

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
INT OVERCALL (2nd/4th Live; Responses; Reopening)
14-18 2 nd seat and 10-15 in 4th
System on over any INT (including protective)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits (Ghestem) (4)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Ghestem (1x-2x = Higher + lowest) (4)
1M-2M = OM +clubs
Jump cue – solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Anti (5)
2♣ = ♦'s or Majors
2♦ = ♥'s or ♠'s + longer minor
2♥ = ♥'s + longer minor
2♠ = ♠'s
Dbl pen (over weak) or ♣'s (over str)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = TO (6)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Weak Jump overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = good raise
1/3 Level forcing, 2 level NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JT _x	AJT, KJT, QJT, JT _x	
10	HT9 _x , T9 _x , T _x	HT9 _x , T9 _x , T _x	
9	H98 _x , 98 _x , 9 _x	H98 _x , 98 _x , 9 _x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
Suit 2	Suit pref	Suit pref	Suit pref
3			
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
NT 2	Suit pref	Suit pref	Suit pref
3			
Signals (including Trumps):			
On partner's lead, low encourages			
Hi-lo in trumps 3 trumps looking for ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4D			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dble/Redouble			

W B F CONVENTION CARD
CATEGORY: Natural
NCBO: Irish Bridge Union
PLAYERS: Terry Walsh & Derek O'Gorman
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4-card suits, Strong NT, Benjamin, 2/1GF, RKC 4130
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
INT = 15/17
2♣ = 20-22 or 8 playing tricks
2♦ = 23+
Weak 2♥/2♠
2NT = minors weak
Lebenshol SANS (also over reverse) (7)
New minor forcing
Support dbl and redbl
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
PSYCHICS:

Note 1: Responding to 1NT

- 2♣ Non-forcing Stayman
 - 2♦ Transfer to Hearts
 - 2♥ Transfer to Spades
 - 2♠ Transfer to Clubs. Opener rebids 2NT with H♣ or xxx and max otherwise 3♣
 - 3♣ weak with clubs
 - 3♦ 5+ clubs, 5+ diamonds
 - 3♥ 3-1-4-5
 - 3♠ 1-3-4-5
 - 3NT over 3♣ 2-2-4-5; over 2NT to play
 - 2NT Transfer to Diamonds. Opener bids 3♦ if minimum, 3♣ if maximum
Responses similar to above
 - 3♣ strong
 - 3♦ strong
 - 3♥ strong
 - 3♠ strong
 - 3NT Natural
 - 4♣ Gerber
 - 4♦ Both Majors, weak
 - 4♥ Natural
 - 4♠ Natural
 - 4NT Quantitative
- Breaking a Transfer to a major shows 4+ support and 16+ HCP Bid lower suit without A or K
2NT = Max with 4 card support and flat hand
3♥/♠ = Min with 4 card support
Following transfer to a minor, responder's continuation bids show singleton major,
(e.g. 3♠ = 1;3;5/4) and GF. 3NT following min. responses = 5/5 in minors

Note 2: Over strong 2NT (i.e. 2♣/2♦ and 2NT rebid)

- 3♣ = Puppet Stayman
 - 3♦/3♥ = Transfer
 - 3♠ = interest in minors
 - 3NT = Natural
 - 4♣/♦ = Natural
- Also used over 3NT bids

Responses to 3♣ Puppet Stayman

- 3♦ = No 5 card major,
Response to 3♦:
 - 3♥ = No 4 card ♥ suit, may have 4 card ♠ suit
 - 3♠ = No 4 card ♠ suit, promises 4 card ♥ suit
- 3NT = 2 four card majors
- 3♥/♠ = 5 card suit
- 3NT = no major, 3 card ♠

Note 3: Responding to partner's 2♥/♠

2NT = game interest enquiry

Responses to 2NT

3♣ = 5-7; poor suit

3♦ = 5-7; good suit

3♥ = 8-10; poor suit

3♠ = 8-10; good suit

2♥-3♥/4♥ or 2♠-3♠/4♠ = Pre-emptive, 3 or 4 card support

Over 2♥, 2♠ is natural and forcing for one round

All 3 level bids are forcing for one round.

- If max show feature, if min, rebid major

Note 4: Ghestem over opponents' 1 level suit opening

3♣ = 5/5 in the two highest of the three remaining suits;

except when 1♣ is opened, then bid 2♦

2NT = 5/5 in the two lowest of the three remaining suits

Cue bid = 5/5 in the two extremes of the three remaining suits

Strength - 4-11 points (depends on vul) or very strong 2-suiter

2NT in 4th position is natural 18+

Other 4th position bids are Ghestem but have opening values

Note 5: ANTI - Defence to opponents' 1NT opening

x = shows clubs if NT is strong; otherwise penalty

2♣ = 5+♦ or 4+/4+ in majors; may be passed out

Responses are similar to multi opening

2♦ = relay; Rebid longest major or pass.

2♥ = prefer ♥s, willing to compete to 3♦

2♠ = prefer ♠s, willing to compete to 3♦

2NT Enquiry

3♣ = both majors, min or 5-5 majors and max

3♦ asks

3♥ = min with equal length or longer ♥s

3♠ = with longer ♠s

3NT 5-5 in majors and max

3♦ minimum with ♦s

3♥ max with longer ♥s or equal length

3♠ max with longer ♠s

3NT max with ♦s

3♦ = good ♦ support, willing to compete to 3♥/3♠

3♥/♠ = good ♥/♠ support, willing to compete to 4♦

2♦ = 5+♥ or 4♠ and a longer minor; may be passed out

Responses and rebids

2♥ = relay, Rebid = pass or 2♠. 3♣ by partner is for conversion.

2NT = Enquiry

5♣ = 4♠ & 5+♣

3♦ = 4♠ & 5+♦

3♥ = Min with Hearts

3NT = Max with ♥s

Following 3♣/3♦ bid, next bid up enquires further

3♠ = Min

3NT = Max

2♥ = 4♥ and a longer minor

Responses and rebids

Pass to play in 2♥

2NT = Enquiry

3♣ = Min with 4♥ & 5♣

3♦ = Min with 4♥ & 5♦

3♥ = Max with 4♥ & 5♣

3♠ = Max with 4♥ & 5♦

3♣ = for conversion to minor

2♠ = 5+♠

2NT = enquiry. Respond 3♠ if min, otherwise bid feature

2NT = 5/5 in Minors

If 2-level bid showing Major/minor dble then

2NT = enquiry

3♣/♦ = to play

Note 6: Defence to 2 level pre-empts

Defence to Benjamin / Tartan Two / Weak nat. 2♦

Double = takeout

2NT = 16-18 balanced with relevant stoppers

Cue bid = long running suit without stopper

(Partner bids 3NT with stopper or 4♣ for conversion)

Defence to Multi 2♦

2♥ or 2♠ = takeout, 12+ pts, 4 in bid major, must be short in other major

2NT = 16-18 balanced with stoppers in both majors

3 any suit = To Play

Double = 13-15 Balanced or 18+ balanced

Double in 4th seat TO, unless partner bids in 2nd seat, then penalty

Lebensohl also used here over dble of natural bid - See note 7

Note 7: Lebensohl (always applies to 2-level bids)

Used a) after opponents interference over our 1NT opening

b) after partner makes a takeout double of a weak two bid e.g. 2H-x or 2h-p-p-x

c) after partner doubles opponents' bid and raise e.g. 1h-p-2h-x

d) after partner doubles opponents' 1 level bid and they raise e.g. 1h-x-2h

e) after they bid at 2 level over our overcall of 1NT e.g. 1h-1NT-2d

In 1NT both scenarios (a & e above), double = penalty

in scenario a, double = responsive

General Principle = Slow Arrival denies a Stop

If partner bids 2NT, opener must relay 3♣. Responder will pass with weak ♣ or continue Lebensohl sequence.

In all scenarios:

Forcing Bids (depending on previous)

Immediate 3 level bids, (5+ and do not show stop)

Immediate cue bid, (4 card major with stop)

2NT relay followed by Cue bid (4 card major, no stop)

Invitational Bids

2NT relay followed by 3♥, if 2♥ was first available (invitation in ♥ 5+, no stop)

2NT relay followed by 3♠, if 2♠ was first available (invitation in ♠ 5+, no stop)

Non-forcing bids

All 2 level bids (5+)

2NT followed by 3 level bid (except cue bid)

2NT followed by 3NT shows both minors, no 4 card major and no stop.

Note 8: Defence to 4 level suit openings

4♠ Opening: Double = penalty

4NT = 5/5 in two suits (partner bids better minor, for conversion)

4♥ Opening: Double = takeout

4♠ = to play

4NT = 5/5 in minors (partner bids better minor)

4♣/4♦ Opening: Double = takeout

4NT = 5/5 in two suits (partner bids better of hearts and other minor for conversion)

Note 9: Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing

Weak Jump shifts

1NT=6-bad 11; 2NT=11-12; 3NT=13-15 balanced with 3 card support

1♥ - 3♠ = splinter

1♠ - 3♥ = splinter

1M - 4OM = Natural

Note 10: Inverted Minors

1m-2m = game forcing, may have 4 card Major

1m-3m = pre-emptive

Inverted Minors continue after overcalls and doubles

Note 11

Signals and Discards (INTERPRETATIONS WITH DISCRETION)

Attitude on opening lead - low shows interest

Discards

Distribution and suit preference used where appropriate.

Note 12 **Opening 2NT** (shows both minors, weak)

3♣/♦ to play

3♥/♠ natural forcing

3NT to play

4♣/♦ strong, agreeing suit

4♥/♠ to play

Note 13: **Exclusion Key card Blackwood**

Double jump to 4/5 level asks for key cards ignoring bid suit 14/30/2 without/2 with

1♠ - 2♦ - 4♥ or

1♥ - 2♣ - 4♠

Note 14: **Defence of 2-suited overcalls** (e.g. 1♥ 2NT (minors))

Double: Penalty in at least 1 of the suits

Lower cue: Raise in partner's suit (nf)

Higher cue: shows 4th suit and is forcing

4th suit: natural, non forcing

Note 15

2NT after raise of responder's major is an enquiry asking support and range

e.g. 1♦ - 1♥ - 2♥ - 2NT

3♣ 3card support, min

3♦ 3card support, max

3♥ 4card support, min

3♠ 4card support, max

Note 16

2NT in competition shows good raise

e.g. 1♥ - (1♠) - 2NT

Note 17

Overall of 1NT when opponents have bid 2 suits is distributional, dble shows more values.