DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE		TIAL T	
1 level – 8 – 17 varies with vul/position 4+ cards	Lead	In Partner's Suit	CATEGORY: U21 Juniors	
2 Level – 10 – 17 varies with vul/position 4+ cards	Suit 4	4	NCBO: Irish Bridge Union (IBU)	
	NT 4	4	PLAYERS: Klara Flanagan / Eve Conell	
	Subseq 4	4	and Aileen Armstrong	
	Other: top of rags			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS		SYSTEM SUMMARY	
2 <sup>nd</sup> seat = 15 – bad 18 (system on)	Lead Vs. Suit	Vs. NT		
4 <sup>th</sup> seat is balanced 10 –14 (system on)	Ace Att (Ax, AK)	Att (Ax, AK)	GENERAL APPROACH AND STYLE	
	King Count (AK, KQ)		4CM	
	Queen Att (KQ or QJ o		weak NT (Good 11- 14)	
	Jack AJT, KJT, QJT, J		2♦ / 2♥ / 2♠ Weak	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 HT9x, T9x, Tx	HT9x, T9x, Tx	1430 [Note 4]	
Weak	9 H98x, 98x, 9x	H98x, 98x, 9x		
	Hi-X			
	Lo-X		_	
	SIGNALS IN ORDER OF P	PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels cuebid (used to show a 2 - suited hand with at	1 Odd = Enc / Even = Disc	Hi-lo (even) Odd = Enc / Even = Disc	1NT weak   (Good 11 to 14)	
least 5 cards in each suit)	Suit 2 Hi-lo (even	Hi-lo (even)	Opening 2♦ / 2♥ / 2♠ Weak	
	3 Suit Pref	Suit Pref		
	1 Odd = Enc / Even = Disc	Hi-lo (even) Odd = Enc / Even = Disc		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Hi-lo (even	Hi-lo (even)		
Nat	3 Suit Pref	Suit Pref		
Hello over NT (see Note 5)	Signals (including Trumps):			
	Suit pref			
		DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Resp	onses; Reopening)		
Natural	Up to 4♥			
	·			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24			SPECIAL FORCING PASS SEQUENCES	
Natural	SPECIAL, ARTIFICIAL & CO	OMPETITIVE DBLS/RDLS		
	Í			
OVER OPPONENTS' TAKEOUT DOUBLE			IMPORTANT NOTES	
Redbl=10+ (generally no fit for partner)				
10 / 1 1				
			PSYCHICS:	

			RU				
OPENING TICK IF	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Competitive and PASSED HAND BIDDING
1.		4	4 <b>.</b>	11-20, 4+ <b>♣</b> ′s	2♠ = 6-9, 2NT = 10-12, 3♠ = 10/11		
					2♦/2♥/2♠ = nat slam try		
1♦		4	4*	11-20 4+ <b>♦</b> ′s	2♦ = 6-9, 2NT = 10-12, 3♦ = 10/11		
					2♥/2♠/3♣ = nat slam try		
1♥		4	4 <b>.</b> *	11-20 4+ <b>♥</b> ′s	2♥ = 6-9, 2NT = 10-12, 3♥ = 10/11		
					2 <b>♦</b> / $3$ <b>♦</b> / $3$ ♦ = nat slam try		
1♠		4	4 <b>.</b> *	11-20 4+♠'s	2 = 6-9, 2NT = 10-12, $3 = 10/11$		
					3 <b>♠</b> /3 <b>♦</b> /3♥ = nat slam try		
INT		2	3♠	11-14 5CM and 6cm possible	2♣ = Stayman, 2♦/2♥/2♠/2NT = transfer,		
					3x = Nat GF, 4♣ = Gerber [Note 1]		
2.	х	23+	4 <b>.</b> *	2♦ = relay, anything else nat GF	2NT = 23/24 – system on [Note 2]		
					Anything else nat F		
2♦		6		Weak 6♦, 6 - 10	2NT = inquiry, New suit nat F		
					Raise to play <mark>{Note 3}</mark>		
2♥		6		Weak 6♥, 6-10	2NT = inquiry, New suit nat F		
					Raise to play <mark>{Note 3}</mark>		
2♠		6		Weak 6♠, 6-10	2NT = inquiry, New suit nat F		
					Raise to play <mark>{Note 3}</mark>		
2NT			3♠	20-22 balanced	3♠ = stayman, $3$ ♦/ $3$ ♥/ $3$ ♠/ $3$ NT = transfer		
				5CM or 6m possible	4♠ =Gerber, 4♦/4♥ = transfer [Note 2]		
3♣		7		6+ pre-emptive, 5-10	New suit Nat F, Raise pre-emptive		
3♦		7		6+ pre-emptive, 5-10	New suit Nat F, Raise pre-emptive		
3♥		7		6+ pre-emptive, 5-10	New suit Nat F, Raise pre-emptive		
3♠		7		6+ pre-emptive, 5-10	New suit Nat F, Raise pre-emptive		
3NT				Long Solid Minor No outside	4♠/5♠ = pass or correct, 4♦ - singleton ask, 4M ctrl		
				stop	ask in major [step responses]		
4 <b>.</b>		8		Pre-emptive			
4♦		8		Pre-emptive			
4♥		8		To Play		HIGH LEVEL BI	DDING
4♠		8		To Play		RKC 1430 [Note 4]	

# **Supplementary notes**

# **Eve Connell and Klara Flanagan**

Note 5.	Hello	6
	RKC 1430	
Note 3.	Responses to partner's opening 2♦/2♥/2♠	.6
Note 2.	System over 2NT 20-21 or via 2♣	.5
Note 1.	Response to 1 NT Opening (Good 11-14 hcp)	.4

### Note 1. Response to 1 NT Opening (Good 11-14 hcp)

## 4 way transfers

```
2. Non-forcing stayman - does no guarantee Major unless game bid.
      2♦ No Major
            Pass/2♥/2♠ to play weak
            3♣/3 ♦ Nat 4+ suit GF
      2 ♥ 4 card heart suit
            2♠ 4+spades F
            2NT no 4 card major invitational (good 11-12)
            3♣/3 ♦ Nat 4+ suit GF
      2 ♠ 4 card spade suit
            2NT invitational (may or may not have 4♥'s)
            3♣/3 ♦ Nat 4+ suit GF
2♦ Transfer to Hearts
2♥ Transfer to Spades
2♠ Transfer to clubs. (2NT breaking the transfer like clubs)
      Pass over /3♣ or 3♣ over 2NT – Sign off to play
      3 ◆ 5+clubs 4+ diamonds GF
      3♥/3♠ Nat GF
      3NT to play
2NT Transfer to diamonds. (3♣ Breaking the transfer like diamonds)
      Pass over 3♦ or 3♦ over 3♣ = Sign off to play
      3♥/3♠ Nat GF
3♠/♦/♥/♠ slam tries
3NT Natural
4♣ Gerber
4♦ Transfer
4♥ Transfer
4♠ Minors at least 6/5 to play no slam interest
4NT Quantative
```

#### Note 2. System over 2NT 20-21 or via 2♣

3. Non-forcing stayman - does no guarantee Major unless game bid. 3 ♦ No Major 3 **v**/3 ♠ to play weak 4♣/4♦ Nat GF 3 ♥ 4 card heart suit 3 ★ 4+spades GF 3NT no 4 card major sign off 4♣/4♦ Nat GF 4 ★ 4 card spade suit 3NT (may or may not have 4♥'s) to play 4♣/4♦ Natural GF **3** ◆ Transfer to Hearts 3♥ Transfer to Spades 3♠ Transfer to clubs. (3NT breaking the transfer like clubs) Pass over 4♣ or 4♣ over 3NT - Signoff with clubs 4 ◆ 5+clubs 4+ diamonds GF **4**♥ / **4**♠ Nat 4NT RKC for ♣ 3NT Transfer to diamonds. 4♣ Breaking the transfer like diamonds \*\*\*\* Pass over 4♦ or 4♦ over 4♣ - Sign off to play 4♥ / 4♠ Nat GF **4♣** Gerber **4**♦ Transfer **4♥** Transfer

4♠ Minors

**4NT Quantative** 

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

2NT = enquiry (normally 12+)

Responses to 2NT (Ogust PQ = points 1<sup>st</sup>/quality 2<sup>nd</sup>)

3♣ = 5-7; poor suit

3 ◆ = 8-10; poor suit

3 ◆ = 5-7; good suit

3 ♠ = 8-10; good suit

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

Over 2♥, 2♠ is natural and forcing for one round Splinters (ie)

Over  $2 \leftarrow -3 \checkmark /3 \land /4 = \text{splinter}$   $2 \checkmark -4 \land /4 \checkmark /3 \land = \text{splinter}$  $2 \land -4 \land /4 \checkmark /4 \checkmark = \text{splinter}$ 

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

- If max show feature, if min, rebid major

#### Note 4. RKC 1430

4NT keycard ask responses are

5♣ 1 or 4 5♦ 0 or 3

5♥ 2 No Q

5♠ 2+Q

Subsequent 5NT ask for kings up the line (no specific kings)

**6**♣ 0

**6 ♦** 1

**6**♥ 2

**6**♠ 3

#### Note 5. Hello

Double - for penalties 2 club - shows diamond

2 club - shows diamonds OR a major and a minor

2 diamond - transfer to hearts

2 heart - shows both majors

2 spade - natural

2 nt - transfer to clubs

3 clubs - shows both minors

3 diamonds - shows both majors and strength