

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound; ROSENKRANZ DBL/RDBL
JUMP RAISE=PRE; Simple raise may be doubleton SUPP
New Suit=F1
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2ndPOS: 15-18HCP
REOPEN: 10-14HCP
Responses as for Opening 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: WEAK/INTERMEDIATE (VUL vs NON-VUL)
2-SUIT: GHESTEM: (1m)-2NT=♥/om; (1M)-2NT=♣/♦; (1M)-3♣=OM/♦; (1m)-Jump om=♥/♠
3. Leaping Michaels (4♣ or 4♦) over Weak 2M = Minor and OM
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m=♠/om
(1M)-2M=OM/♣
(1x)-3x=ART: Asks partner to bid 3NT with stop in x suit
VS. NT (vs. Strong/Weak; Reopening;PH)
2♠=♥/♠; 2♦=♥ OR ♠ (Single suit, 5+ cards); 2M=M/m
DBL of Opening 1NT by Passed Hand=♣/♦ OR ♥/♠
2C in 5 th pos over 1NT=Natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs. Weak 2x or 3PRE: DBL=T/O; Cue-bids=T/O, FG
Vs Weak 2X: Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. STR♣: (1♣)-1x=x+next ranking suit; (1♣)-DBL=♣/♥; (1♣)-1NT=♦/♠;
Other=Natural
OVER OPPONENTS' TAKEOUT DOUBLE
1x=NF; RDBL=9HCP+; JUMP=NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd /5 th ; MUD	3 rd /5 th ; MUD	
NT	3 rd /5 th ; MUD	3 rd /5 th ; MUD	
Subseq	Low promises Qxx or better	Low promises Qxx or better	
Other:			
N.B. Occasionally 4 th best, e.g. AJ92, KJ83			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+)	AKx(+)	
King	AK;KQ;KQJ(+);KQ10(+);KQ9(+)	AK;KQ;KQJ(+);KQ10(+);KQ9(+)	
Queen	AQJ(+);QJ10(+);QJ9(+);QJ(+)	AQJ(+);QJ10(+);QJ9(+);QJ(+)	
Jack	AJ10(+);KJ10(+);J10(+)	AJ10(+);KJ10(+);J10(+)	
10	A109(+);K109(+);Q109(+);10x	A109(+);K109(+);Q109(+);10x	
9	109(+);9x	109(+);9x	
Hi-X	xXxx, Xx	xXxx, Xx	
Lo-X	HxXx	HxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 st	Hi/lo=Odd Lo/Hi=Even	Hi/lo=Odd Lo/Hi=Even	Hi/lo=Odd Lo/Hi=Even
2 nd	S/P	S/P	S/P
3 rd	Lo=Encrg Hi=Discrg	Lo=Encrg Hi=Discrg	Lo=Encrg Hi=Discrg
NT: 1 st	Hi/lo=Odd Lo/Hi=Even	Hi/lo=Odd Lo/Hi=Even	Hi/lo=Odd Lo/Hi=Even
2 nd	S/P	S/P	S/P
3 rd	Hi=Encrg Lo=Discrg	Hi=Encrg Lo=Discrg	Hi=Encrg Lo=Discrg
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening Values; May be light (9HCP) with classic shape			
DBL by passed hand of Opening 1NT by OPP = minors or majors; T/Out			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG DBL thru 4♣; NEG DBL then New Suit=F1			
SUPP DBL thru 2 Partner's Suit			
RESP DBL to 4♣			
ROSENKRANZ DBL thru 2 Partner's Suit			

W B F CONVENTION CARD
CATEGORY: SENIORS
NCBO: IRELAND
PLAYERS: PAUL SCANNELL / ENDA GLYNN
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural, 5-card Majors; 1♦ = 4-card; 1♠ may be 2-card; 1NT=12-14HCP
Limit jump raises over ♥/♠ openings; Jacoby 2NT response to opening 1M
Inverted Minor Raises except over 1NT or DBL
2 over 1=FG
Splinters
PRE-EMPT: Classic
RKC (1-4, 0-3)
DOPI
Opening 1 Level Suit Bids=Rule of 19+
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = Control Ask
2♦ Opening = Multi, i.e. Weak 2M (6-9HCP) OR Strong any suit OR 23-24HCP Bal
2♥ Opening = Flannery, ♥/♠, 5/4, 11-15HCP
2♠ Opening = Weak(6-9HCP), 5+/5+, ♠/Another
3NT Opening = Gambling
Lebensohl (FANS!) after 2-level overcall of 1NT Opening. Also in response to T/O Dbl of WK 2. Also in response to Openers Reverse, e.g. 1C-1S;2H-2NT
Negative Double to 3♣
N.B. 1♠ response to 1♥ Opening = Artificial, F1, 0-4 Spades
N.B. 1NT response to 1♠ Opening = Artificial, F1, 5+ Spades
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
4th Suit Forcing: F1 if bid at 1 level, FG if bid at 2 or 3 level
Extended Helvic over 1NT (DBL)
After Interference 1 and 3 levels by RESP=FORCING; 2 level NF
PSYCHICS: Very rare

OPENING	ARTIFICIAL	MIN. # CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♣	11-21HCP; 2+ cards if 4432; NF	Inverted Minor Raises EXCEPT over (DBL) or (1NT) ; Splinters. Supp [1]	3♣ by Opener=Min Opening; 2NT=15-17HCP; Other=Stopper	
1♦		4	4♣	11-21HCP; 4+ cards; NF	As for 1♣	As for 1♣	
1♥		5	4♣	11-21HCP; 5+ cards; NF	1♠=ART, 0-4 spades, F1; 2♥=8-10HCP 1NT=5+♠, F1; 2NT=JACOBY; Splinters; 3NT=12-15HCP, BAL, 3/4 Hearts. Supp [2]	2♥ by Opener=6+cards; 2m=better minor; MIN NT=15-17HCP; Opener shows SINGLETON opposite Jacoby 2NT	
1♠		5	4♣	11-21HCP; 5+ cards; NF	1NT=ART, F1; 1♠-2♠=8-10HCP; 2NT=JACOBY; Splinters; 3NT=12-15HCP, BAL, 3/4 Spades. Supp [2]	2♠ by Opener=6+cards; 2m=better minor; MIN NT=15-17HCP; Opener shows SINGLETON opposite Jacoby 2NT	
1NT			4♣	12-14HCP	2♣=STAYMAN; 2♦, 2♥, 2♠, 2NT = TRANSFERS (All Suits); 3Any=Splinter, 4-4-4-1 or 5-4-3-1 or 6-3-3-1 GERBER; QUANTITATIVE 4NT. Supp [3]	After 1NT-2♠ or 1NT-2NT next step by opener = Super Accept, i.e. Qxx or better. After TRF to MAJ any bid other than 2M by Opener=3+ Trumps and >MIN	
2♣	✓		4♣	23+HCP; Control Asking	CONTROL RESPONSES: 2♦=0 or 1; 2♥=2; 2♠=A+K; 2NT=3K; 3♣=4; 3♦=5; 3M=6+cards, 2 of top 4 hons Supp [4]	After 2♣-2x Opener re-bids as follows: 2NT=25-26HCP; MIN Other=NAT; JUMP in M commands responder to bid next step and opener then makes CTRL Ask in a suit	
2♦	✓		4♣	MULTI(std Weak 2M; or 23-24HCP; or STR m or M	2♥=P/C; 2♠=P/C to 4♥ 2NT=ART ENQ 3m=NAT, INV 3/4♥=To Play in Opener's MAJ: Supp [5]	After 2♦-2NT: 3♣=MAX Wk 2M, RESP enquires via 3♦: Opener bids: 3♥=Spades; 3♠=Hearts; 3♦=MIN Wk 2♥; 3♥=MIN Wk 2♠; 3NT=23-24HCP, BAL/Semi-Bal 4x=STR x	
2♥		4/5	4♣	11-15HCP; ♥/♠, 5/4, NF	PASS/2♠=To Play; 2NT=ART Enquiry; 3m=NF 4♣=Commands 4♥ and subsequent 4NT=RKC 4♦=Commands 4♠ and subsequent 4NT=RKC 4M=To Play Supp [6(a)]	After 2♥-2NT: 3♣=4513; 3♦=4531; 3♥=4522, MIN; 3♠=4522 MAX with pts in Majors; 3NT=4522 MAX with pts in Minors; 4♣=4504; 4♦=4504	
2♠		5/5	4♣	6-10HCP, ♠/x, 5+/5+	PASS=To Play 2NT=ART ENQ Supp [6(b)]	After 2♠-2NT opener shows 2 nd suit: 3♣=Clubs; 3♦=Diamonds; 3♥=Hearts	
2NT			4♣	21-22HCP, Bal/Semi-Bal	3♣=BARON; 3♦=TRF to ♥; 3♥=TRF to ♠; 3♠=Relay for Minor Suit Slam Try; 3NT=5♠/4♥	Supp [7]	
3♣		6	4♣	PRE:...5-10HCP	4♣=RKC; Suit =F1		
3♦		6	4♣	PRE:...5-10HCP	4♦=RKC; Suit =F1		
3♥		6	4♣	PRE:...5-10HCP	Suit =F1		
3♠		6		PRE:...5-10HCP	Suit =F1		
3NT	✓			Solid Minor, w or w/out stops	4m=P/C;		
4♣		7		STR PRE:...			
4♦		7		STR PRE:...			
4♥		7		PRE:...7/8 tricks	4NT=RKC		
4♠		7		PRE:...7/8 tricks	4NT=RKC		
4NT	✓			ACE ASK	5♣=0; 5♦=♦A; 5♥=♥A; 5♠=♠A; 5NT=2A; 6♣=♣A		
5♣/5♦				To Play		HIGH LEVEL BIDDING	
5♥/5♠				To Play		RKC (14-30); SPLINTERS; JOSEPHINE; CUE-BIDS; DOPI	