

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
INT OVERCALL (2nd/4th Live; Responses; Reopening)
14-18 2 nd seat and 10-15 in 4th
Sytem on over any 1NT (including protective)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels (1m, 2m = ♠ + ♥)
1M, 2M = OM + minor
Jump cue – solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Hello
2♣ = ♦'s or M/m
2♦ = ♥
2♥ = Majors
2♠ = ♠
Dbl peno's (over weak) or ♣'s (over str)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
All forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JTx	AJT, KJT, QJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O=Enc/ E = Dis	O=Enc/ E = Dis	O=Enc/ E = Dis
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O=Enc/ E = Dis	O=Enc/ E = Dis	O=Enc/ E = Dis
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Upto 4D (4H)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles / Redouble			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Kelan O'Connor & Karel De Raeymaeker
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Aggressive
RKC 1430
INT = 15 – 17, may contain a 5CM or 6 minor
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = 4+ 4+ majors (<11 or 22+)
2♦ = art big hand (equivalent of Acol 2♣ opener)
2♥/2♠ = 5+ weak
2♣ = CBS always
Lebenshol SANS (also over reverse)
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
PSYCHICS:

Supplementary notes

Kelan O'Connor and Karel

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Note 1. Response to 1 NT Opening (Good 14-17 hcp)

2♣ Non-forcing stayman - does not guarantee Major unless game bid.

2♦ No Major

2♥/2♠ to play weak

3♣ Minor suit stayman ?

3♦ Natural

2♥ 4 card heart suit

2♠ 4+spades

2NT no 4 card major invitational

3♣ Minor suit stayman

3♦ Natural

2♠ 4 card spade suit

2NT invitational (may or may not have 4♥'s)

3♣ Minor suit stayman

3♦ Natural

2♦ Transfer to Hearts

2♥ Transfer to Spades

2♠ Transfer to clubs. 2NT breaking the transfer like clubs

3♣ weak with clubs

3♦ 5+clubs 4+ diamonds

3♥ 3-1-4-5 GF

3♠ 1-3-4-5 GF

3NT Over 2NT 2-2-4-5; over 3♣ to play

2NT Transfer to diamonds. 3♣ Breaking the transfer like diamonds

Pass or 3♦ to play

3♥ 3-1-5-4 GF

3♠ 1-3-5-4 GF

3♠/♦/♥/♠ slam tries

3NT Natural

4♣ Both Majors (Opener picks better Major)

4♦ Transfer

4♥ Transfer

4♠ Minors

4NT Quantitative

Breaking a Transfer to a major shows 4+ support

Bid a suit is a super accept with a feature in that suit (by inference NO feature in a suit below)

2NT = Max with 4 card support and flat hand (4333 or 4432)

Note 2. System over 2NT 22+

Over strong 2NT Opening (i.e. 2♦ followed by 2NT rebid)

3♣ = Puppet stayman

3♦/3♥ = Transfer

3♠ = minors

3NT = Natural

Responses to 3♣ Puppet Stayman

3♦ = Has a 4 CM,

3♥ = 4 card ♠ suit

3♠ = 4 card ♥ suit

3NT = Natural

3♥/♠ = 5 card suit

3NT = No 4 card Major

Note 3. Responses to partner's opening 2♥/2♠

2NT = enquiry (normally 12+)

Responses to 2NT (PQ = points 1st/quality 2nd)

3♣ = 5-7; poor suit

3♦ = 8-10; poor suit

3♥ = 5-7; good suit

3♠ = 8-10; good suit

Any raise = 3 or 4 card support, tends to be pre-emptive

Over 2♥, 2♠ is natural and forcing for one round

All 3 level bids in a new suit are forcing for one round.

- If max show feature, if min, rebid major
-

Note 4. Hello over 1NT

Dbl = If strong NT shows ♣ otherwise penalty

2♣ = 5+♦ or M/m

2♦ = relay; pass or correct.

2♥ = 5+ hearts NF

2♠ = 5+ spades NF

2NT Enquiry

3♣ = ♣ + a major

3♦ asks which major

3♥/3♠ = nat

3♦ = 5+♦

3♥ = ♥ + ♣

3♠ = ♠ + ♣

3♣/3♦ = natural fair hand

3♥/3♠ = 6+ suit invitational

2♦ = 5+♥

2♥ = to play

2♠ = 5+♠ NF

2NT = Enquiry

3♣/3♦/3♠ = Feature

3♥ = Min

3♣/3♦ = Nat

3♥ = invitational

2♥ = 4+♥ & 4+♠

Pass/2♠ = to play

2NT = Enquiry

3♣ = Min

3♦ = equal length > min

3♥/3♠ = Longer > min

3♣/3♦ = Nat 6+ suit, NF

3M = invitational

4M = to play

2♠ = 5+♠'s

2NT = enquiry. Ogust responses

2NT = 5/5 in Minors

Note 5. Defence to 2 level pre-empt

Defence to Benjamin / Tartan Two / Weak nat. 2♦

Double = takeout

2NT = 15-18 balanced with relevant stoppers (System on)

Cue bid = long running suit without stopper. (Partner bids 3NT with stopper or 4♣ for conversion)

Defence to Multi 2♦

2♥ or 2♠ = 12+ pts, 4+ in bid major, ip short in the other major

2NT = 15-18 balanced with stoppers in both majors

3 any suit = To Play

Double = 12-15 Balanced or 18+ balanced

Lebehsohl also used here over dble of 2♥ or 2♠

Note 6 Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

4NT = 5/5 in two suits (partner bids better of hearts and other minor, for conversion)

4♥ Opening:

Double = takeout

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♠ Opening:

Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

Note 7 Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing

Bergen raises

1NT=6-bad 11

2NT= 3card support 10/11 or better

1♥ - 3♠ =splinter

1♠ - 3♥ = 10-12 6♥

1M - 3NT = 13-15 flat, to play. Does NOT promise support.

1♠ - 4♥ = Splinter

1M - 4M = Natural

Note 8 Inverted Minors

1m-2m = 10+, denies 4-card Major

1m-3m = constructive

1m – 1NT = 6-9 balanced

1m – 2NT = pre-emptive raise

Inverted Minors do NOT continue after overcalls and doubles!!

Note 9 Signals + discards

Odd is encouraging, Even is discouraging in that suit
Natural count, normal suit preference

Note 10 Unusual versus unusual

Defence of 2-suited overcalls (e.g. 1♥ 2NT (minors))

Double	Penalty in at least 1 of the suits
Lower cue	Raise in partner's suit (nf) (eg 3♣)
Higher cue	Shows 4th suit and is forcing (eg 3♦)
Opener's suit	To Play
4th suit	Natural, non forcing

Note 11 Enquiry over a major raise

2NT after raise of responder's major is an enquiry asking support and range

e.g. 1♦ - 1♥ - 2♥ - 2NT

3♣	3card support, min
3♦	3card support, max
3♥	4card support, min
3♠	4card support, max

Note 12 Reverse Drury

Responding after partner opens 1♥/♠ in 3rd position. Does NOT apply to 4th position

2♣ enquiry. Partner rebids the opening suit if min, other bids normal.

Note 13 2♣ opener 4+♠\4+♥ and <11 or 23+

2♣ shows

- 4+♠\4+♥ 2-10, Not 4504 or 4414, decent vul and 2nd seat
- 4+♠\4+♥ ≤3LTC
- 4+♠\4+♥ 23+ balanced

Responses :

- 2♦ ART either (1) No preference for either major
(2) Invitational 11-14 with one or both majors
(3) Invitational balanced 15-18 no tolerance for major
(4) ART any GF hand

Over 2♦

- 2♥ Equal length M's or longer H's < 11 points
2♠ Longer spades < 11 points

Over 2M

- 3♣ ART GF
3♦ 15-18 nat
Raise 4\5M 11-14 invit
2♠ over 2♥ 4♠ invitational

- 3♣\3♦ Minor feature, big hand
2NT 23+ balanced
3M big hand 6+\4+

- 2♥\2♠ to Play 3♣\3♦ minor feature, big hand.
Major raise blocking.
2♠ over 2♥, Nat NF 6\4.
2NT 23+ balanced

2NT ART 15-18 invitational

3♣'s is a minimum (or 4/4) over which

- 3♦ 3\3 in the majors
3♥\3♠ Nat invitational 3+ suit
3NT to play convertible
3♦ Equal length both majors (Not 4/4), positive
3♥\3♠ positive Nat

- 3♣\3♦\3♥\3♠ To Play
3NT to play Not convertible
4♥\4♠ to play

Interference over 2♣ opener

2♣ dbl rdbl asks opener to bid 2♦

2♣ any bid dbl is penos

2♣ dbl any level major to play

2♣ dbl\2Y 4m = splinter

Interference by opps

1 + 2's forcing

2NT shows a raise (eg) 1S (2C) 2NT = natural

Cue is forcing (may be) looking for a stop or a good raise

Other

In Principle, Help suit trials

1m 1M;

4m = 6 card minor AKQxxx, AKJTxx and 4 card support for major

lebenshol over a reverse (yes – agreed)

(1x) P (1y) 2y/2x is natural. (yes - agreed)

Hello over NT. Applies even with passed hand or in 4th seat? (Yes except dble in 4th seat just values)

(2X) 4m ?? Minor + major ?? (Yes - agreed)

(2X) dbl P 2NT leb, 3m constructive, 4m GF (Yes)

DOPI = Double zero Pass 1