

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level usually 5 cards: 7-17 HCP. 2 level constructive New suit: F1. UCB usually promises 3 card support. * After 1M overcall: 2NT=4 card raise INV+, mixed raises, jump fits
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18. Responses as for 1NT opening 4 th : 11-16. Stop in opened suit not necessary Responses as 1NT opening with exception of 11-16 range: Over 2♣, bid 2NT with 15/16 bid 2nt (then 3♣ is stayman)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak with attention to vulnerability, 2NT = Ask 2-Suit: Ghestem 5+ \ 5+ [note 3]
Reopen: Intermediate, 2NT = 19-21
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem [note 3] Jump cue asks stop Cue in 4 th : Michaels 5/5 (MM over a minor; other M and a m over a major) 1M - P - 2M then cue is OM =m and 4m = 5m/5OM strong
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = MM, 2♦ = one M, 2M = 5M4+m 2C – 2d asks better M, then other M invitational 2D – 2NT ask 3C/D worse than 3D/H with linked Major 2NT = Distributional 2 suit (minor orientated) X = Penalty vs weak and 2nd position V 15+ NT Vs. 15+ in 4th position or from passed hand, X = 5+m and 4M Over this X, 2C to play minor and 2d asks Major
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor (bids show some values and 2nt is a relay to 3C, typically weak) (WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid OM/m less strong. After 3 minor: cue = 5/5M ; 4om = 5om + 5M (NF) After 3M: 4m =5m + 5OM (NF) and 4M/4NT = minor 2 suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
jumps pre-emptive. Dble = both Majors, NT both minors Then NT responses are UCB
OVER OPPONENTS' TAKEOUT DOUBLE
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP . Other XX =10+. 1NT to 2 under =transfers (NF or F1) After 1M: TRFS to opening suit= support 4-7 or GF, 2M 8-10

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th (2nd from bad suits)	Low from odd	
NT	4 th (2nd from bad suits)	Low from odd	
Subseq	Essentially as initial leads		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Akx(+), Ax(+)	Akx(+), Ax(+)	
King	AKQx(+), KQ(J/T)x(+), KQ	KQJ(+), KQT9(+), KQ	
Queen	KQx(+), QJx(+), QJ	KQx(+), QJx(+), QJ	
Jack	JTx(+), HJTx(+), JT, Jx	JTx(+) HJTx(+), JT, Jx	
10	T9x(+) HT9x(+) Tx	T9x(+) HT9x(+), Tx	
9	9x	9x	
Hi-X	xSxx xSx Sx	xSxx xSx	
Lo-X	HxxS HxS	HxxS HxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O =SP
Suit 2	Hi/Lo = Odd	S/P	Hi/Lo = Odd
3	S/P		
1	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O =SP
NT 2	Hi/Lo = Odd	S/P	Hi/Lo = Odd
3	SP		
Signals (including Trumps):			
Smith Signal vs NT (low enc or neutral) from both sides Remainder Count = Hi/Lo is odd SP in trump suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be light with perfect shape. Equal level conversion clubs to diamonds Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9 Jumps to 3M weak. Double in re-opening position may be weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative DBL. Higher X = cards, co-op T/O Responsive DBL through 4♥. Sometimes game try when no UCB available Higher doubles are card showing (Transferable values) Most low level DBLs = Take Out. When we have agreed a suit double of unsupported suit is penalty unless no space when it is game try			

CONVENTION CARD
Bermuda Bowl - Ireland Green Tommy Garvey & Adam Mesbur
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 11 - 13 Balanced or 17+ any 1♦ = 4+♦. may have longer clubs and is usually unbalanced 1 Major = 5+M, 10-16, 1NT response 5-12 HCP NF Fairly aggressive style 1NT Openings: 14 - 16
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ Opening and canapé responses 2♦ Opening = 11 – 16, 3 suited short diamonds 3NT Opening = Pre-empt in ♣ or ♦ in 1 st & 2 nd position 1♣ - 2♥ = minors GF or 19-21 bal, 2♣ = one minor GF or 16-18 bal [Note 2] 1M-2♣= GF relay, 2 under= 3 card support inv+. 2♦ over 1♠=♥s: 9+
Transfers in some constructive auctions – Note 1
SPECIAL FORCING PASS SEQUENCES
(1NT) - DBL - (any) - Pass: Semi forcing through 2♣
IMPORTANT NOTES
PSYCHICS: Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Yes	0	3♠	11 - 13 BAL or any 17+	1♦ = 0-7 or 22+ bal, 1NT = 8-11, 2NT=12/13, 3NT=17-18 1♥/♠=8+ hcp (may have minor suit canape)2♣/♦ =8-13 NF 2♥ = GF both minors or 19-21 bal no Major [note 2] 2♠ = 1 minor GF or 16-18 bal no Major [note 2] 3♣/♦ INV opp 11 - 13 opener 3♥ and higher as opening	After 1♦: 1M = 11 - 13, 3+ cards or 17+, 4+ cards 1NT = 17-18, 2♥-3♦ = Game Forcing, 2NT = 22/23 3M 4&5+♦, 4♣/♦ = Natural and Control Ask, 3NT = 24+ After 1M: 1♠= 11-13 or 17+, 5 cards. 1NT = 11 - 13 (Then 2 way check-back) 2♠= ART GF [Note 4], 2NT= 4+ support 17+	2♥/♠ Weak (<2M opening) 2NT both minors 3♣/♦ Pre - emptive
1♦	No	4	4♣	10 - 16 Unbalanced May have longer ♣	1NT = 6 - 10, 2♣ nat GF, 2NT = 11 - 12, 3NT to play , Inverted Raises, 2M = weak, Splinters, 3♣ inv 6 card suit	1♦ - 1M [note 5]1♦ - 1NT:2NT= 14-16 5♦/4♣ or 1=4=4=4 After1♦-1NT2NT:3♥=GFask,then3♣/3NT=short♥/♠	2♥/♠ Fit 3♣ = Fit
1♥	No	5	4♦	10 - 16	1NT 6-12 semi-F, 2♣ = art GF[note 6],2♦=3card supp 1nv+,2M=5-9 2♠ =weak, 2NT/3♣/♦ = 4 card support 3♠= any void, 3NT = ♠ spl	After 1NT rebid 2♣ is ask, inv+ with spades or any GF After 1♥ - 2♦ and 1♠ - 2♥: [note 7]	2♣ = Drury (3 card support with some game interest) Jump fits, 2♦ Natural NF
1♠	No	5	4♥	10 - 16	2♦ = ♥'s 9+hcp, 2♥ = 3 card supp inv+ 3♥= good suit inv, 3NT = void splinters 4♣/♦/♥=limited Spl	After 1♠ - 2♦: [note 7] After 1M - 2NT: 3♣ = min, 3♦ = 14 - 16 no shortage, 3♥/♠/NT = Singleton, 4X = Void	2♥ Natural NF 2NT = 4 card support INV
INT	No	1	4♦	14 - 16 5M,6m or 5/4 possible	2♣ = stayman, 2♦(4+)/♥/♠/3♣ = Transfers, 2NT invite 3♦ invitational, 3M short OM with (2)3M 4♣ = 6/5 Majors 4♥/♥ = Transfers , 4♠ = 4 - 4 minors invitational	2♣ - 2X then 2♠/NT (3 ♣ over 2♠) transfers to minors After Texas, then 4NT = RKCB, New = ERKB	Over intervention we play 2NT and higher as transfers
2♣	No	5	4♦	10 - 16, 6♣ or 5+♠ & 4 Major	2♦ = Ask. 2M natural F1, 2NT F with support or balanced, 3 new = GF. 4♦ RKCB	[note 8] After 2♦: 2M natural, 3♣ minimum, 2NT max, 3NT good suit 4♦=RKCB	
2♦	Yes	0		Short ♦'s 4=4=1=4, 4=4=0=5 or 4-3=1=5 11-16	2NT = ask Inv+, 2♥ correction M 2♠, 3♣ to play. 3M playing strength. 4♣ =slam/4♦=game, 4♥,♠, NT=RKCB	After 2NT: 3♣ = Min, 3♦ =4=4=1=4, 3♥ = 4=3=1=5 3♠=3-4-1-5, 3NT=4=4=0=5	
2♥	No	5		Weak 2, May have 4 OM ,	2NT: Enquiry, 2♠:F1, 3m:F1, 3♠ TS, 4♣: RKCB	[Note 9]	
2♠	No	5		Wide range in 3 rd , 11-13 in 4th	New suits forcing, 4♣: RKCB	[Note 9]	
2NT	No		4♦	19-21	Puppet Stayman, 3♦/♥:TRF, 3♣ =m's, 4♣/4♦ Heart/spade slam try and 4♥/4♠= club/diamond slam try	After 4♣: 4♦ = interest in either m, 4♥/♠ interest in ♣/♦, 4NT to play	
3♣		6		Pre - empt,	3♦ =M ask, 3M Nat F1,(except at fav when NF) 4♦ : RKCB		
3♦		6		As 3♣	4♣: RKCB, other as above		
3♥		6		Pre - empt	As above, 4NT 1 minor to play game,		
3♠		6		As 3♥	As above		
3NT		6		Pre in ♣ or ♦To play in 3 rd /4th	4♣/♦ for correction, 4♥ and 4♠ to play		
4♣		7		Strong 4♥ opening. Nat 3 rd	4♦ = Ask slam try	High Level Bidding	
4♦		7		Strong 4♠ opening. Nat 3 rd	4♥ = Ask slam try	CUE:1 st & 2nd round. Void priority. 3NT can be game choice, non-shortage or serious	
4♥		6		Pre - empt	5m to play	4NT KCB but also some non-4NT (1430) Exclusion (1430)	
4♠		6		Pre - emp	5m to play	After 4NT, 5♠ except if spades when 5NT is King ask. 5NT up can be 3 rd round asks. DOPI, 5NT pick a slam	
4NT				6/5+ minors < opening values			

Note 1: Transfers in competitive auctions

After 1♣ opening and 1X overcall:

Transfers from X showing 8+, 1NT Natural 8-11

After 1♣ opening and opponents double::

XX=12+, 1R=transfer, 1♠ = 8-11 no Major, 1NT = 5/4 minors 8-11, 2 minor natural in theory 8-12, 2M weak, 2NT 5/5 minors, 3X pre-emptive

After 1M and opponents double:

1NT to 2 under are transfers. Transfer to a new suit shows 6 cards NF or 5+ cards F1.

Transfer to the opened suit shows support , 4-7 or GF

After 1M opening and opponents overcall : Multiple transfers

After 1♣ opening and 2M overcall:

2NT to 3♥ are transfers. Transfer to a minor opposite 11-13 is to play or GF and transfer to a Major is invitational+ (opposite 11-13)

After 1NT opening and opponents intervene:

After penalty double by LHO: Redouble is penalty try, 2♣ to play but could be start of an escape. Opener only finds out if doubled, 2X natural.

After double by RHO: Redouble is penalty, 2♣/♦ natural, 2♥ shows 4-4 Majors

Artificial double: Redouble penalty and bids as if undisturbed

After 2 level overcall: 2NT to 3♥ are transfers. Transfer to opponent's suit is shortness 4-4-4 or 3-4-5

3 spades is both minors GF

Note 2: 1♣-2M auctions

1♣-2♥ - 5+/4+ minors 13+HCP (GF) or 19 -21 balanced no Major

Then Opener: 2NT is No 4+minor 11-13; 3♣/♦ is 4/5m 11-13; 2♠ is 17+, artificial ask

1♣-2♠ - 6+ minor GF or 16-18 balanced no Major

Then Opener bids 2NT relay (forced unless opener has a 1 suiter semisolid+)

Over 2NT responder bids: 3♣/♦ GF nat; 3♥/♠ 16-18 bal with 5 ♣/♦; 3NT 16-18 bal no 5m

Note 3: Ghestem

2 suits 5+5+ style: Wide ranging, particularly with both Majors

After 1M: 2NT = lowest suits, Cue = Extreme suits, 3♣ = other 2 suits

After 1♣: 2♣ = nat, 2♦ = MM, 2NT = H/D, 3♣ = S/D

After 1♦: 2♦ = Majors; 2NT = H/C, 3♣ = S/C (intermediate)

Note 4: 1♣-1M: 2♣ art GF: usually clubs or balanced

Then:

2♦: Not 6 Major or good 5+ other

2 M: 6 cards

2 OM: 5 clubs

2NT: 5 diamonds

3♣/♦: 6 cards

3 M: 6 cards semi solid+

3 OM: 5/5+

Note 5: 1♦-1M : openers rebid

1♦ -1♥ then 1NT shows clubs 5/4 either way, 2♣=diamonds, 2♦=6 diamonds with 3 hearts

1♦ -1♠ then 1NT shows clubs, 2♣ =diamonds, 2♥ shows 4+ diamonds and 4 hearts 10-14

1♦ - 1M then 2NT: Diamonds 14-16 or diamonds+4M with shortage, 3♦: Diamonds with 3 card M support 14-16, 3M: No shortage

Note 6: 1M-2♣ GF usually not 4 card M support (but this is possible)

1♥ -2♣ Artificial GF (1♠ -2♣ similar)

2♦:11-13 Balanced or 5+ with 4+♣/4+♦. Then 2♥ starts relay

2♥:6+ Nat 10-16

2♠:5+ ♥/4+♠ 10-16, then 2NT starts relay

2NT:5/4/4/0

3♣/♦: 5+/5+ 14-16,

3♥ Semisolid+

3♠ 5+/5+ 14-16

When we are above 3M after relay 4♦ is puppet to 4♥ while bids are natural invitational (slam try type)

Note 7: 1M - 2 (one suit below) and also 1♠-2♦:

1♥-2♦: 3 card support invitational + (1♠-2♥ auctions similar)

2♥: 11-13 balanced or very minimum opening

2♠: 14-16 (any)

2NT: 6-3-2-2 or 7-2-2-2 <14 hcp

3c/d/h: singleton in c/d/s <14 hcp

3S – any singleton (<14 hcp) that would not stop short of game (3nt asks)

3nt (S)/ 4C / 4D = void <14 hcp (or good enough to bid again over sign off)

1♠-2♦: shows 6+ hearts 9+, 5+ hearts 10-12 or 5+ hearts GF

Then 2♥: 0-2 hearts 10-14. 2♠: natural. 2NT: 3 + support 14-16, then 3♣ asks shape

Note 8 : Response to 2♣ opening

2♣-2♦: 2M natural, then 2NT GF ask

After 2♦ ask and M or 3♣ rebid then 3♦ asks opener to bid non stops

2♣-2NT: 3♣ min, 3X max with shortage, 3NT max no shortage. After 3♣: 3♦ asks shortage and 3M is cue.

Note 9: Bidding after 2 Major Opening

2NT enquiry

3 new shortage non minimum

3NT good non shortage

4♣/♦ = 6M/5m

After Double: 2NT to 3 under the Major are transfers. A transfer to a suit is either natural or lead directing with fit. Transfer to the Major is invitational.

Redouble strong with subsequent penalty doubles from both sides

After overcall: Double penalty, new suits natural NF