

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1-level = 5cards 8-15hcp
2- level 5+cards and 10+ hcp
Responses – raise to level of fit when weak
Unassuming cue bid =3 card support and 11+ points see note 6
Change of suit is forcing for one round
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 in second seat but protective NT in 4 <sup>th</sup> after 2 passes = 11+
Responses as per opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcall =6 card suit <10 points
2NT = Unusual see note 3
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels 1C-2C or 1D-2D =5/5 Majors see note 2
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Landy 2C =4+/4+ in the majors
2NT is 5/5 in minors
Double of strong NT shows a long minor
Double of weak NT is penalty
Other bids natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
All doubles are takeout
Overcall at 2 level =12+ points non vul but more if vul
Overcall at 3 level =15+ hcp
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Jump in openers suit is weak ie 1H-X-3H =0-6 and 4 card support
Jump shift is 6 cards and weak 0-6hcp
Double jump is a splinter ie 1H -X-4C

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Top of sequence /single/4 <sup>th</sup> /MUD, Hi/Lo	3 <sup>rd</sup> /4 <sup>th</sup> to an honour /top of a doubleton	
NT	Top of 3 card sequence /4 <sup>th</sup> /MUD	3 <sup>rd</sup> /4 <sup>th</sup> to an honour /top of a doubleton	
Subseq	count		
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude /AKx	AttitudeAKx	
King	Count/KQx	Count/KQx	
Queen	QJx	QJ10x/QJ9x	
Jack	J10x, KJ10,	J109x/J108x	
10	109x/10x	1098x/1097x	
9			
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi hate low like	Count	Odd= like even = suit preference
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
When giving a ruff signal is suit preference			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
In second seat 12-14 non vul but 14+ when vul			
Can be very weak in a passed hand			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles See note 1			
Support doubles see note 4			
Double of strong NT shows a long minor			
Double of weak NT is penalty			
Double then bid when overcaller has 16+hcp			
Double of any artificial bid is lead directing			

W B F CONVENTION CARD	
<b>CATEGORY: Green</b>	
<b>NCBO: Team Gaels Ireland</b>	
<b>PLAYERS: Elizabeth Meagher and Fiona Mc Goldrick</b>	
EVENT (Open/Women/Senior/Transnational)	
WBF Online Womens Teams	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
5 card majors -1NT response not forcing	
1 club can be short -not forcing	
1 diamond is 4	
1M-3M is weak 0-5	
2/1GF	
Weak jump shift response eg 1H-2S =6 spades and 0-6hcp	
1NT 15-17 non promissory stayman/4 way transfers see note 7	
Permitted light opening 8+points in 3 <sup>rd</sup> seat	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2C =21/22hcp always relay 2D or <21 hcp unbalanced	
2D=23+ or 8-9 tricks always relay 2H	
2NT=20 -puppet stayman responses	
2H/2S=WEAK=6 card suit 0-10hcp; partner responds 2NT=16+	
Ogust replies to 2NT see note 8	
Michaels cue bid see note 2	
Unusual 2NT see note 3	
3NT gambling	
RKCB 1430	
Splinter =double jump shift response 1H-3S or 1H-4C	
Gerber after NT	
Fourth suit forcing	
Bergen raises 1S-3C=4CS7-9hcp 1S -3D =4CS /10-11hcp	
Jacoby 2NT 4 card support for major 13+points see note 10	
Drury – in a passed hand 2C = 3 card support /10-11hcp	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
Inverted minors 1C/D-3C/D is weak with 5-6 card support in C but can be only 4 in D	
1C/D -2C/D =support but 10+ hcp	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		11-21 hcp NF	1NT 6-10hcp, 2D/H/S= 0-6hcp, 1C-3C= 0-6hcp 1C-2C =10+hcp	1NT=12-14hcp. 2NT 18-19hcp. Responder rebids 2C=checkback- note 10	
1♦		4		11-21hcp	1NT=6-11hcp 2H/S 0-6hcp 2C=13+GF 1D-3D= 0-6hcp 1D-2D =10+hcp	1NT=12-14hcp 2NT 18-19 hcp Responder rebids 2C=checkback- note 10	
1♥		5		11-21hcp	1NT 6-11NF Single raise 6-9hcp Double raise 0-6hcp 2NT =Jacoby see note 5	1NT=12-14hcp 2NT-18-19hcp Responder rebids 2C=checkback- note 10	X of 1NT overcall shows values
1♠		5		11-21hcp	1NT 6-11NF Single raise 6-9hcp Double raise 0-6hcp 2NT =Jacoby see note 5	1NT=12-14hcp 2NT-18-19hcp Responders second bid then 2C=checkback- no	X of 1NT overcall shows values
INT				15-17 balanced	2C =NP stayman 4way suit transfers see note7	S-accept 4CS /min hcp.SS-accept 4CS/ max Break transfer with minors when weak .	
2♣				21/22hcp	2D relay	2NT balanced	
2♦				23+	2H relay	2NT balanced ,	
2♥		6		5-10 hcp	2NT =16+. Raise to level of fit when weak. NSF	Ogust responses to 2NT see note 8	
2♠		6		5-10 hcp	As for 2H	As for 2	
2NT				20hcp balanced	3C=Puppet Stayman - note 9 .Transfers in majors .	4C= Gerber	
3♣		6		weak	New suit forcing		
3♦		6		weak	New suit forcing		
3♥		6		weak	New suit forcing		
3♠		6		weak	New suit forcing		
3NT				Gambling			
4♣/♦/♥/♠		8		Weak			
4NT							
5♣							
5♦							
<b>HIGH LEVEL BIDDING</b>							
RKCB 1430 5NT = King ask Next suit up is Queen ask							



## SUPPLEMENTARY SHEET

TEAM GAELS - Elizabeth Meagher and Fiona Mc Goldrick

### **Note 1**

Negative doubles – at least 6 points

1H-[1S]-X- implies 4/4 in the minors

1C-[1D]-X-implies 4/4 in the majors if possible

1C-[1H]-X – implies 4 spades ( denies 5)

1D-[1S]-X -implies 4 hearts or 5 hearts but not enough points to bid at 2 level

### **Note 2**

Michaels Cue bid

1C-[2C]=5H /5S, 1D-[2D]=5H/5S1, 1H-[2H]=5S and 5 minor, 1S-[2S]=5H and 5minor

### **Note 3**

Unusual 2NT

1H/S/C/D –[2H/S/C/D]= 5/5 in the two lowest unbid suits

### **Note 4**

Support doubles

When responders LHO interferes , a X from opener implies 3 card support for responders suit

If responder then cue bids the overcallers suit = game forcing

### **Note 5**

Jacoby 2NT response to 1 of a major = 4 card support and 12 + points

Responses :

4M= minimum

3M= extra values

3 another suit =singleton /void in that suit

4 another suit = 5-5 in the two bid suits

3NT= balanced 14+

Jacoby 2NT not applicable in a passed hand

### **Note 6**

Unassuming cue bid

When partner overcalls a suit then a cue bid of openers suit implies 3 card support and 11+ hcp

### **Note 7**

## SUPPLEMENTARY SHEET

### 4 way transfers

1NT-2H= transfer to spades -having 5 spades. Accept transfer with < 4S . Jump to 3S with 4 /min. 2NT=4 /max.

1NT-2D= transfer to hearts. As for spades

1NT -2S = transfer to clubs-having 5+ 3C =3card support and an honour . 2NT= <3 clubs or no honour

1NT-2NT= transfer to diamonds having 5+. 3D =3card support with an honour 3C = <3 diamonds /no honour

### Non promissory stayman

1NT -2C-2any-2NT = 8/9hcp

### Note 8

Ogust replies to 2NT asking after a weak 2 opening

2H-2NT-3C =weak points 5-7 and weak strength in suit 1 honour

3D=weak points 5-7 and 2 of top 3 honours in suit

3H=strong points 8-10 and only 1 honour

3S= strong points 8-10 and 2 of the top 3 honours

3NT = AKQxxx in trump suit

### Note 9

Puppet stayman after open 2NT or revert to 2NT

2NT-3C implies a 4 card major and GF

-3D by opener implies a 4 card major – responder bids the 4CM he/she does NOT have

-4D by opener implies 4-4 in the majors

-3M by opener implies 5 of suit bid

-3NT by opener denies a 4CM

### Note 10

Checkback after opener reverses into 1NT or 2NT

Eg 1C -1H-1NT-2C= invitational values and asks opener to bid 2H with 3 hearts or 2S with 4 spades and 2D if opener has neither