

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>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 hcp bal, with stopper, system ON
Balancing in 4 <sup>th</sup> 10-14 hcp with stopper, system ON
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, Ghestem (weak or strong) (Note 1)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Ghestem (Note 1), 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), System ON as if we opened NT
2♣ = Majors
2♦ = single suited M
2♥/♠ = ♥/♠ + minor, 2NT asks to describe hand, 3♣ = pass/correct
2NT = minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O. Lebensohl on after X (Note 2.1)
NT = natural 15-18 hcp
Cue = asking for stopper usually no 4 cards in other M
Leaping Michaels (Note 5)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
CRO (colour, rank, odd) over 1♣ / disturbing over 2♣
Over strong 1♣ - CRO; 1♦ = ♦+♥ or ♣+♠; 1♥ = minors or Majors; 1♠ - ♣+♥ or ♦+♠; 1NT= single suited
<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, 3♣ = 4+ support 9-11 no shortage, 3♦ = 4+ support, 7-11 with 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	S/P	S/P	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude (rev)	Attitude (rev)	
King	Count	Count	
Queen	AQJx, QJ9x, Qx	AQJx, QJ9x, Qx	
Jack	JT9x, Jx	JT9x, Jx	
10	HJT <sub>x</sub> , T98 <sub>x</sub> , Tx	HJT <sub>x</sub> , T98 <sub>x</sub> , Tx	
9	HT9 <sub>x</sub> , 987 <sub>x</sub> , 9x	HT9 <sub>x</sub> , 987 <sub>x</sub> , 9x	
Hi-X	even	even	
<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
Suit 2	Attitude (rev)	Attitude (rev)	
3	S/P		
1	Attitude (rev)	count	
NT 2	count	Attitude (rev)	
3	S/P		
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 6 hcp			
Protective doubles in 4 <sup>th</sup> seat			
Negative to 4♥			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Over partners 1NT - X - XX = single suited			
DOPI, ROPI in Key card and over 2♣ opening			
Support X/XX			

W B F CONVENTION CARD
<b>NCBO: Northern Ireland</b>
<b>PLAYERS: Pat McDaid &amp; Zrinka Kokot</b>
<b>EVENT: Interpro trials</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
aggressive
5 card Majors, 5542
NT = 14-16, non-vul against vul 10-13
Carding: normal count, reverse attitude, Italian discards odd=encouraging, even = suit preference
Inverted minors
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Smolen (after Stayman and 2♦ 3M shows 4 & 5 in other M)
Extended Helvic (Note 3)
XYZ - forcing for a round
2♦ multi - 3way
Any 1M-3M weak, 1m-3m: No interference = 6-9 HCP With interference = 9-11 HCP
Single jump in unbid major - weak
Check back - 2♣ = invitational, 2♦ = gf (priority showing 4c major, then 3 card support for original suit)
After opps 1 level suit interference system ON, x =negative
After opps 1NT overcall X = penalty, bid = to play splinters
Lebensohl (Note 2, 2.1 & 2.2)
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT - X - forcing pass (asking for XX) = strong or 2 untouched suits
DOPI, ROPI
<b>IMPORTANT NOTES</b>
On rare occasions NT opening might contain singleton Hon
<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/bad 10, 2NT= pre-empt If weak M takes priority over ♦, 2♣ = 5+ clubs GF, 2♦ = 5+ ♣ inv, no 4c M, 2♥/♠/3♦ = pre-empt, 3♣=6-9 hcp	1st round control after inverted GF, jump = splinter	Natural not inverted 2NT = weak raise in ♣
1♦		4			Natural 4c suit, 1NT = 6-9/bad 10, 2NT = pre-empt, 2♦=4+ ♦, no 4c M, GF, 3♣= 4+♦, inv, 2♥/♠= pre-empt, 3♦=6-9hcp	1st round control after inverted GF, jump = splinter	Natural not inverted 2NT = weak raise in ♦
1♥		5		11-22, 5+ losers			
1♠		5		11-22, 5+ losers	Simple raise, weak jump, 2NT gf with 4+ support, 3♣ = 4+ support 9-11 no shortage, 3♦ = 4+ support, 7-11 with shortage, 3NT = 4333 12 - 15hcp	After 2NT; 3 level = 4card suit, 4 <sup>th</sup> level splinter with 6+ card M After 3♦; 3♥/♠ asks for shortage After simple raise; 2NT GF, any other bid below 3 level suit is trial (asking for help), 3 of the suit to play, jump in new suit splinter	2♣/♦ = Drury, 3/4 card support 9-11, 2NT = 4 card support max pass, strong game interest; 1NT = up to 11 without support, F1
1NT	14-16	1			Only if non-vul against vul and not in 4 <sup>th</sup> seat, no 5 spades	Jacoby (Note 4), Texas, non-promising Stayman, Gerber 4♣, 3♣ = Muppet Stayman, 3♦/♥/♠ = gf 4441 singleton in bid suit	
	10-13	2					
2♣	x	0		23+ or 4 losers	Artificial, control showing, 2♦=0-1 control, 2♥ = 2 controls, 2♠ = 3 controls, 2NT = 3 kings; A=2 controls, K=1 control	Only NF sequence would be 2♣-2♦-2NT(3NT) – anything else forcing and natural	
2♦	x	0		Multi, W2 in M / 19-20 bal / 4441 GF	2♥/♠ = pass/correct, 2NT = asking, 3 level minor forcing	Refer to Note 6.	
2♥	x	5		5♥+ 4m, (3)4-10 hcp	3♣ = pass/correct for minor, 2NT = ask	After 2NT, 3♣/♦ = weak with ♦/♣, 3♥/♠ = good with ♣/♦	
2♠	x	5		5♠+ 4m, (3)4-10 hcp			
2NT	21-22	1			Jacoby, Muppet Stayman, Gerber, 4♦ = 5-5 M, slam force		
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	0		Gambling, long running minor, max K on side	4♣ or 5♣ = pass correct, 5♦ = to play 4♦ = M shortage ask		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
4NT	x	0		Specific A asking	5♣=none, 5♦/♥/♠ = ♦/♥/♠ A, 5NT = 2, 6♣ = ♣A		
5♣		8		Pre-empt		<b>HIGH LEVEL BIDDING</b>	
5♦		8		Pre-empt		4NT = RKCB 14/03 if suit agreed, or for last mentioned suit	
5♥		8		Pre-empt		4♣= quantitative over NT, 4♦/♥ = minorwood for ♣/♦ (14/03)	
5♠		8		Pre-empt			

<p><b>Note 1: Ghestem</b></p> <p>After opps opening 1 level bid cue bid of their suit shows extremes example 1♥-2♥ (showing ♠ and ♣, 5-4 at least), 2NT = two lower suits, 3♣ = two higher suits</p> <p>Exemption:     1♣ (opp) - 2♣ = ♠ + ♦                          - 2♦ = Majors                          - 2NT = ♥ + ♦                          - 3♣ = to play</p>	<p><b>Note 3: Helvic / extended Helvic</b></p> <p>1NT - (x) - pass = forcing xx from p (strong or two non-touching suits, bid lower of two)                          - xx = single suited                          - 2x = two touching suits (bids lower) - rotational, so 2♠ = 4♠&amp;4♣</p> <p>1NT - p - p - (x)                  p - p - xx = forces 2♣ from p, t/o to minor (5 suited) or 4-4 M&amp;M, subsequently after partner's 2♣, 2♦ = diamonds, 2♥ = 4♥&amp;4♣, 2♠ = 4♠&amp;4♦                          -2x = two touching suits (bids lower) - rotational</p>
<p><b>Note 2: Lebensohl after opps w2 overcall of minor opening</b></p> <p>X = negative - other two suits        New suit at 2 level = to play        New suit at 3 level = GF        Direct cue bid = Stayman with a stop in opponents suit        3NT = to play, with stopper        2NT forces 3♣ <u>after which</u>:        Pass or bid of a lower suit = to play        Bid of a higher suit = invite        Cue bid = Stayman without stop in opponents suit        3NT = want to play there, but no stop</p> <p><b>Note 2.1: Lebensohl after opps w2 opening and partners X (e.g. 2♦/♥/♠-X-pass-)</b></p> <p>New suit at 2 level = to play        New suit at 3 level = GF        Direct cue bid = Stayman with a stop in opponent's suit        3NT = to play, with stopper        2NT forces 3♣ <u>after which</u>:        Pass or bid of a lower suit = to play        Bid of a higher suit = invite        Cue bid = Stayman without stop in opponent's suit        3NT = want to play there, but no stop</p> <p><b>Note 2.2: Lebensohl after 1NT opening (e.g. after 1NT-2♥ by opps)</b></p> <p>X = penalty        New suit at 2 level = to play        New suit at 3 level = GF        Direct cue bid = Stayman with a stop in opponent's suit        3NT = to play, with stopper        2NT forces 3♣ <u>after which</u>:        Pass or bid of a lower suit = to play        Bid of a higher suit = invite        Cue bid = Stayman without stop in opponent's suit        3NT = want to play there, but no stop</p>	<p><b>Note 4: Super accepts after a transfer e.g. 1NT-2♦ (showing hearts)</b></p> <p>2♠/2NT/3♣/3♦ - max, 4 card support and potential source of tricks in ♠/split points/♣/♦ respectively        3♥ = minimum with 4 card support (but not 3433)        2♥ = all other hands</p> <p>After</p> <p>1NT-2♠ (showing clubs or cubs and diamonds 5-5)        2NT = at least three clubs, subsequently 3♣ = to play, anything else cue, GF        3♣ = 2 clubs, subsequently 3♦ would be 5♣-5♦ to play, 3♥/♠ = 5♣-5♦ shortage in ♥/♠</p> <p>1NT-2NT (showing diamonds)        3♣ = at least 3♦, subsequently 3♦ = to play, anything else cue, GF</p>
	<p><b>Note 5: Leaping Michaels after opps W2 opening</b></p> <p>2♥/♠ (w2 from opp) - 4♣/♦ = ♣/♦ and other major 5-5 at least</p> <p><b>Note 6: 2♦ multi subsequent action After 2NT</b></p> <p>3♣ = good w2 with hearts, 3♦ = good w2 with spades, 3♥/♠ = bad with ♥/♠        4x = 4441, GF with singleton above bid suit, 3NT = 19-20 balanced</p> <p><b>After 2♥/♠ pass/correct</b></p> <p>2NT = 19-20 bal        3x = 4441, GF with singleton above bid suit</p> <p><b>Note 7: Muppet Stayman</b> is 3♣ after 1NT/2NT (and also after 2NT bid after 2♣/2♦ opening)</p> <p>3♣ asks for 4 or 5 card major from NT opener        responses: 3♦ = at least one 4 card major                      3♥ = no 4 or 5 card major                      3♠ = 5♠                      3NT = 5♥</p> <p>2NT - 3♣        3♥ - 3♠ = no 5 spades, transfer to 3NT                  -3NT = 5♠ + 4♥</p> <p>2NT - 3♦        3♥ - 3♠ = no 4 spades, transfer to 3NT or 4♥                  -3NT = 5♥ + 4♠</p> <p>2NT - 3♠        3NT - 4♦ = transfer to 4♥</p>