

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level overcalls mainly lead directing
2 level overcalls solid, opening points or solid suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 hcp bal, with stopper
Balancing in 4 <sup>th</sup> 11-15 hcp with stopper
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, Ghestem (weak or strong)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem, jumping strong likely ask for stopper (rarely bid as usually first response would be x)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = points (penalty oriented)
2C = Majors
2D = single suited M
2H/S = H/S + minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O
NT = natural 15-18 hcp
Cue = asking for stopper usually no 4 cards in other M
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural / disturbing
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Xx = 10+ pts, all else solid suit less than 10 hcp
Jump = weak unless P opened M, then artificial: 2NT = GF with 4+ in partners M, 3C= 7-11, 4+ support with shortage, 3D = 8-11, 4+ support, no shortage. Jump in partners suit = weak

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Count 3/5	Count 3/5	
NT	Count 3/5	Count 3/5	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count	
Queen	AQJx, QJ9x, Qx	AQJx, QJ9x, Qx	
Jack	JT9x, Jx HJTx	JT9x, Jx HJTx	
10	HT9x, Tx	HT9x, Tx	
9	H98x, 9x	H98x, 9x	
Hi-X	even	even	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, unless A then attitude (reverse)	count	Italian - o/e O = like E = S.P.
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
Count mainly			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive, 1 <sup>st</sup> available suit bid in response = less than 6hcp			
Protective doubles in 4 <sup>th</sup> seat			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Over p 1NT - x - xx = single suited			
DOPI, ROPI in Key card			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b> Northern Ireland
<b>PLAYERS:</b> Diane Greenwood & Zrinka Kokot
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
aggressive
5 card Majors, 5542
NT = 14-16, non vul agains vul 10-13
Carding: normal count, reverse attitude
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Smolen
Extended Helvic
XYZ
2d multi
Any 1x-3x weak
Single jump in unbid major - weak
splinters
Lebensohl
Drury when passed hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT - x - forcing pass (asking for xx) = strong or 2 untouching suits
DOPI, ROPI
<b>IMPORTANT NOTES</b>
On rare occasions NT opening might contain singleton H
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		Non forcing	Natural 4c suit, 1NT = 6-9, 2NT invitational		
1♦		4			Natural 4c suit, 1NT = 6-9, 2NT - invitational		
1♥		5			Simple raise, weak jump, 2NT gf, 3c = 4+ support, 7-11 with shortage, 3d= 4+ support 8-11 no shortage		
1♠		5					
INT	14-16				Jacoby, Texas, non-promisory Stayman, 3c = Muppet Stayman		
	10-13			Only if non vul agains vul and not in 4 <sup>th</sup> seat	Jacoby, Texas, non-promisory Stayman, 3c = Muppet Stayman		
2♣	x	0		23+ or 4 losers	Artificial, control showing, 2d=0-1 control, 2h = 2 controls, 2s = 3 controls, 2NT = 3 kings; A=2 controls, K=1 control	Only NF sequence would be 2c-2d-2NT(3NT) – anything else forcing and natural	
2♦	x	0		Multi, W2 in M / 19-20 bal / 17+ with 4441	2H/S = pass/correct, 2NT = asking, 3 level minor forcing	After 2NT 3c= good w2 with hearts, 3d=good w2 with spades, 3h/s = bad with h/s	
2♥	x	6		6 card suit weak suit	New suit forcing		
2♠	x	6		6 card suit weak suit	New suit forcing		
2NT	21-22				Jacoby, Texas, Muppet Stayman		
3♣		6		Pre-empt	New suit forcing		
3♦		6		Pre-empt	New suit forcing		
3♥		7		Pre-empt	New suit forcing		
3♠		7		Pre-empt	New suit forcing		
3NT	x			Gambling, long running minor	4 or 5 minor = pass correct		
4♣				Pre-empt			
4♦				Pre-empt			
4♥				Pre-empt			
4♠				Pre-empt			
4NT	x			Ace asking bid			
5♣				Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦				Pre-empt		4NT = RKCB if suit agreed (03/14), or for last mentioned suit, quantitative over NT	
5♥				Pre-empt		Gerber over NT	
5♠				Pre-empt			