

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Sound, sometimes 4M at 1 level
Responses: Cue bid good raise or constructive, new suit forcing, followed by 2NT constructive, Jump Cue 7/9 4 card support
1NT 8-11, 2NT 12-14 3NT 13+ with Aces Stops and Qx+
Over 2 Level overcall 2NT = 10+ with fit
Jump in new suit second suit with support
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+ -18 2 <sup>nd</sup> pos Vul. 14-17 Non Vul
Continue as for 1NT opening
11-14 in fourth position
2NT in T/O position 20-22 continuations as per 2C/D rebid 2NT natural 1NT in 4th seat between 2 bidders with natural bids 16-19
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 suit : 4-10 NV 6-11 Vul vs Vul 6 card suit. 10-13 Vul vs Not
2 suit: 2NT is lowest two 5/5 will rebid if strong
If X responder passes with equal length
Reopen : 1 suit Intermediate Values, 2NT=20/22
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels, Jump Cue asks Stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
ANTI: 2C=♦ or Both M, 2D=♥, OR ♠ and a
Minor. 2♥ H+Minor 2♠ Natural, 2NT Minors. X Penalty of Weak
X of Strong NT requests 2♣. Shows ♣ or a strong hand.
X by Passed hand 4+/4+ Majors or Minors
<b>VS PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids)</b>
Vs opps weak 2M, 4m = m+OM. Def to Multi Note 6
X T/O 2 NT = lebensohl
ns = F. Pass followed by 2NT = Nat., followed by bid = scramble. followed by cue = stop request.
Lebensohl responses over X of weak 2X
V 4♥ X T/O: 4NTmm 5+/5+ , V 4♠ X strong T/O, 4NT 2 suited
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣</b> X=C+D, 1D=D+H, 1H=H+S ,1S=S+C, 1NT=C+H 2D/H/S WJO 6-9/10 Non Vul, 11-13 Vul
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b> 1M-X-1NT = 8+,1M-X-2m = F, XX=10+ 1M-X-2NT = supp GF by non passed , natural by passed hand

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5 from Hon, 2 <sup>nd</sup> , Mud	3/5 from Hon vs suit 4 vs nt ,2 <sup>nd</sup> Mud	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> , Mud, Sequence	top from 3 small if supported. Else small	
Subseq			
AQ Asks Attitude , KJ count. J Denies higher hon. 9/10 = 0 or 2 higher			
<b>LEADS</b>			
Lead			
Ace	Vs. Suit	Vs. NT	
King	A or AK	A or AKJ	
Queen	A or AK or KQ or KQx(x)	A or AKJ or KQ	
Jack	KQ or QJx or KQx(x)	KQJ, QJx, AQJx	
10	J10,Jx	J10x,Jx	
9	10x, 109(x) , HH10(x)(+)	10x, 109(x) , HH10(x)(+)	
Hi-X	9x, HH9(x)(+)	9x, HH9(x)(+)	
Lo-X	Poor suit	Poor suit	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	1 Partner's Lead	Declarer's Lead	Discarding
Suit 2	Attitude Low enc.	Count Hi/Lo even	Attitude Low enc.
3	Present Count Hi/Lo even	SP	Count Hi/Lo Even
1	SP	Count Hi/Lo even	SP
NT 2	Attitude Low enc.	Count Hi/Lo even	Attitude Low enc.
3	Present Count Hi /Loeven	SP	Count Hi/Lo Even
	SP		SP
Reverse attitude, present count, trump echo where known shortage else SP, Smith Echo			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening) Most Xs T/O :</b> Responses : CUE GF or suit agreement, Jump responses 8-10 and 4+, INT response 8-10 ; 2nt 11, Lebensohl in fourth seat when opponents have a fit and we X			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative X to 3♠ other M or FG. Responsive X thru 3♠ : supp X to 2 level. Lead directing Xs Game Try X when no room. X Splinter shows suit. Co-operative X when opps have a fit.			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: Ena Cleary &amp; Jeannie Fitzgerald</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Majors, 2 way Drury
2/1 GF, Weak 2s D/H/S
15-17 NT May have 5M, 5/4m or 6m
Openings and Overcalls sound
Jump overcalls weak do not deny values,.Intermed. Vul Vs Not
3 minor pre-empts semi-constructive in 1st and 2nd seat Vul
Inverted minors in non competitive auction (on over X)
2/1 GF. weak jump shift 2♥/♠ over 1m or 1♥-2♠: 4-7 6 cards
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Stayman non promissory , bids when Opps X our stay Note5
4 suit transfers over 1NT with conventional take up
Lebensohl SANS. 2NT rarely natural in competition
4th suit forcing to Game by non passed hand
XY NT Responders minor forcing over openers 1NT rebid.
2NT between two bidders = the unbid suits
1NT between two bidders = 16-19.
Leaping Michaels over opps weak 2M, 4m=m + OM
Drury ON over X or 1 level overcall – else OFF
Good Bad 2NT
Vs opps 1NT T/F M, 4m = m+OM
Rosencrantz X/XX 3 card supp one of AKQ.
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass then pull is slam try
<b>IMPORTANT NOTES</b>
Following 2 level reverse, cheapest of 4 <sup>th</sup> suit or 2nt is beginning of signoff – may later be cancelled
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	no	3	3♠	11-19 NF	1NT 8-10 Supp, 2C invrt, 3C PRE, 2D limit, 2H♥♠ PRE	Rebid 1NT 11-14, 2NT 12-14/18-19, Reverse FI	
1♦	no	3	3♠	11-19 NF	2/1 GF, 1NT 6-11 NF, 2♥♠ PRE =, 2♦ invrt, 3♦ PRE, 2NT 11, 3C limit	Rebid 1NT 11-14, 2NT 12-14/18-19, Reverse FI	
1♥	no	5	3♠	11-19 NF	2/1 GF, 1NT 6-11 NF, 2♠ PRE, 2NT 4c supp F1 Note1	Rebid 1NT 11-14, 2NT 18-19, Reverse FI	**Drury 2♣ = 4 card supp, 2♦ = 3 card supp, invitational, 2NT = 11
					3♣ 8-11 4c supp, 3♦=10-11 or GF 3c supp, 3♥ PRE	Show shape, strength over 2NT	**3♣ / 3♦ = 9-11 6 card suit
1♠				11-19 NF	2/1 GF, 1NT 6-11 NF, 2NT 4c supp F1 Note1 1S-1NT-3H-3S=3H	Rebid 1NT 11-14, 2NT 18-19, Reverse FI	
					3♣ 8-11 4c supp, 3♦=10-11 or GF 3c supp, 3♠ PRE	Show shape, strength over 2NT	** Refer to both ♥ and ♠ PHB
1NT	no	2		15-17	2♣ non promissory asks 4/5 M, 4 suit transfers	Super acpt T/F 2NT min 3M max., Over 2♣ 2NT:5M min, 3M: 5 max Note 3	
					3♣=5+♣, 4+♦ GF, 3♦=5+♦, 4+♣ GF 3♥/3♠ Slam Try, Gerber, 4♥/♦ T/F, 4NT quant	Over 2♦ resp to 2♣ then 3♥=5/5M NF and 3♠ = 5/5 M GF	
2♣	Yes	0	3♠	GF or 23+	Step responses	3C suits up, transfers over 2nt rebid,	Asking bids
2♦	Yes	6	3♠	Weak 2 in diamonds 6-10 6 card suit	New suit forcing. Over 2NT show stop. Over 2M 2NT =2 and Max. 3M=3	With better than min opener shows a feature / stopper for NT or fit for pd	
2♥	Yes	6	3♠	Weak 2 in hearts 6-10 6 card suit	New suit forcing. 2NT enquiry	Over 2NT, 3C weak suit weak hand, 3D weak suit good hand, 3H good suit weak hand 3S good suit good hand, 3 nt AKQ	
2♠	Yes	6	3♠	Weak 2 in hearts 6-10 6 card suit	New suit forcing. 2NT enquiry		
2NT	No	2	3♠	20-22 balanced or semi/balanced	3♣ suits upwards		
					3♦/♥ Tfer, 3NT 5♠/4♥, 3♠ relay 3N or minor/s		
3♣	No	6		PRE chunky suit 1/2 seat vul	3D asks 3M, NS F1, ♣ barrage, 4♦ CTL ask, 3nt nat.	Step Responses: 0,1,1&Q,2,2&Q)	
3♦	No	6		PRE chunky suit 1/2 seat vul	New suit nat F1, ♦ barrage, 4♣ CTL ask, 3nt nat	Step Responses: 0,1,1&Q,2,2&Q)	
3♥	No	6		PRE	New suit nat F1, ♥ barrage, 4♣ CTL ask, 3nt nat	Step Responses: 0,1,1&Q,2,2&Q)	
3♠	No	6		PRE	New suit nat F1, ♠ barrage, 4♣ CTL ask, 3nt nat	Step Responses: 0,1,1&Q,2,2&Q)	
3NT	No	7		Solid m no King outside	4/5/6♣ corn, 4♦ sing ask, 4♥/♠ nat, 4NT slam opp 8 m	4♦: 4NT= no sing 4♥/♠ sing 5m sing om	
4♣	Yes	7		♥ Max 1 ♥ loser	4♦ ask Ctl 4♥ play	Note 4	
4♦	Yes	7		♠ Max 1 ♠ loser	4♥ ask Ctl, 4♠ play	<b>HIGH LEVEL BIDDING</b>	
4♥	No	7		PRE	♥ Barrage, 4NT RKCB	RKCB 1430, minor RKCB 4NT may be Q ask,	Gerber over NT
4♠	No	7		PRE	♠ Barrage, 4NT RKCB	Further suits K ask when Q found	Exclusion RKCB
4NT	Yes			Specific Ace ask		DOPI/ROPI	
5♣	No	8		Pre non Vul constructive Vul	Cue A, 5NT GSF	Splinters X: Pass = stopper, XX=Ace, New suit=1 <sup>st</sup> round control	
5♦	No	8		According to seat	Cue A, 5NT GSF	5NT guar all Keycards and Q, lowest King is bid, then 6 other suit asks king for 7	
5♥	No			Missing AK		Following 4NT and 5 resp bypassing Q ask 6 of new suit ask for 3 round ctl.	
5♠	No			Missing AK		Note 7 and Note 8	