

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
14-18 2 <sup>nd</sup> seat
System on over any 1NT (including protective)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = Michaels (1m, 2m = ♠ + ♥)
1M, 2M = OM + minor
Jump cue – solid suit stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Landy
2♣ = 5-4 Majors 10+p
2♦ = ♦ 10+p
2♥ = ♥ 10+p
2♠ = ♠ 10+p
Dbl peno's (over weak) or ♣'s (over str)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Neg dbl upto 4♥. Double 4♥ and over =r penos (Note 5) (Note 6)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural bids (Note 10)
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1's and 3's forcing
(Note 20)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other:			
<b>LEADS</b>			
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 <sub>x</sub>	AJT, KJT, QJT, JT <sub>x</sub>	
10	HT9 <sub>x</sub> , T9 <sub>x</sub> , Tx	HT9 <sub>x</sub> , T9 <sub>x</sub> , Tx	
9	H98 <sub>x</sub> , 98 <sub>x</sub> , 9 <sub>x</sub>	H98 <sub>x</sub> , 98 <sub>x</sub> , 9 <sub>x</sub>	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY (Note 9)</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	O=Enc/ E = Dis	O=Enc/ E = Dis	O=Enc/ E = Dis
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Suit pref	Suit pref	Suit pref
1	O=Enc/ E = Dis	O=Enc/ E = Dis	O=Enc/ E = Dis
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Suit pref	Suit pref	Suit pref
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Upto 4D (4H)			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support doubles, negative double			

W B F CONVENTION CARD
<b>U21 Juniors</b>
<b>CATEGORY:</b> Irish Bridge Union (IBU)
<b>NCBO:</b>
<b>PLAYERS:</b> David Hoynes & Phedra Kingston and Aileen Armstrong
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2/1,
RKC 1430
1NT = 15 – 17, may contain a 5CM or 6 minor
(Note 17) (Note 19)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Lebenshol FASS (Note 18)
Jacob 2NT
2-way CBS (check back stayman) (Note 16)
Gazzilli
<b>SPECIAL FORCING PASS SEQUENCES</b>
Over GF sequence Pass Forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: very rare</b>



## Note 1. Response to 1 NT Opening (Good 14-17 hcp)

2♣ Non-forcing Stayman - does not guarantee Major unless game bid.

2♦ No Major

2♥/2♠ to play weak

3♣, 3♦ Natural GF

2♥ 4 card heart suit

2♠ 4+spades

2NT no 4 card major invitational

3♣, 3♦ Natural GF

2♠ 4 card spade suit

2NT invitational (may or may not have 4♥'s)

3♣, 3♦ Natural GF

2♦ Transfer to Hearts

2♥ Transfer to Spades

2♠ Transfer to clubs. 2NT breaking the transfer like clubs

3♣ weak with clubs

3♦ 5+clubs 4+ diamonds GF

3♥, 3♠ 5+ clubs 4+M GF

3NT to play

2NT Transfer to diamonds. 3♣ Breaking the transfer like diamonds

Pass or 3♦ to play

3♥, 3♠ 5+ diamonds, 4+M Nat GF

3♣/♦/♥/♠ slam tries

3NT Natural

4♣ Gerber

4♦, 4♥ Transfer

4♠ Minors

4NT Quantitative

Breaking a Transfer to a major show 4+ support

Bid a suit is a super accept with a feature in that suit (by inference NO feature in a suit below)

2NT = Max with 4 card support and flat hand (4333 or 4432)

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## Note 2. System over 2NT direct

Over strong 2NT Opening or 2♦ followed by 2NT rebid

3♣ = Puppet Stayman / Stayman

3♦/3♥ = Transfer

3♠ = 5S, 4H

3NT = Natural

Responses to 3♣ Puppet Stayman

3♦ = Has a 4 CM,

3♥ = 4 card ♠ suit

3♠ = 4 card ♥ suit

3NT = Natural

3♥/♠ = 5 card suit

3NT = No 4 card Major

## Note 3. Responses to partner's opening 2♥/2♠

2NT = enquiry (normally 12+), feature ask for NT so (A, Kx, Qxx)

Any raise = 3 or 4 card support, tends to be pre-emptive

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

Splinter (ie)

2♥ – 4♣/4♦/3♠ = splinter

2♠ – 4♣/4♦/4♥ = splinter

All 3 level bids in a new suit are forcing for one round.

- If max show feature, if min, rebid major

4NT is modified RKC (see note 14)

## Note 5. Defence to 2 levels pre-empts

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

Double = takeout

Suit = 5+ Nat opening bid NF

2NT = 15-18 balanced with relevant stoppers (System on)

Cue bid = long-running suit without stopper. (Partner bids 3NT with stopper or 4♣ for conversion)

Double cue 2 suiter.

Defence to Multi 2♦

2♥ or 2♠ = 12+ pts, 4+ in bid major, ip short in the other major

2NT = 15-18 balanced with stoppers in both majors

3 any suit = To Play

Double = 12-15 Balanced or 18+ balanced

Lebehsohl also used here over dble of 2♥ or 2♠

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### Note 6 Defence to 4 level suit openings

4♣/4♦ Opening:

Double = takeout

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

4♥ Opening:

Double = “points” (do the right thing partner)

4♠ = to play

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

4♠ Opening:

Double = penalty

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

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### Note 7 Responses to 1♥ or 1♠ opening

2 over 1 natural and game forcing

1NT=6-11

2NT= Jacoby, 4+ card support, 12+ points

1♥ - 3♠ = splinter

1♠ - 3♥ = Weak Jump Shift, 6-9 points, 6+ hearts

1M – 3NT = 13-15 flat, to play. Does NOT promise support.

1♠ - 4♥ = Splinter

1M - 4M = Natural

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## Note 8 Inverted Minors

1m-2m = 10+, denies 4-card Major, bid stops up the line

1m-3m = weak, 5+ card support, 5-9 points

1m - 1NT = 6-9 balanced

1m - 2NT = 10-11 natural

\*\*Inverted Minors do NOT continue after overcalls!!

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## Note 9 Signals + discards

Odd is encouraging, Even is discouraging in that suit

Natural count, normal suit preference

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## Note 10 Unusual versus unusual

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) (eg 3♣)
Higher cue	Shows 4th suit and is forcing (eg 3♦)
Opener's suit	To Play
4th suit	Natural, non-forcing

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## Note 15 Modified RKC over a weak 2 or pre-empt:

As a weak two or pre-empt can never have 3 keycards we can modify the RKC response to be more precise.

4NT RKC

5♣	No keycard
5♦	1 keycard
5♥	1 Keycard + Q
5♠	2 keycards
5NT	2 keycards +Q

## Note 16 Check Back Stayman (CBS)

Two-way Check back Stayman:

1x - 1y - 1NT - 2D is GF Checkback, with 2NT denying major support.

1x - 1y - 1NT - 2C forces 1NT bidder to bid 2D. Responses from there are;

Pass - weak with 5+ diamonds

2H - 5H invitational if hearts bid initially, 5S 4H if spades bid initially

2S - 5H 4S invitational if hearts bid initially, 5S if spades bid initially.

2NT - balanced, invitational with 5 of bid major

3C - 5H/S and 4/5 clubs, depending on bid major and if opener bid clubs  
3D - 5H/S and 4/5 diamonds, depending on bid major and if opener diamonds  
3NT - 5332 choice of games

\*\*CBS is off if the opps interfere.

### **Note 17 Law of Total Tricks (LOTT)**

Invented by Larry Cohen. It basically says

“Bid to the level of your longest combined trump holding.”

So if you have 8 trumps between you – 2 levels, 9 trumps 3 levels, 10 trumps 4 levels

There are some adjustments to make it more reliable.

It doesn't work above the 4 levels (clearly just because you have all 13 trumps does not mean you should bid a grand !!)

Is the basis for pre-emptive raises. (eg) 1♠ P 3♠ is NOT 10-11 anymore but a weak hand with 4/5 trumps.

### **Note 18 Lebenshol**

When the opps overcall our 1NT (or in response to a double by pd of a weak 2 opening) – 2NT is a puppet to 3♣. This allows us to distinguish between signoff and GF hands. FASS (Fast arrival shows stop).

1NT (2♦) .. ?

Dbl – Takeout \*\*\*

2♥/2♠ -weak to play

2NT – relay to 3♣

Over the 3♣ by pd

Pass is to play

3♦ is ♦ stop enquiry / 4CM enquiry

3M – 4/5M

3NT ♦ stop

3M is invitational 5/6 CM

3NT values for 3NT NO ♦ stop

3♣ - 5+♣ GF

3♥/3♠ - 5/6+M GF

3NT to play ♦ stop

4M to play

Over a weak two opener by LHO, dbl by pd, pass RHO. 2NT is again a relay to 3♣ generally weak with the aim to sign off in a suit. A direct bid is nat and forcing. 2NT as natural is NOT available.

Over reverses by opener. 2NT is again a relay to 3♣ generally weak with the aim to sign off in a suit. A direct bid is nat and forcing.

## **Note 19 Interference by opps**

1 + 2's forcing (unless it's a jump)

2/1 is off

Cue is forcing (maybe) looking for a stop or a good raise

## **Note 20 When the opps interfere over a transfer.**

### *If opponents double transfer*

Pass is no 3 card support

Rdbl by responder is a re-transfer.

Any other bid natural as if double didn't happen

Rdbl = 4/5 fair cards in the suit doubled, suggesting we might play there.

Bid = same as if no double

## **Other**

(1x) P (1y) 1NT is Nat 15-18 system on

1NT (2x/3x/4x) dbl is takeout. At the 4 level C/D TO, 4H on the fence, 4S penos