


DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
8+ hcp NV, 11+ hcp VUL, 5 cards, 2 of top 3	
Responses – Cue bid is forcing, jump by partner is weak	
New suit, natural and forcing	
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
Direct Seat 15-18 balanced	
Pass out seat 12-14	
Systems on in both cases	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1-Suit: Weak, same as weak opening 2/3 bid 6-cards	
2-Suit: Weak, 7+ cards	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michaels, 2NT for minors	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Cappelletti vs all NT Openings	
2♣ = single suit	
2♦ = Majors	
2♥ = Hearts + Minor	
2♠ = Spades + Minor	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double is takeout, Cue bid is strong, and short in suit	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Natural over 2♣ and artificial (Precision) 1♣	
OVER OPPONENTS' TAKEOUT DOUBLE	
Pre-emptive raise, redouble shows 10/11 hcp and no immediate fit	
Jordan – 2NT shows limit raise	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	High, or small from an honour	
NT	4 th best		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Shows King or singleton	4 th best	
King	From K A only, or KQ+		
Queen	QJT, or doubleton		
Jack	JT9, or KJT9		
10	T9x		
9			
Hi-X	Even number of cards		
Lo-X	Odd number, suggests an honour		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit : 1st	Normal count	N/A	Lavinthal
2nd	N/A		
3 rd	N/A		
NT: 1st	Normal Count		
2nd			
3rd			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Through 3♠			
Light in pass out seat			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles to 2NT			
Redouble +10/11 hcp, implies no fit			
NAMYATS – 4♣=strong hearts, 4♦ = strong spades, slam interest			

W B F CONVENTION CARD	
CATEGORY: Green NCBO: Bermuda	
PLAYERS: Charles Hall & Stephanie Kyme EVENT (CACBF Zonal Championships – Barbados 2025)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 Card majors	
Longer minor. C if 3/3	
Jump raise over Majors is weak	
1NT response over minor + non-forcing	
1NT response over Major one round force	
1NT Openings: 15-17 hcp	
2 Over 1 responses: Forcing, promises rebid	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ = 11+ hcp, Flannery 5H + 4S	
2NT Opener 8-11 hcp 5/5 in minors	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	
PSYCHICS:	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	2S	12-21 hcp	Single raise forcing, jump raise is pre-empt 1 level response is 4+ card & 6 hcp		
1♦					1NT=8-12 NO 4-card major, 2NT=11-12, 3NT to play		
					1♠ over 1♥ is 4+, 1NT is 1 round force Raise to 2=¾ cards, minimum 9+	Roman key-card Blackwood Help suit game try	Redouble implies no fit
1♥		5	2S	11-21 hcp	Raise to 3=invite, to 4 is to play, 2NT=Jacoby		
1♠		5	2S	11-21 hcp	New suit at 4 level is Splinter, 3NT=to play		
INT				15-17 hcp balanced	Stayman, Transfers		
					3 level invitational bids		
2♣				20+ hcp	2♦ = waiting, 2H – 0-3, 2S 10+ hcp 5+ cards	Suit is natural	
2♦				Flannery 5♥ + 4♠ 11-15 hcp	2/3/4 level is to play		
					2NT asks for further description	3 minor shows singleton	
2♥		6		6-10 hcp weak 2 of top 3	2NT = forcing August responses	3♣ is weak hand, 3♦ is strong suit weak hand	
						3♥ is strong hand weak suit, 3♠ is strong	
2♠		6		6-10 hcp weak 2 of top 3	2NT = forcing August responses	“ “ “	
2NT				5/5 minors, 8-11 hcp	3/4/5 level bids to play 3NT = to play		
3♣				6-10 hcp, weak, 7 cards			
3♦				6-10 hcp, weak, 7 cards			
3♥				6-10 hcp, weak, 7 cards			
3♠				6-10 hcp, weak, 7 cards			
3NT				Long solid minor, no outside A or K	3/4/5/6/7 ♣ pass or correct		
4♣				Strong Hearts	4 level to play, Blackwood, Splinter responses		
4♦				Strong Spades	4 level to play, Blackwood, Splinter responses		
4♥				Weakish - To Play			
4♠				Weakish - To Play			
4NT							
5♣				To Play		HIGH LEVEL BIDDING	
5♦				To Play		Roman Key card Blackwood 1430	
5♥						Gerber (4C over NT bids)	
5♠							

Defense to Multi 2♦

Note that Multi defenses are geared toward defending a weak two, the most common hand type shown by a Multi opening.

In Direct Seat

When RHO opens a Multi 2♦, the conventional overcalls are as follows.

Overcall	Meaning
Double	A Takeout double of spades.
2♥	A Takeout double of hearts.
2♠	Natural, 5+ spades, non-forcing.
2NT	16-18 HCP, balanced. Systems "on" (Stayman, Jacoby transfers...).
3♣	Natural, 6+ clubs, non-forcing.
3♦	Natural, 6+ diamond, non-forcing.
3♥	Natural, 6+ hearts, non-forcing.
3♠	Natural, 6+ spades, non-forcing. Stronger than a simple overcall. A 4♥ response is a cuebid.
4♣	Leaping Michaels, showing 5+ clubs and a 5+ card major.
4♦	Leaping Michaels, showing 5+ diamonds and a 5+ card major.

After 2♦ - Pass - 2♥/♠

Bid	Meaning
Double	Takeout double.
2♠	Over an enemy 2♥ bid, this is natural, 5+ spades, non-forcing.
2NT	15-18 HCP, balanced. Systems "on".
3♣	Natural, 6+ clubs, non-forcing.
3♦	Natural, 6+ diamond, non-forcing.
3♥	Natural, 6+ hearts, non-forcing.
3♠	Natural, 6+ spades, non-forcing. Stronger than a simple overcall. A 4♥ response is a cuebid.
4♣	Leaping Michaels, showing 5+ clubs and a 5+ card major.
4♦	Leaping Michaels, showing 5+ diamonds and a 5+ card major.

After 2♦ - Pass – Pass

Bid	Meaning
Double	Takeout double of diamonds.

The bidding should be treated as if the opponents opened a weak two-bid in diamonds.

After 2♦ - Pass – 2♥ - Dbl - 2♠

This sequence occurs after partner makes a takeout double of hearts, but opener corrects to spades.

Bid	Meaning
Double	For penalties.
3♥	Natural, 6+ hearts, non-forcing.
3♠	Artificial, asking for a spade stopper. Without one, partner should bid his

cheapest long suit.

After 2♦ - Pass - 2♥ - Pass - 2♠ - Pass - Pass

Bid	Meaning
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Double	Takeout double of spades.
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