

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 and 2 level overcalls (no jump) constructive
Response new suit forcing unless already passed, Fit jumps
Response simple cue bid = forcing enquiry
Jump responses pre-emptive/fast arrival
Over opps overcall, 1/3 suit = 5+ Forcing, 2 suit = 5+ NF
2NT = natural (NF) if opps overcall, or in response to our simple (non-jump) overcall
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18 in 2 <sup>nd</sup> position, and in 4 <sup>th</sup> position if responder bid
10-15 in 4 <sup>th</sup> position, 2♣=ask, 2NT=max
1NT system responses on after 1NT overcall (except above)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1 Suit: Jumps = weak: 1 jump = weak 2 hand; 2 jump = weak 3 hand
2 Suit: Ghestem 5+/5+ (see notes)
Reopen: No Ghestem in 4 <sup>th</sup> position
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = Ghestem (Note 1), or support raise/forcing enquiry
Jump Cues = NT ask or Splinter
Cue of opps simple overcall of opener 1suit= 4+ support, game inv +
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = Penalties, 2♣ = 4+♥ & 4+♠, 2♦/♥/♠ = 5+ suit
2NT = 2 suiter
3♥/♠/♣/♦ = pre-emptive 6+
vs. 15-17 NT X of artificial bid = suit,
vs. weaker NT = 15+ bal unless PH
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = take out, NT = natural, Overcall = natural
Cue bid = NT ask or very strong hand, 2NT frequently Lebensohl
Leaping Michaels vs weak 2s and 3♣
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=strong, Jumps=weak, Overcall=natural, NT=2 suits
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=interested in penalties, subsequent Xs are penalty
New suit= 4+ natural & Forcing unless already passed
Jumps = pre-emptive

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup> (2 <sup>nd</sup> from 4 <sup>+</sup> bad)	3 <sup>rd</sup> and 5 <sup>th</sup> (2 <sup>nd</sup> from 4 <sup>+</sup> bad)	
NT	3 <sup>rd</sup> and 5 <sup>th</sup> (2 <sup>nd</sup> from 4 <sup>+</sup> bad)	3 <sup>rd</sup> and 5 <sup>th</sup> (2 <sup>nd</sup> from 4 <sup>+</sup> bad)	
Subseq	As above	As above	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ax(+) asks attitude	Ax(+) asks attitude	
King	AKx(+), AKQx, KQJ/10,Kx	AKx(+), AKQx, KQJ/10,Kx	
Queen	QJ10/9x, QJx, QJ, Qx	QJ10/9x, QJx, QJ, Qx	
Jack	J109/8x, J10x, Jx, A/KJ10x	J109/8x, J10x, Jx, A/KJ10x	
10	10x, H109x, 109	10x, H109x, 109	
9	1098(x), 109x, 9x	1098(x), 109x, 9x	
Hi-X	xSxx, Sx	xSxx, Sx	
Lo-X	HxxxS, HxS, xxxS, xxS	HxxxS, HxS, xxxS, xxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=Even	Hi=Even	1 <sup>st</sup> E=ENCRG Odd=S/P
Suit 2	Hi=ENCRG	S/P	Hi=Even
3	S/P		S/P
1	Hi=Even	Hi=Even	1 <sup>st</sup> E=ENCRG Odd=S/P
NT 2	Hi=ENCRG	S/P	Hi=Even
3	S/P		S/P
Signals: 1 <sup>st</sup> discard Odd=S/P, Even=ENCRG in suit			
Smith signals vs 3NT+ (Hi=ENCRG, low=DISCRG or Neutral)			
Remainder count = Hi=Even			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Classic style, maybe light if perfect shape			
Cue bid to suit agreement, Jumps=4+cards 8+, maybe lighter with 5+cards			
Reopening X maybe weaker			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative dble. Responsive X through 4♥			
NV X of Splinter = suggest sacrifice, VUL = lead suit below splinter			
Support X or XX shows 3 card support, up to 2♣			
X of weak artificial support bids = take out of opps agreed suit			
X of transfers at 1 level=suit, cue of opps suit = take out			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Ireland</b>
<b>PLAYERS: Mark Moran Rory Boland</b>
<b>EVENT: Camrose Trophy 2017</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣/♦/♥/♠ all 4+cards 11-20hcp, sound in principle
1NT=14-16
2♣/♦ always strong
2♥/♠ weak 2s
2NT opening is 21-22 balanced
2 over 1 FG, except 1♥/♠ - 2♣ maybe invitational in ♥/♠
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ opening is 19-20 hcp balanced
3NT opening is pre-empt in ♣/♦ (not in 4 <sup>th</sup> )
Ghestem 2 suited overcalls
4♣/♦ openings Texas in ♥/♠
2♣/2♦ puppet/forcing enquiry to opener's 1NT rebid
1♥/♠ - 2♣ maybe invitational in ♥/♠ (or 2/1 FG with 3+♣)
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT-X-XX if XX=escape, Pass=F
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>



**NOTE 1: GHESTEM**

Ghestem 5+/5+ 2NT = lowest suits, Cue= Extreme suits

After 1M - 3♣ shows other 2 suits

After 1♣ - 2♦ shows both M

After 1♦ - cue = Majors and 3♣ shows ♣ and ♠

**NOTE2: BIDDING AFTER 2♥/♠ OPENING**

2♠ = 5+♠, F1

2NT = F enquiry

**NOTE 3: 2♣ to 1♥/♠ OPENING**

2♣ = either invitational raise in ♥/♠ or 2/1 FG with 3+♣; then:

2♦ = 5+ cards in suit opened