DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEA					
1 and 2 level overcalls (no jump) constructive		Lead		In Partner's Suit		Green
Response new suit forcing	Suit 4 <sup>th</sup> /Attitude(2 <sup>nd</sup> from		2 <sup>nd</sup> from 4 <sup>+</sup> bad)		NCBO:	Ireland
Response to $1 \checkmark / 4$ overcall: cue = inv+, $2nt = 4 + supp inv +$	NT		2 <sup>nd</sup> from 4 <sup>+</sup> bad)		PLAYERS:	Mark Moran John Carroll
Jump responses pre-emptive	Subseq	Attitude	,	Attitude	EVENT:	Open - 2023
Over opps simple overcall, new suit = 5+ Forcing or System ON	Other:					
2NT = natural (NF) if opps overcall our 1♣/♦, or in response to our						
simple (non-jump) overcall						~~
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	•				SYSTEM SUMMARY
15+-18 in 2 <sup>nd</sup> position, and in 4 <sup>th</sup> position if responder bid	Lead	Vs. Suit		Vs. NT		
10-15 in 4 <sup>th</sup> position, 2♣=ask, 2NT=max	Ace			AKx(+) Ax(+) asks attitude	GENERAL APPROACH AND STYLE	
1NT system responses on after 1NT overcall (except above)	King			KQJ(+), KQ109(+),Kx	1♣ = 2+♣ balanced or Natural ♣ 11-20hcp	
	Queen	KQx(+), KQ		KQx(+), KQ	1♦ 4+♦ unbalar	
	Jack	QJx(+), QJ		QJx(+), QJ	1 <b>♥</b> / <b>♠</b> 5+ cards	10-20hcp
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	JTx(+),HJTx	x(+), JT, Tx	JTx(+),HJTx(+),JT,Tx	1NT=15-17	
1 Suit: Jumps = weak: 1 jump = weak 2 hand; 2 jump = weak 3 hand	9	109x(+), H1	$09x(+), \overline{9x}$	109x(+), H109x(+), 9x	2♣/ always stro	ong 2♦ weak 2 in ♥/♠
2 Suit: Ghestem 5+/5+ (Note 1)	Hi-X			xSxx, Sx	2 <b>√/</b> ♠ 5 <sup>+</sup> and 4 <sup>+</sup> m weak	
· ,	Lo-X	HxxSx, HxS	, xSxxx, xSx	HxxXx, HxS, xSxx, xSXx		s 21-22 balanced
Reopen: No Ghestem (Note 1) in 4 <sup>th</sup> position	SIGNALS IN ORDER OF PRIORITY				2 over 1 FG	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		r's Lead	Declarer's Lea	d Discarding		OS THAT MAY REQUIRE DEFENSE
Direct cue = Ghestem (Note 1), or support raise/forcing enquiry	1 Hi=Ev		Hi=Even	1st Even=Enc Odd=S/P	1 •/♥ responses to 1 ♣ are transfers 4+♥/♠	
Jump Cues = NT ask or Splinter	Suit 2 Hi=DISCRG		S/P	Hi=Even	1♠ response to 1♣ is either no M or FG 5+♦ (may have shorter M)	
Cue of opps simple overcall of opener 1suit=support, game inv +	3 S/P		5/1	S/P		s pre-empt is solid $\clubsuit/\spadesuit$ (not in $4^{th}$ )
eue of opps simple overeal of opener 1sure—support, game inv	1 Hi=Ev	en	Hi=Even	1 <sup>st</sup> Even=Enc Odd=S/P		ed overcalls (Note 1)
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Hi=DI		S/P	Hi=Even	2♦ weak 2 in ♥	
$X = Penalties, 2 = 4 + \checkmark & 4 + •, 2 • = single suit \checkmark / • = 5 + suit$	3 S/P			S/P	2♥/♠ 5+ and 4+1	m weak (Note 2)
2 ♥/♠ = 5+ & 4+♣/♦, 2NT = 2 suiter	Signals: 1st disca	rd Odd=S/P, E	Even=ENCRG in			, , , , , , , , , , , , , , , , , , , ,
3 <b>V</b> /♠/♠/♦ = pre-emptive 6+	Smith signals vs				2 <b>♣</b> /2 • puppet/	FG ask to opener's 11-14 and 18-19 bal rebid
vs. 15-17 NT X of artificial bid = suit,	Remainder count		,	,		
vs. weaker NT (max 15), X = 15+ bal unless PH	DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO	UBLES (Style	e; Responses; F	Reopening)		
X = take out, NT = natural, Overcall = natural	Classic style, ma		_	<u>.</u>		
Cue bid = NT ask or very strong hand, 2NT frequently Lebensohl (Note 5)				maybe lighter with 5+cards		
Leaping Michaels vs weak 2s and 3♣ and Multi (Note 4)	Reopening X ma	vbe weaker				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	-teopening 11 mu	, comor			SPECIAL FORCING PASS SEQUENCES	
vs 14: X=both M, Jumps=weak, Overcall=natural, NT=2 both m	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				1NT-X-XX if XX=escape, Pass=F	
Negative dble. Responsive X through 4					11,111111111111111111111111111111111111	
OVER OPPONENTS' TAKEOUT DOUBLE				ead suit below splinter	IMPORTANT	NOTES
XX=interested in penalties, subsequent Xs are penalty	Support X or XX					
New suit= 4+ natural & Forcing unless already passed	X of weak artific					
Jumps = pre-emptive	X of transfers at 1				PSYCHICS: F	Rare
	- J.	2.11 5010, 00	FPO DAIL		1 2 2 222 25.1	

9	IF SIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		2+	4♥	11-20 hcp 11-14 or 18-19 bal	1♦/♥= xfer 4+♥/♠ 4+hcp,1♠=6+hcp no M or FG5+♦	1♥/♠ rebid 11-14 bal or 3card support +♣,	1NT=5/4m non invitational,		
				or 5+♣ natural	or FG no 4M, 1NT = 6-10	then $2 \clubsuit$ puppet to $2 \spadesuit$ ; $2 \spadesuit = FG$ , $1NT=18-19$	2 <b>♣</b> = <b>♦</b> , 2 <b>♦</b> = both <b>♥</b> / <b>♠</b>		
					2♣ FG,5+♣, 2♦/♥ xfers game try; 2♣= ♣ game try, 2NT=11-12				
1 •		4+	4♥	11-20 hcp	1♥/♠ natural, 1NT 6-11, 2♣ FG, 2♦ FG 4+♦, 2♥/♠ 6cards 9-11, 2NT=11-12, 3♣=4+♦ 9-11	Transfers after 1♥/♠ except 1♠ rebid natural			
1 🗸		5+	4♥	11-20 hcp	1 ♣ = 4+ ♣, 1NT=6=11NF, 2♥ = 5-9 hcp, 3+♥, 3 ♣ = 4♥ 9-11 3♦ = 3♥ 9-11 3♥ = mixed raise, 2♣ = $2/1$ FG 5+♣ or bal often 3♥, 2♦ FG 5+♦	After 1NT rebid $2\clubsuit$ puppet to $2 \diamondsuit$ ; $2 \diamondsuit = FG$ After $2\clubsuit$ , $2 \diamondsuit = 4 + \diamondsuit$ , $2 \blacktriangledown = 5 + \blacktriangledown$ , suits natural After 2NT, $3\clubsuit = \min$ , $3\diamondsuit$ 15+ and shortage,	3♠ = 4+♥ any singleton then 3NT asks, direct splinter = void		
					2NT= 4+♥ FG, 3NT= bal 4+♥ 12-15hcp	$3 \vee = 15 + \text{ no shortage},$			
1 🛦		5+	4♥	11-20 hcp	Similar 1♥	Similar 1♥	3NT = 4 + 4 any single etc.		
1NT				15-17 hcp	2♣ NF Stayman, 4 suit transfers, 4♠/♥ transfers 3♣/♠ FG both minors 3♥/♠ = nat ST in M		opps X, XX = a 5 card ♠/♠, 2suit = touching suits (not 2♠) X of 4+suit overcall = TO, else 8+ Transfer Lebensohl (Note 5)		
2*		0	4♥	19+ FG, unless rebid 2NT	$2$ ♦=relay, $2$ ♥/ $\frac{1}{2}$ / $\frac{1}{2}$ = 5+ 2 loser (max) suit	Natural/ Splinters/transfers after NT rebids			
				or bid and rebid suit	2NT= 8+Slam Try or A& K				
2♦		0		5-10 5+♥/♠	2♥/♠ pass/correct 2NT=ask,4♣ asks xfer to M	After 2NT 3♣/♦=good ♥/♠			
2♥		5+		5-10 5+♥ and 4+♣/♦	2♠ NF, 2NT=ask, 3♣ pass/correct				
2 🛦		5+		5-10 similar 2♥	As above				
2NT				20-21 bal	Puppet Stayman and transfers, 3♠=minors FG 4♠=Slam try in ♥, 4♦ ST in ♠, 4♥/♠ ST in ♣/♦	After 4♣ response, 4♦=interest, next suit RKCB same principles for other suits			
3.		6+		5-10 hcp pre-emptive	3 ♥/♠ = 5+ F, 3♦ ask about M's				
3 •		6+		5-10 hcp pre-emptive	As above				
3 <b>v</b>		6+		5-10 hcp pre-emptive	3♠ = 5+F, 4♣=optional Blackwood	After $4 - 4 = 4 = 4 = 4 = 4 = 4 = 4 = 4 = 4 = $			
3 <b>^</b>		6+		5-10 hcp pre-emptive	4♣=optional Blackwood	Same principle as above			
3NT		-		Solid suit a minor	4♣/5♣ pass/correct; 4♦ asks which m	a management as most of			
4*		6+		Pre-emptive	14/54 passeoneet, 17 data when h				
4 •		6+		Preemptive					
4♥		6+		Pre-emptive					
4 🖍		6+		Pre-emptive					
4NT				Specific Ace Ask					
5 <b>.</b>		7+				HIGH LEVEL BIDDING			
<b>5 ♦</b>		7+				Direct splinter response to 1X opening = weak	splinter		
5 <b>♥</b>		7+				1430 RKCB			
5 🏟		7+				DOPE slam bidding, D0P1			

## NOTE 1: GHESTEM

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

Usually weak or strong, both M can also be intermediate

After 1M - 3 shows other 2 suits

After 1♣ - 2♦ shows both M

After  $1 \bullet$  - cue = Majors and  $3 \bullet$  shows  $\bullet$  and  $\bullet$  F

## **NOTE2: BIDDING AFTER 2♥/♠ OPENING**

 $2 \spadesuit = 5 + \spadesuit$ , NF

2NT = F enquiry

3 or 4 = P/C to play in openers m

 $3 \leftarrow = GT$  in openers M

# NOTE 3: 2♣ to 1 ♥/♠ OPENING

 $2 \clubsuit$  = FG 2+♣ bal, may have 3 card  $\checkmark$ /♠ support or 2/1 FG with 4+♣;

 $2 \bullet = FG, 5 + \bullet$ 

## **NOTE 4: LEAPING and NON-LEAPING MICHAELS**

After opps open weak  $2 \sqrt[4]{4}$ , then 4m = 5 + m/5 + OM

After opps open:  $3 \clubsuit$ , then  $4 \clubsuit = 5 + /5 +$  both M,  $4 \spadesuit = 5 + \spadesuit /5 + \heartsuit$  or  $\spadesuit$ 

 $3 \blacklozenge$ , then  $4 \clubsuit = 5 + \clubsuit/5 + \blacktriangledown \text{ or } \spadesuit$  and  $4 \blacklozenge = 5 + /5 + \text{ both } M$ 

3M, then 4m = 5 + m/5 + OM

After 1M-P-2/3M, then 4m = 5 + m/5 + OM

After Multi  $2 \blacklozenge$ , then  $4m = 5 + m/5 + \blacktriangledown$ 

## NOTE 5: LEBENSOHL and TRANSFER LEBENSOHL

Transfer Lebensohl applies after 2 level overcall of our 1.4 or 1NT opening/overcall:

- When opps M is known X =take out
- 2NT to  $3 \checkmark$  are transfers and  $3 \spadesuit$  over opps  $2 \checkmark = 5/5$  minors FG
- 4 Level = system on
- Transfers to minors are always invite +
- Transfer to opps suit = stayman
- To find a stop we X and then cue

Lebensohl 2NT applies in some other competitive auctions:

- When opps any weak 2 bid and partner X; or
- 1Y-X-2Y-2NT; and
- 1Y-X-2Z-2NT

2NT = relay to 3 +, then: pass or new suit below opps = min

Cuebid = FG with 4OM no stop 3NT = FG with 4OM plus stop

New suit higher ranking than opps = invite

New suit at 3 level = 5+ with 8+hcp F Cuebid = and FG excluding above