DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE					2022	
WIDE RANGING CONTINGENT ON POSITION, LEVEL, VUL	NTINGENT ON POSITION, LEVEL, VUL			In Partner's Suit		CATEGORY: GREEN	
AND SUIT QUALITY	Suit 4th/2nd FROM POOR SUIT				NCBO: NORTHERN IRELAND		
CHANGE OF SUIT FORCING BY NON-PASSED HAND	NT				1	ARTNERS' SUIT	PLAYERS: DAVID GREENWOOD - DIANE GREENWOOD
WITHOUT INTERFERENCE	Subseq				Attiitude)	
CUE SHOWS PRIMARY SUPPORT AND VALUE RAISE TO	Other: 2	nd HIGH	EST FROM I	POOR SUITS, N	MUD		
NEXT LEVEL+							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
15+-18 WITH STAYMAN AND TRANSFER RESPONSES	Lead		Vs. Suit		Vs. NT		
11-15 IN 4 TH	Ace		ASKS ATTI	TUDE	ASKS A	TTITUDE	GENERAL APPROACH AND STYLE
TREAT LIKE 1NT OPENING	King			NT ASKS		NBLOCK/COUNT	5 CARD MAJORS; PREPARED 1♣ OPENING (2+ cards)
2. RANGE/MAJOR ENQUIRY AFTER PROTECTIVE 1NT	Queen		QJx+		KQ9x/ QJ10/QJ9		2/1 GF
	Jack		J10x+		J10x	-	14-16 1NT OPENING MAY BE OFF-SHAPE
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		109x/SHOR	ГАGE	H109x		1 ♥ - 1NT = 5+ SPADES; 1 ♥ - 1 ♠ = F1NT TYPE
WEAK EXCEPT STRONG WHEN VUL -V- NON	9		SHORTAGE	3	SHORTAGE		WALSH
2NT NATURAL IN 4TH	Hi-X		DOUBLETO		DOUBL		Wilder
	Lo-X					JR OR AS ABOVE	
Reopen: INTERMEDIATE	SIGNAL	S IN O	RDER OF PI	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	r's Lead	Declarer's Lea	d I	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
MICHAELS – EITHER COMPETITIVE OR G.F.; 2NT ENQUIRY	SUIT 1		DD/DISC.	HI = DIS./ODI		LO = ENC./EVEN	1 ♥ - 1NT = 5+ SPADES; 1 ♥ - 1 ♠ = F1NT RESPONSE
(see Supplementary Notes Page 1)						NO.	
RESPONSE PASS/CONVERT; 2NT NATURAL	2	2					2♦ MULTI – WEAK 2M; STRONG 2m; 21-22 BALANCED
LEAPING MICHAELS – 4-LEVEL MINOR BIDS NON-	3	3					2♥ FLANNERY 4+-5+ MAJORS 11-15HCPs
FORCING (see Supplementary Notes Page 1)	NT 1	AS AB	BOVE	AS ABOVE	AS ABOVE	AS ABOVE	2♠ - 5/6 SPADES 5MINOR LESS THAN OPENING VALUES
VS. NT (vs. Strong/Weak; Reopening;PH)	2	2					4♣/4♦ OPENINGS = GOOD 4♥/4♠ OPENING
2♣ SHOWS BOTH MAJORS; 2♦ RESPONSE ASKS BETTER M	3	3					JUMP RAISES ARE PRE-EMPTIVE
2 ◆ 1-SUITED M; 2M RESPONSE PASS/CONVERT (GAME TRY	Signals (includin	g Trumps). I	NFREQUENT (COLINT		1♥x1♠ AND 1♠x2♥ SHOW GOOD RAISES TO 2M
OM)				-		BOTH SIDES)	WEAK JUMPS
2♥/♠ - 5 THAT SUIT 4+ EITHER MINOR, P/CONV; 2NT NAT			· · · · · · · · · · · · · · · · · · ·	FF/ODD NUM		BOTH SIDES)	WEAR JUNIFS
X OF STRONG NT = PENALTY ORIENTATED	TROM	LILK	IVII EIES KC	DOUBLES	DLK		
X BY PASSED HAND IS MAJORS OR MINORS				DOUBLES			SPECIAL FORCING PASS SEQUENCES
	TAKEO	UT DO	IDI EC (C4-1	D T		~)	-
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; R SHAPE SUITABLE OR TOO STRONG FOR				WHERE WE HAVE SHOWN THE BALANCE OF		
DOUBLE FOR TAKE/OUT LEAPING MICHAELS/NON-LEAPING MICHAELS (see above)				TO SUIT AGRE		ERCALL	STRENGTH eg. THROUGH AN UNASSUMING CUEBID. WHEN OBVIOUS 'SAVE' SITUATIONS.
LEAPING MICHAELS/NON-LEAPING MICHAELS (see above)				ECTIVE POSIT			IMPORTANT NOTES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	WAT DI	WEAR	EK IN I KOI	ECTIVETOSI	HON		LEBENSOHL OVER WEAK 2s AND 1NT (SLOW ARRIVAL
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			E DRI S	NO STOP) – see Supplementary Notes Page 2)		
$X = \Psi s; 1 \Phi = \Phi s; 1 \Psi = 2 \text{ SUITS OF SAME COLOUR, } 1 \Phi = 2$		NEGATIVE DOUBLES TO 3 . FREE BIDS A					
SUITS OF SAME RANK, 1NT = 2 ODD SUITS; 1♣ 2♣ = NATURAL, 1♦ 2♦ = NATURAL							1M-2M-P-2NT = GAME TRY WITH SPADES
	MOST LOW LEVEL DOUBLES ARE T/O/STRENGTH SHOWING						
OVER OPPONENTS' TAKEOUT DOUBLE	DOUBLES ARE PENALTY AFTER A REDOUBLE OR IN 'DEAD'				OUBLE O		
XX 9+ PENALTY SEEKING	AUCTIO						
NEW SUIT = NON-FORCING	COMPE	ΓΙΤΙVΕ	DOUBLE SH	IOWS SOME T	OLERAN	ICE + UNBID SUIT.	
1 ♥ - X - 1 ♠ and 1 ♠ - X - 2 ♥ SHOW GOOD RAISE TO 2 ♥ / ♠							PSYCHICS: RARE

دام	F	OF.	THRU				
OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS	NEGDBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE/ PASSED HAND BIDDING
1.		2	3♠	NATURAL OR BALANCED	1M MAY HAVE LONGER m IF WEAK; 2♣ = F	2/3♣ CHECKBACK AFTER NT REBID	
				OPEN 1 4/4m USUALLY	TO 2NT/3♣; 2NT 16+ BAL.; 3 ANY PRE-EMPT	OVER 2♣, 2♦ RELAY ANY MIN (2)	
1♦		4	3♠		AS ABOVE	AS ABOVE	
1♥		5	3♠	NATURAL	1♠ = FNT STYLE; 1NT 5+♠s, 2♥ 8-10HCP	1NT-2m MAY BE 3;	2 = 8-10HCP 3 CARD SUPP.
					2NT 16+ BAL. (COULD CONTAIN 4-CARD MAJOR)	2ANY-2NT 11-13 BAL; LONG SUIT TRIES;	2♦ = 7-10 HCP 4 CARD SUPP
					2 ANY GF; 3♣/♦ 6 CARDS INV. TO 3NT; 3/4♥ WEAK		NON-FORCING FREE BIDS
1♠		5	3♥	NATURAL	1NT FORCING; OTHERS AS ABOVE	AS ABOVE	AS ABOVE
INT			2♠	(13)14-16	2♣ ASKS M/RAISE 2NT(4); 2♦/♥ TRF; 2♠ 15+	1NT-2♦/♥; 3♥/♠ SLAM TRY	LEBENSOHL (Supp. Notes P 2)
				OCCASIONAL SINGLETON	BAL; 2NT - 3 (WEAK OR STRONG); 3 ANY		
				OCCASIONAL GOOD 13PTS	INVITATIONAL; 4. TEXAS		
2*	\checkmark	0	2.	GAME FORCING UNLESS	2 ◆ -VE; 2NT = BALANCED POSITIVE, 8-10; 3NT=10-12		
				2NT REBID			
2♦	V	0	2♠	WEAK M; STRONG MINOR;	2NT ENQUIRY; 2♥ TO PLAY FACING WEAK	OVER 2NT 3m SHOWS CIPHER M; THEN 3 ◆ /♥ ASKS; 3M=ACOL 2 CYPHER MINOR;	
				21-22 BALANCED	♥; 3MINOR NATURAL & F.; 3M PRE-EMPT	PUPPET AFTER 2NT REBID; 3NT FROM	
						RESPONDER SHOWS 4/4 MAJORS	
2♥	V	5		4+♠/5+♥, 11-15 HCPS (see Supp. Notes Page 2)	2NT ENQUIRY	3m = NAT; 3♥ = MIN 4-5-2-2; 3♠=4-6; 3NT = MAX	
2♠	$\sqrt{}$	5		5+♠/5+m 5-10 HCPS	2NT ENQUIRY	3m = NAT + MIN; 3 = A + MAX; 3 = 6/5; 3NT = A + MAX	
2NT	$\sqrt{}$			19+/20 HCPS BALANCED	3♣=PUPPET STAYMAN; TXFS; 3♠=MINORS	OVER 3*, 3NT=NO 4-CARD MAJOR	
3 .		6		NATURAL AND WEAK	CHANGE OF SUIT FORCING		
3♦		6		AS ABOVE	AS ABOVE		
3♥		6		AS ABOVE	AS ABOVE		
3♠		6		AS ABOVE	AS ABOVE		
3NT	V			SOLID MINOR <k outside<="" td=""><td>4♣ PASS/CONVERT; 4♦ SINGLETON ASK</td><td></td><td></td></k>	4♣ PASS/CONVERT; 4♦ SINGLETON ASK		
4 ♣	$\sqrt{}$	0		GOOD 4♥ OPENING	4♦=SLAM TRY		
4♦	$\sqrt{}$	0		GOOD 4 OPENING	4♥=SLAM TRY		
4♥		6		LESS STRENGTH THAN 4.	NEW SUIT IS CONTROL ASK		
4 •		6		LESS STRENGTH THAN 4◆	NEW SUIT IS CONTROL ASK		
4NT				SPECIFIC ACE ASK	5♣ = NONE; 5NT = ♣A		
5 .				NATURAL		HIGH LEVEL BI	DDING
5♦				NATURAL		RKCB 14/30; DOUBLE KCB WHERE TWO	SUITS ARE SUPPORTED
5♥						SPLINTERS	

SUPPLEMENTARY NOTES – D & D GREENWOOD

LEAPING MICHAELS

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2∀/♦ (weak) 4♣
                     = ♣ + other Major
                    = ♦ + other Major
2V/♠ 4♣ P 4♦ = superfit for ♣
               4\Psi/A = superfit for other Major
2♥ 4♦ P4♥
                    = superfit for ◆
          4NT
                    = superfit for ♠ (must be prepared to play at 5-level)
P 4NT
                    = RKCB in ♦ (if interested)
                    = " in ♠
    5♣
2♠ 4♦ P 4♠
                    = superfit for ♦
                    = superfit for ♥
           4NT
P 4NT
                    = RKCB in ♦ (if interested)
                    = " in ♥
    5♣
2♥/♠ 5♦
                    = to play
NON-LEAPING MICHAELS
3♣ 4♣ = Majors
3♣ 4♦ = ♦ + a major
3 \spadesuit 4 \clubsuit = \clubsuit + a \text{ major}
MICHAELS CUE BIDS
(1 \clubsuit/1 \diamondsuit) (2 \clubsuit/2 \diamondsuit)
                                  = both Majors – weak or strong
(1♥) 2♥ (♠ + minor) (P) 2♠ = to play
                            2NT = forcing
                             3 = pass or convert
                             3 \blacklozenge = \text{to play or } 4/5 \clubsuit \text{ (Multi style)}
                             3 \heartsuit = invitational to 4 \spadesuit
                             3 \spadesuit = competitive
                                  = \nabla + a \min or
(1♠) 2♠
(1♥) P (P) 2♥ = Michaels
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LEBENSOHL - Slow Arrival NO Stop

-v- Intervention over 1NT; weak 2s; partner's reverse

Response	Meaning
Suit at the 2 level	Natural sign off
Suit at the 3 level	Natural and forcing
2NT	Asks pd to bid 3C then pass or correct
2NT, then 3NT	No stop in known suit
NT, then a suit that could have been	Invitational
shown at the 2 level	
Immediate 3NT	Stop in known suit
Immediate cue bid of a major	Stop + 4 cards in other major
2NT then cue bid of major	No stop + 4 cards in other major
Double	Take-out. 8+ HCPs
1♠ 2♦ 2♠ 2NT = Lebensohl	

<u>FLANNERY</u> - 2♥ opening – limited hand (11-15) with at least 5♥s + 4♠s (always longer ♥s)

2♥ P 2NT P

3♣ = **4-5-1-3**

3 ♦ = 4-5-3-1

3 = 4-5-2-2, min.

3 = 4-6-(2-1) or (3-0) (Min or max)

3NT = 4-5-2-2, max.

4♣ = **4-5-0-4**

4♦ = **4**-**5**-**4**-**0**

4 = 5/6 (1.1 or 2.0)