


DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			 Category: Open Country: Ireland Event: World Bridge Games 2016 Players: John Carroll & Tommy Garvey		
Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK.		Lead	in Partner's Suit			
2 level: usually sound	Suit	4th, 2nd from bad suits	Low from odd if unsupported			
New suit: F1	NT	4th, 2nd from bad suits	Low from odd if unsupported			
UCB usually promises 3 card support	Subseq	same/attitude				
After 1M overcalls: 2NT = 4+ support and jump fits	Other:	RUSINOW. Ace asks attitude, King count (unblock v NT)				
Jump raises pre -emptive						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY		
15 - 18 HCP in 2nd: Responses as for 1NT opening	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
10 - 14 in 4th. Stop in opened suit not necessary 2♣ ask range and majors	Ace	Akx(+) Ax(+)	Akx(+) Ax(+)		1♣ = 11 - 13 Balanced or 17+ any	
Negative doubles and some transfers in competition	King	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+) KQ		1♦ Opening may have longer clubs and is usually unbalanced	
	Queen	KQx(+)	KQx(+)		5 card Majors, 1NT response semi-F. Light initial action	
	Jack	QJx(+) QJ	QJx(+) QJ		Canape responses after 1♣ opening	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)			
1-Suit: Weak , 2NT = Ask	9	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)		1NT Openings: 14 - 16	
2-Suit: Ghestem 5+5+	Hi-x	xSxx xSx Sx	xSxx xSx		2 OVER 1 Responses Artificial after 1M opening	
	Lo-x	HxxS HxS	HxxS HxS		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Intermediate, 2NT = 18(+) - 20	SIGNALS IN ORDER OF PRIORITY			2♦ Opening = 4414 or 4405 or (43)15 10-16		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♥/2♠ Opening Weak	
Ghestem	Suit:1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P		
Jump cue in M asks stop (1D- 3D is weak)	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd		
Cue in 4th is any 2 suits intermediate+	3rd	S/P			3NT = Pre-empt in ♣ or ♦ except 4th in hand	
1M - P - 2M then cue is stop ask and 4m = 5m/5OM	NT: 1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P	Transfers when opps double or overcall our one level suit openings	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd	Transfers after 1NT opening and 2x overcall and 1♣ opening and 2M overcall	
2♣ =♦ or less constructive ♥ + ♠	3rd				2NT usually not natural in competitive auctions	
2♦ = constructive ♥ + ♠	Signals	Smith Signal vs NT (Ihigh enc, low disc or neutral)			Artificial responses at 2 level after 1M opening	
2M = Natural		S/P in Trump suit				
2NT = Distributional 2 suit (typically minors or else very good hand)						
X = Penalty (or by passed hand = max pass)						
	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light with perfect shape, May have 2 cards in unbid minor					
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor	Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9					
(WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid asks stop. After 3 minor: cue = 5/5 Majors	Jumps to 3M weak. Raise in comp auction shows slightly better than minimum				SPECIAL FORCING PASS SEQUENCES	
4om = 5om + 5M. After 3M: 4m =5m + 5OM and 4NT = minor 2 suiter	Jump over opps redl weak. 1M-X-2M- Lebensohl, 1M-P-2M-X-P- 2NT = lebensohl				(1NT) - DBL - (any) - Pass: forcing except of 2♣	
VS. ARTIFICIAL STRONG OPENINGS	Double in re-opening position may be weak					
Against 1♣/2♣: X (2♣) = ♥/♠ or ♠/♠, 1♦ (2♦ over 2♣) = ♥/♦ or ♣/♠, 1/2/3NT = Ms or ms	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
All 4+/3+ 0 - 12 hcp. Jumps are weak	Negative DBL through 3♣ (4♣ after 1♦ opening) Higher X = cards, co-op T/O				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Responses are random until doubled. NT is game try	Responsive DBL through 4♥. Often game try when no UCB available					
	Higher doubles card showing (Transferable values)					
OVER OPPONET'S TAKE OUT DOUBLE	1♣ - 1M - 3♣ then double shows OM and 3♦ game try					
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. After 1♥/M opening: RDBL = 10+,	Support DBL and RDBL though 2♣			Psychics:	Seldom (more possible green with passed partner)	
then subsequent DBLS takeout forcing to penalty or 2 Opps suit,	Most low level DBLs = Take Out. When we have agreed suit double is penalty unless					
1NT to 2 under = transfers (NF or F1), TRFS to opening suit = 3 card supp inv+	no space when it is game try					

OPENING BID DESCRIPTIONS							Competitive and Passed Hand Bidding
Open	Artifi	Min	Neg	Description	Responses	Subsequent Auction	
1♣	Yes	0	3♣	11 - 13 BAL or any 17+	1♦ = 0 - 7 or (some 22 + bal), 1NT = 8 - 11, 2NT = 12/13, 3NT = 14 - 18 1♥/♠ = 8+ hcp (may have minor suit canape) 2♣/♦ = nat or minors NF 2♥ = 5/4 minors GF or if 4/4 minors then 19+ bal 2♠ = 1 minor GF or 19-21 bal (no M or 4/4m) 3♣/♦ nat invite opp 11-13, 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17 - 18, 2♥ = bal 24+ or GF♥, 2♠ - 3♣ = Game Forcing, 2NT = bal 21-23 3♥/♠ = 4 cards with 5+♦, 3NT = to play, 4C is control ask, 4d = both m After 1M: 1NT = 11 - 13, 2♣ = Artificial GF	2♥/♠ Weak 3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2NT = 11 - 12, 3NT to play, Inverted Raises, 2M = weak Splinters, 3♣ any void splinter	1♦ - 1NT: 2NT = 14 - 16 5♥/4♣ or 1=4=4=4 After 1♦ - 1NT - 2NT: 3♥ = GF ask, then 3♣/3NT = shortage in ♥/♠	2♥/♠/3♣ = Jump Fit
1♥	No	5	3♠	10 - 16,	1NT 6 - 12 semi-F, 2♣ = art GF, 2♦ = 3 card supp 1nv+, 2M = 5-9 2♠ = weak, 2NT/3♣/♦ = 4 card support 3♣ = void spl, 3NT = ♠ spl	After 1NT rebid 2♣ is relay to 2♦ (to play or invite) and 2♦ GF ask After 1♥ - 2♦ then 2♠ is all max; and 1♠ - 2♥ then 2nt is all max	2♣ = 3 card Drury Jump fits, 2 Natural NF
1♠	No	5	3♥	10 - 16,	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥/NT = void splinters 10 - 14/14+, 4♣/♦/♥ = Splinters	After 1♠ - 2♦: 2♥ is no fit, 2♠ is no fit 6♣ and 3m is nat After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no sho, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
1NT	No	2	3♠	14 - 16 5M, 6m or 5/4 minors possible	2♣ = stayman, 2♥/♥/♠/NT = Transfers 3♣ = 5+ ♣/4+ ♦ GF, 3♦ = 5+ ♥/4♣ GF, 3M = shortage 4♣ = Gerber 4♥/♥ = Transfers (texas), 4♠ = 4/4 minors (can be bit less than 4m)	After 2♣ - 2♦: 2M weak 5/4, After 2♥/♥: 2NT /3M = max/min with 4 trumps After 2♠/NT: 2 steps = Accept, After 3♣/♦ Next = ask After Texas, then 4NT = RKCB, New = ERKB	
2♣	No	5	3♠	10 - 16, 6 or 5+♠ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF	After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit	
2♦	Yes		2♠	(3/4 - 3/4) -0/1 - 4/5) short ♦ 4+♣	2NT = ask	After 2NT: 3♣ = Min, 3♦ = 4-4-1-4, 3♥ & 3♠ = 3 cards, 3NT = 4-4-0-5	
2♥	No	5		4-9 5+ cards	2NT = Ask, new suit F1, 4c = optional rkcb		
2♠	No	5		4-9 5+ cards	2NT = Ask, 3c = Hearts, 3h = Clubs, 4c = optional rkcb		
2NT	No			19/21 bal 5M, 6m or 5/4 minors possible	3c asks 5M, 3r = xfer, 3s = m/m st 4c = single suited minor		
3♣		6		Pre, Good suit in 1/2 seat (not 1 at fav vu)	New suit nat F1, 4♦ = optional key card, CABS		
3♠		6		As 3♣	As above, 4♣ = optional key card, CABS		
3♥		6		Pre - empt (fairly classic in 2nd)	As above		
3♠		6		As 3♥	As above		
3NT		6		Pre - empt in ♣ or ♦	4+♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening	4♦ = Ask, 4♠ = rkcb and 4nt is CAB in ♠	After Ask 4M = Minimum, 4NT = 3 key cards, 5M = Extras	
4♦		7		Strong 4♠ opening	4♥ = Ask, CABS	After 4M response, next step is shortage ask	
4♥		6		Pre - empt	CABS		
4♠		6		Pre - empt	CABS		
4NT				minors			
							HIGH LEVEL BIDDING
							CUE: 1st + 2nd round equally. Positive and Negative cue bids 3NT after 1NT 3M and (usually) when we have a 4 - 4 M fit is serious slam try (stronger than cue) RKCB: 1430, Exclusion RKCB, then 5NT asks specific kings and 5/6 above trumps may be 3rd round control ask. Control asks after PRE Openings: 1 step = 0, 2 step = 2nd, 3 step = 1st Response to RKCB after 1♣ 1♦: 5♣ = 0, 5♦ = 0 + TQ, 5♥ = 1, 5♠ = 1 + TQ JOSEPHINE In forcing pass auctions when we have a fit pass then pull is slam try otherwise flexible about strain