OMEDICATED (CL. P.	ND COMPETITIVE BIDDING
	sponses: 1/2 Level; Reopening)
	t (normally 5), range is 8-16 pts nts if good suit or good shape NVul
	= 10+ points and 3 card support
	hows 15 to 17 Points system on
All jump overcalls are Wes	
an jump overeans are wer	ux
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>t</sup>	h Live; Responses; Reopening)
2 <sup>nd</sup> 1NT Overcall shows 15	5 to 17 points
4th 1NT Overcall shows 11	
	e as opening 1NT – (Systems On)
Stayman, Trf etc.	
HIMP OVERCALLS (St	yle; Responses; Unusual NT)
2NT=5-5 in the two lowest	
	-10 points, usually 6 cards)
	s Weak 2 Openings GF 5/5 or better
Reopen: Opening Hand or	
	BIDS (Style; Response; Reopen)
	arts/spades – unlimited values
	s 2 highest unbid suits, 2NT, 2 lowest
unbid suits, 3C, highest and	d lowest
-	
VS. NT (vs. Strong/Weak	x; Reopening;PH)
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M	x; Reopening;PH)
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2♥/2♠ = named suit and a	a; Reopening;PH)  (ajors: 2 ♦= Single Suited
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2♥/2♠ = named suit and a	(ajors: 2 • = Single Suited minor, 2NT asks for minor
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2 √/2♠ = named suit and a Double is for penalty – if p	i; Reopening; PH)  (ajors: 2 • = Single Suited minor, 2NT asks for minor partner very weak, all bids are natural Cue-bids; Jumps; NT Bids)
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2 √/2♠ = named suit and a Double is for penalty – if p  VS.PREEMTS (Doubles; DBL = Takeout thru 3♠; 3	a; Reopening; PH)  (ajors: 2 ◆ = Single Suited minor, 2NT asks for minor eartner very weak, all bids are natural Cue-bids; Jumps; NT Bids)  NT = to play.
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2 √/2♠ = named suit and a Double is for penalty – if p  VS.PREEMTS (Doubles; DBL = Takeout thru 3♠; 3	a; Reopening; PH)  (ajors: 2 ◆ = Single Suited minor, 2NT asks for minor eartner very weak, all bids are natural Cue-bids; Jumps; NT Bids)  NT = to play.
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2 √/2♠ = named suit and a Double is for penalty – if p  VS.PREEMTS (Doubles; DBL = Takeout thru 3♠; 3 Leaping Michaels over Op	a; Reopening; PH)  (ajors: 2 ♦= Single Suited minor, 2NT asks for minor partner very weak, all bids are natural cue-bids; Jumps; NT Bids)  (NT = to play. See Weak 2's (5+ - 5+, FG)
VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2 √/2♠ = named suit and a  Double is for penalty – if p  VS.PREEMTS (Doubles; DBL = Takeout thru 3♠; 3 Leaping Michaels over Op 2 ◆ ▼ ♠ X - (pass)-2NT =	a; Reopening; PH)  (ajors: 2 ♦= Single Suited minor, 2NT asks for minor partner very weak, all bids are natural cue-bids; Jumps; NT Bids)  (NT = to play. See Weak 2's (5+ - 5+, FG)
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VS. NT (vs. Strong/Weak Multi Landy- 2♣= Both M 2 √/2♠ = named suit and a  Double is for penalty – if p  VS.PREEMTS (Doubles; DBL = Takeout thru 3♠; 3  Leaping Michaels over Op 2 ◆ ♥ ♠ X - (pass)-2NT =	ajors: 2 ♦= Single Suited minor, 2NT asks for minor  bartner very weak, all bids are nature  Cue-bids; Jumps; NT Bids)  NT = to play.  s Weak 2's (5+ - 5+, FG)  Lebensohl

XX shows 9+ points, no liking for partners suit & asks for another

suit – even 3 card.

LEADS AND SIGNALS								
OPENING LEADS STYLE								
	Lead	In Partner's Suit						
Suit	4th/2nd	Hx, Hxx/Hxxx, lowest						
NT	4th/2nd	Hx						
Subseq	Attitude -small = encourage	Attitude -small = encourage						
Other:	Top of Nothing /MUD	Top of Nothing/MUD						

#### LEADS Vs. Suit Vs. NT Lead Ace Ask for Attitude Ask for Attitude King Ask for count Count and/or unblock Oueen OJ(x)KO(x), OJ(x)Jack J10(x) J10: KJ10: AJ10 2nd / 4th 2nd / 4th Poor suit Poor suit Normally shows no interest Hi-X Top of Doubleton O-X Implies Honour / Singleton | Implies Honour

# SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 Attitude Low like Count (H-L = Even)Mckenney/Lavinthal Suit 2 Count (H-L = Even) Count (H-L = Even) Mckenney/Lavinthal NT Unblock K

Signals (including Trumps):

Lavinthal (McKenney)

### **DOUBLES**

### TAKEOUT DOUBLES (Style; Responses; Reopening)

11+ points takeout

Reopening 8 + points

Some low level X transfers especially after 1 level opening and overcall

### SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative X = 6 HCP at 1 level, 8+ at 2 level. showing the other major Double of a conventional bid is lead directing

Support doubles and redoubles

1NT response over interference is 8+ & stops in bid suit

Neg X does not promise both missing suits

### W B F CONVENTION CARD

CATEGORY: GREEN

NCBO: Cyprus Bridge Federation

PLAYERS: Jane Moss & Marie Singleton

EVENT: World Bridge Federation Women's Online Teams 2024

#### SYSTEM SUMMARY

#### GENERAL APPROACH AND STYLE

Card Major – SAYC - RKCB 3041

1NT response = Not Forcing

1 **♣**=2+ cards  $1 \rightleftharpoons =4 + cards$ 

**∀**/**♦**=5+ cards

INT=15-17 and 2NT 20 – 22 BAL does not deny a 5 card Major

### SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Weak 2's in the Majors or D ♥.♠ Leaping Michaels

Lebensohl over a Weak 2 Opener doubled by partner – suit bid at 2 level is natural & weak, 2N relay to clubs, pass or correct or invite, new bid in a suit that could have been bid at 2 level is invitational, showing 9-11 points

Intervention over our 1N, all bids are natural

# SPECIAL FORCING PASS SEQUENCES

1N,X, pass – no 5 card suit, if no intervening bid opener redoubles, scramble for 4/3 fit or pass XX with 6+ points

When it is clear opponents are sacrificing

### IMPORTANT NOTES

Fourth suit forcing, but not after 1♣-1♦-1♥-1♠

1N rebid or 2N over partners 2 level response is 11-14

2N response over partner's 1 level response is 18-19 Bal

May open light in 3rd seat. 9+ points & 5 card suit

**PSYCHICS:** Very unusual

ڻ ن	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.		2	4♥	11-14 bal, 18-19 bal or natural	Suits 4+ points, 4+ Card Suit	Change of Suit is Forcing.	1♣-2♣ inverted minor 6 Clubs
					1NT 6-10 points and denies a Major		
1 •		4	4♥	11-14 bal, 18-19 bal or natural	Suits 5+ points, 4+ Card Suit	Change of Suit is Forcing.	1 ♦ - 2 ♦ inverted minor
1			4 .	10.21	1NT 6-10 points and denies a Major		Et Laure 2NT 4 and areas
1♥		5	4 •	10-21 with a 5 Card Suit	Direct Support. Jac 2NT	Support double shows 3 card support	Fit Jumps, 2NT 4 card support Cue of ops suit shows 3 card sup
1 .		5	4 •	10-21 with a 5 Card Suit	1 shows a four card spade suit and 5+ points Direct Support. Jac 2NT	Support double shows 5 card support	Fit Jumps, 2NT 4 card support
1 🖍		3	4♥	1 Major opening can be light on	Splinter	After suit agreement, change is cue bid	Double of ops suit shows 3 card
				hcp (9+) if shapely <b>NVul.</b>	Spinici	showing first round control	sup
INT				15-17 balanced – or Semi Bal 1NT Opening can have 6 in a minor, no more than 2 dblton.	Stayman, Full Transfers, Gerber, 3 Level Slam Interest, 2S enquiring 8 points or 6 cd minor	Super Accept if 17 points with 4 card support	
					2♠ Enq, 8+/6 minor, transfer to 3♣ if 17 points otherwise bid 2NT	Texas Transfers 1NT > 4 ♦ is ♥ / 4 ♥ is ♠	
2*	X			23+ points or 3 losers (Forcing)	2♦ Waiting bid. Other bids natural, positive hand.		
2♦	X			Strong 6 card any suit – 16+ 4 losers	2H relay	Bid suit	
2♥		5		Weak 5-10	Pass or correct / Ougust	Natural / Ogust Responses	
2.		5		Weak 5-10	Pass or correct / Ougust	Natural / Ogust Responses	
2NT				20 – 22 BAL - May have 5cM	Stayman, Transfers, 4NT Quantitative Gerber		
3 <b>.</b>		(6) / 7		Weak	Pass or correct		
3 •		(6) / 7		Weak	Pass or correct		
3♥		(6) / 7		Weak	Pass or correct		
3♠		(6) / 7		Weak	Pass or correct		
3 45		(0), .		Pre-empts can be light when we are NVul and Ops VUL			
3NT				Running Minor no side A or K	4♣ is pass or correct without stops in majors		
4.		(7) / 8		Pre-emptive	1		
4 •		(7) / 8		Pre-emptive			
4♥		6+		Pre-emptive to play	4NT = RKCB Asking Aces		
<b>4</b> ♠		6+		Pre-emptive to play	4NT = RKCB Asking Aces		
4NT	X	5 / 5		Both Minors 5 / 5			
5 <b>.</b>		(7)/9		Pre-emptive – With no defence		HIGH LEVEL BIDDING	
5♦		(7)/9		Pre-emptive – With no defence			
5♥		(7)/9	-	Pre-emptive – With no defence		RKCB (03/14) ♣ Shows 3 or 0 and ♦ Shows 1 or 4	
5 <b>^</b>		(7) / 9		Pre-emptive – With no defence		KING ASK reverts to B/WOOD – Showing how many Kings minus K of Trumps  4♣ response to 1NT or 2NT is Gerber 4♦0/4, 4♥ 1, 4♠ 2, 4NT 3  5♣,5♦0/4, 5♥ 1, 5♠ 2, 5NT 3	
I							



# 2-Way Checkback Stayman - Essentially after a 1NT or 2NT rebid

2/3♣ Invitational with around 11 - 12 points – Opener must bid 2♦

2/3 ♦ Game Forcing Stayman Slam tries start with a 3 level bid.

Responses after any initial ♣ or ♦ then showing a ♥ then 1NT rebid are:-

- 2♥ shows 3 card ♥ support (does not deny the other Major)
- 2♠ shows having 4♠'s (denies having 3 card suit in ♥ as support)

2NT denies having either 4 Spades or 3 Hearts

3♣ or 3♦ denies both 4 Spades and 3 Hearts and is showing a good 5♣ or 5♦ suit

Responses after any initial ♣ or ♦ then showing a ♠ then 1NT rebid are:-

- 2♠ shows 3 card ♠ support (denies the other Major)
- 2♥ shows having 4♥'s (does not deny having 3 card suit in ♠ as support)

2NT denies both 4 Hearts or 3 Spades

3♣ or 3♦ denies both 4 Hearts and 3 Spades and is showing a good 5♣ or 5♦ suit

Responses after initially being showed a  $\checkmark$  and now prompted to describe their hand because of  $2 \clubsuit$  relay to  $2 \spadesuit$  are as follows:-

PASS with a weak hand with a long Diamond suit

- 2♥ invitational showing a holding of 5 Hearts
- 2♠ invitational showing a holding of 5 Hearts and 4 Spades
- 3♥ invitational showing a holding of 6 Hearts
- 3♠ invitational showing a holding of 5 Hearts and 5 Spades

Responses after initially being showed a  $\spadesuit$  and now prompted to describe their hand because of  $2\clubsuit$  relay to  $2\spadesuit$  are as follows:-

PASS with a weak hand with a long Diamond suit

- 2♥ invitational showing a holding of 5 Spades, 4 Hearts
- 2♠ invitational showing a holding of 5 Spades
- 3♥ invitational showing a holding of 5 Spades, 5 Hearts
- 3♠ invitational showing a holding of 6 Spades

# **1NT DOUBLED by Ops for Penalty**

1NT - X - XX Wriggle Redouble is typically "SOS", forcing opener to bid 2, 2D, trf to H, 2H trf to S. with no 5 card suit, & no intervention, forcing pass by responder & re- double by opener, pass or scramble for best fit

# Lebensohl - After Ops Weak Two Openings -

A **2NT** response to Partners **X** is an artificial relay to 3.

Ops Weak 2 Opening – DBL from p – Ops PASS – 2NT is p to relay to  $3 \clubsuit$  We will then pass, sign off in a suit, or make another descriptive bid.

# Leaping Michaels - Over ops weak 2 ♥ / 2 ♠ Opening

Our 4 Level Leap overcall promises a good 5-5 two suited hand 15+ HCP

- 4. jump overcall shows clubs and the unbid major.
- 4♦ jump overcall shows diamonds and the unbid major.

# **Losing Trick Count Responses to Weak 2 ♥ / 2 ♠ Major Openers**

Typically a Weak 2 Opening hand is 8 / 7 Losers

Responses to Weak 2♥/♠ can be GAME with 6 losers or raise with 7 losers.

# A Pre-Empt 3 Level Opening has typically 7 / 6 Losers

Responses to Weak 3 Openings can be GAME in ♥/♠ with 7 or less losers.

# **Ogust Responses - [2NT Response] to partners Weak 2 Opening**

- ♣ Shows Bad hand (5-7 p) with **one** of the top 3 honours in pre-empted suit
- Bad hand (5-7 points), holding **two** of the top three honours
- ♥ Good hand (8-10 points), holding **one** of the top three honours
- ♣ Good hand (8-10 points), with **two** of the top three honours

3NT – Shows a good hand (9-10 points) and holding the A, K, Q in the suit.

# Two Suits Overcall -Showing 5 / 5 distribution - Questem

Cue bid of the openers suit shows the two highest unbid suits 2NT Shows 5-5 in the two lowest-ranking suits

3. Shows one higher and one lower ranking suit

# **Multi Landy**

A X is for Penalties with a holding of 15+ Points 7 tricks on lead, partner to bid naturally if very weak

- 2. Shows 5/5 or 5/4 in Majors, with 2 or less, or equal length bid 2D, relay
- 2♦ Shows at a single suited hand, usually major, 11+ points, 2H relay
- 2♥ Shows at least 5 hearts and 4/3 in a minor 11+
- 2 Shows at least 5 spades and 4/3 in a minor 11+

**2NT** Shows at least 5-5 in ♣ clubs and ♦ diamonds (5/4 maybe)

# Gambling 3NT shows a solid 7-8 card minor suittypically denies a void or 4+ card side suit

Partner will normally pass an opening 3NT. If opponents double 3NT for penalty responder may bid  $4 \, \text{\clubsuit}$  as a runout bid, asking opener to pass or correct to  $4 \, \text{\spadesuit}$ .

# Gerber - 4 Response to a No-Trumps Bid

- 4 ♦ shows 0 or 4 aces.
- 4♥ shows 1 Ace
- 4♠ shows 2 Aces

4NT shows 3 Aces

If happy with partner's response, the Gerber bidder can bid 5♣ to ask for kings and the answers are the same as above but one level higher. E.g. 5♦ shows 0 or 4 aces.

# Inverted Minors - ON after a passed hand but OFF after a X or Overcall

- 1♣ 2♣ Shows 10+ points and No 4cM and we have an eight card fit –F 1 Round
- 1 ♦ 2 ♦ Shows 10+ points and No 4cM and we have an eight card fit –F 1 Round
- 1♣ 3♣ Less than 6 points and No 4cM and we have an eight card fit
- 1 ♦ 3 ♦ Less than 6 points and No 4cM and we have an eight card fit

# **Jacoby 2NT - Denotes 4 card support and 13+ points.**

After 1♥ – 2NT

- 3♥ is showing 16+ points, slam interest
- 4♥ is showing Minimum opener, sign-off

3NT is 13-15 balanced

Three level ♣ ♦ bids show a singleton

Four level ♣ ♦ ♦ ♥ bids shows length (5 or more cards in the suit)

# Roman Discards - Odds / Even

Discard of an Odd card shows interest in that suit (3, 5, 7, 9 Encourages) Discard of an Even card is Lavinthal 2, 4 come the two lower suits, 8, 10 come the higher of the side suits.

### **RKBC 03-14**

- [5 \* Shows 0 or 3 Key Cards ] including the King of Trumps
- [5 ◆ Shows 1 or 4 Key Cards ] including the King of Trumps
- [5 ♥ Shows 2 or 5 Key Cards] without the Queen of Trumps
- [5 \times Shows 2 or 5 Key Cards] with the Queen of Trumps

5NT - KING ASK reverts to REGULAR BLACKWOOD – Showing how many Kings minus the previously shown KING of Trumps

6 ♣ Shows 0 Kings, 6 ♦ Shows 1 King, 6 ♥ Shows 2 Kings, 6 ♠ Shows 3 Kings – keep below agreed suit unless G slam likely or 6 NT

# Strong 2 → shows 6 card or 5/5 any suit not necessary → s and 13+ HC Points

4 Losers

2 ♥ Relay

# **Texas Transfers**

Coming after partners **1NT** opening [Promising GAME values, but denying slam values]

- 4♦ Shows at least 6 hearts and game values, asks partner to transfer to 4♥
- 4♥ At least 6 spades and game values, requiring partner to transfer to 4♠

# **Transfers after 1NT Openings**

After a **1NT** Opening [15-17 points] :-

- 2♣ Stayman
- 2♦ Asks you to transfer to ♥ Super Accept if 17 points with 4 card support
- 2♥ Asks you to transfer to ♠ Super Accept if 17 points with 4 card support
- 2♠ from p is asking you to bid 2NT if you are minimum and 3♣ if you have
- 17 Points. This can then be subsequently passed or corrected to ♦s to play a weak hand in the minors.

**2NT** – Invitation to 3NT