, extras, 15+

2♦ GF good suit

2M 6-9 HCP 3+M then game try (below)

2♥ (after 1♠) GF, 5+♥ good suit

2♠ (after 1♥) 3-5 HCP weak 6+ suit

2NT 4+M INV+ F1 then

3M minimum opening

others game try (below)

3M pre-empt 3-5 HCP 4+M

Game try:

After major suit agreement, any bid by opener up to 3M is a long suit trial bid, bids above 3M (inc 3NT, Note 12) asks for cue bids and shows 1st/2nd round control.

Note 18 Competitive Bidding after 1M opening

1M (2♣)

2♦ 9+ pts F1

2NT (or 1M-(X)-2NT) 10+ pts INV+, 3+M

Opener's 3M = min NF

X negative (2NT later is 10/12 pts INV)