

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
General style = constructive		
5+ suit 8+ pts at one-level, 10+pts at 2 level		
New suit response NF		
Cue bid = 10+ pts support or 13+ pts without support		
Jump cue bid Mixed Raise 7-9 pts with 4+ card support		
2 Suited O/C (Notes 1 & 2)		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup>; Responses; Reopening)</b>		
Direct position 15-18 HCP		
Responses: Bid as 1NT opening		
1NT (4 <sup>th</sup> position) (1♣) P (1♥) 1NT 16-19 HCP		
4 <sup>th</sup> position, protective = 10-14		
Responses : Bid as 1NT opening		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
6-10 HCP with attention to vulnerability, 2NT = Ask		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Cue bid = Super Michaels Note 1, Other two-suited overcalls Note 2		
Jump cue bid = Stopper ask		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Multi-Landy (Note 5)		
Weak 1NT, X= penalties		
Woolsey X over Strong 1NT = 10+HCP, and a 6-card m or, 5-card m and 4-card M. 2♣ response -pass or correct.		
2♦ response asks for M. 2♥/2♣ NAT NF, 2NT ASK		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
2NT Nat, O/C Nat		
X = T/O up to 4♥ inclusive , PEN from 4♣		
4NT over 4♥ = 5/5 minors, 4NT over 4♣ = bid suits upwards (change of suit NF)		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
Natural overcalls and jumps		
Over strong artificial 1♣: X majors, 1NT/2NT minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
XX = 10+HCP, interested in PEN, subsequent X = for PEN		
Fit jump, 4 card support and good second suit (Note 9)		
New suit 4+ NAT & F1 unless already PH		
Helvic (Note 10) if OPPTS double partner's 1NT opening or overcall		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3rd & 5th	Low from odd
NT	2nd / 4th	Low from odd
Subseq	standard remainder count	
Other: Ace attitude, King for count SCUDA		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	A+++	AKHx, Ax
King	AKQx,AKx,KQJx, KQxx,AK	AKQJxx, KQ10x,
Queen	QJTx, QJ98	QJTx, QJ98,
Jack	JTx, Jx or KJT	0/2 higher honours
10	T98x, T9x or Tx	0/2 higher honours
9	9,9x,98x	0/2 higher honours
Hi-X	Sx	Sx, Sxx
Lo-X	HxS, HxSx, xxS, xxxxS, HxxxS	HxxS, HxS, xSxx,
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Reverse ATT	Standard count
		O=ENCRG, E=SP
Suit 2	Count	
3	SP	
1	Reverse ATT	Standard count
		O=ENCRG, E=SP
NT 2	Count	
3	SP	
Signals (including Trumps): Discard of "9" in a suit STR ENCRG		
DOUBLES		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
Classic style, may be light if perfect shape		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Negative X = 6+HCP at 1 level, 9+ at 2 level. Supp X up to 2♣		
X of unnatural bid = lead directional		
Lightner X vs slam asks for unexpected lead		
X of 1NT/3NT auction by OPPTS asks for lead of shorter major		
X of OPPTS 3NT contract where 3 suits bid asks for lead of dummy's second suit		

W B F CONVENTION CARD		
CATEGORY:	Green	
NCBO:	Ireland	
PLAYERS:	Marie James and Adrienne Purdy	
EVENT:	EBL 2026	
SYSTEM SUMMARY		
<b>GENERAL APPROACH AND STYLE</b>		
5542 15-17 NT, 2NT rebid 18 we may open good 11 counts		
1M-1NT F1 Unless previously PH		
2 over 1 nearly FG 12+ HCP		
Puppet stayman over 2NT opening/rebid (Note 4)		
Transfers over 1NT/2NT opening or overcall		
General style = Natural and competitive		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♣ Opening = strong near GF or weak in ♦ (Note 13)		
2♦ Opening = strong 23+ HCP, Game force - any suit, any shape		
2♥/2♣ Opening = Weak Major 6+ (6-10 HCP)		
2NT Opening = 19/20 HCP, balanced/semi-balanced		
3NT Opening = Gambling solid minor, pre-empt		
Supermichaels Cue bids (Note 1), Other 2 suited overcalls (Note 2)		
Lebensohl after 2-level overcall of 1NT (Note 3)		
4 <sup>th</sup> suit FG		
Fit Jump in competition (Note 9)		
Long suit game try F1		
SPECIAL FORCING PASS SEQUENCES		
over interference of freely bid vulnerable game		
IMPORTANT NOTES		
Splinter w/o comp, in comp = jump fit other than OPPS suit		
Jump shift response, no comp = <6HCP, 6 card suit		
PSYCHICS: Rare		

OPENING	TICK IF ARTIF.	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♦	2+♣, 11-19 HCP	1♦/♥/♠ NAT 4 card, 2♣ 6-9(5+♣), 3♣ 10-12, 2M pre-empt. 1NT = 6-11, 2NT 12-13, 3NT 14+ (all no 4CM)	1NT = 11-13 HCP (=>XY, Note 15) 2NT = 18HCP	
1♦		4	3♦	4+♦, 11-19 HCP	1♥/♠ NAT 4 card, 2♦ 6-9, 3♦ pre-empt, 2M pre-empt. 2♣ 4+clubs GF, 1/2/3NT as for 1♣.	1NT = 11-13 HCP (=>XY, Note 15) 2NT = 18HCP	
1♥		5	3♦	5+♥, 11-19 HCP	Note 17	1NT = 11-13 HCP then =>XY (Note 15), 3♣ (GF Note 14) 2NT = 18HCP	Note 17 Drury Note 7
1♠		5	3♦	5+♠, 11-19 HCP	Note 17	after 2X, 2NT = 11-13 or 17-18 HCP after 1NT RESP, 3♣ GF 6♦ or 5♣ & 4♣ Note 14	Note 17 Drury Note 7
INT				15-17 HCP, balanced/semi-balanced	Stayman, Red suit transfers, 2♣ = range enquiry, 2NT asks better minor, 3X INV+/GF (Note 6) 4♣ Gerber, 4♦/♥ TRF to ♥/♣, 4NT quant	TRF or Super accept TRF with 16 HCP & 4 card SUPP (2NT & retransfer) or 14 HCP and 4 card SUPP (3M).	
2♣	✓		3♦	Artificial strong – near Game Force, 16+HCP, any suit, any shape	2♦ relay, 2M = 6 cards headed by AK/KQJ, 2NT = good 10-12 and balanced	2NT = 21/22 HCP, then as for 2NT open 2♥/♠ or 3♣/3♦ = 8/9 playing tricks in suit	
2♦	✓		3♦	Artificial strong – Game Force, any suit, any shape	2♥ relay	2NT = all 23+ GF, then as for 2NT open 2♣ or 3♣/3♦/3♥ = 8/9+ playing tricks in relevant suit	
2♥		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2♠		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2NT				19/20 Balanced or semibalanced	Puppet stayman (Note 4), Transfers, 3♣=54(xx), 4♣ Gerber, 4♦ TRF to ♥, 4♥ TRF to ♣, 4NT quant		
3♣		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♦		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♥		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♠		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3NT		7		Gambling – solid minor, no outside Ace, no Kx	4♣ pass or correct if other suits not covered	<b>HIGH LEVEL BIDDING</b>	
4♣/♦/♥/♠		8		NAMYATS (Note 14)		RKCB: 14,30 for majors and 30,14 for minors KING ASK = specific Kings, Gerber over NT = number of Aces/Kings	
5♣/♦/♥/♠		8+		Pre-emptive		Exclusion Blackwood 30,14 (Note 11) Minorwood 14,30 (Note 8), Serious 3NT (Note 12)	

**Note 1 Super Michaels cue bid**

Show two specific suits 5+/5+, range 7+ pts NV and 9+ pts Vul. After one level opening by opps the bids are

Cue bid	Higher suits
2NT	Lower suits
unbid lower minor	extreme two suits
(1♣) 2♦ Diamonds + Spades	7-13 HCP with 14+ bid
1♠	
(1♦) 3♣ Clubs + Spades	7-13 HCP with 14+ bid
1♠	
(1♥) 3♣ Clubs + Spades	7-13 HCP with 14+ bid
1♠	
(1♣) 3♣ Clubs + Hearts	7-13 HCP with 14+ bid
2♥	

**Note 2 Other 2 suited overcalls**

(1X) - P - (1Y) - 2X = 6+ of the lower unbid suit and 4+ of the other unbid suit whereas 2Y = 6+ of the higher unbid suit and 4+ of the lower unbid suit.

Overcaller in 4th seat will have 8+ HCP with points in the relevant suits.

When Opps make a 2-suited overcall (such as unusual 2NT), a bid of Opps lower-ranking suit shows lower-ranking other suit, and a bid of Opps higher-ranking suit shows other suit. Either of these may be support for a suit bid by partner.

**Note 3 Lebensohl**

2NT after an overcall over a 1NT opening forces 3♣ by opener. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new suit bids are forcing.

FASS where interference names a major (including major/minor two-suited)

1NT-(2M)

3M – GF, stopper in M

X – 9+HCP, no clear bid

1NT-(2M)-2NT-(p)-3♣-(p)

3M = GF, 4oM, no stopper in M

3NT = game values, no stopper in M, < 4oM

**Note 4 Puppet stayman over a 2NT opening (or 2NT rebid after 2♣/2♦ opening)**

3♣ = asks for a 4 or 5 card major, opener bids

3M if 5,

3♦ confirming a 4 card major

responder bids the major they do not have or 4♦ with both, opener to choose game.

3NT showing neither 4 nor 5 card major

**Note 5 Multi Landy (vs No Trump)**

2♣ shows at least 4 cards in each major suit with 10+HCP and points in the major suits. 2♦ response F1 = relay to better major. 2♥/♣ response = NF

2♦ shows a single suited 6+ card major,

2♥ = complete relay (for P/C or raise);

2NT = strong enquiry, responses

3♣ = good hand with ♥

3♦ = good hand with ♣

3♥/♣ minimum hands & natural

2♥/♣ shows 5+♥/♣ and 4+ in a minor, 2NT = F1, minor ask

**Note 6 1NT System**

1NT 2♣ Stayman

1NT 2♦/2♥ Transfer (with superaccept)

1NT 2♣ Clubs or Balanced (8-9HCP).

Opener continues by showing range:

2NT with min responder can then

Pass bal INV hand play 2NT

3♣ to play 6+♣

3X GF splinter with 6+♣

3NT to play

3♣ with max

Pass To Play 6+♣

3X GF splinter with 6+♣

3NT to play

4♣ Minorwood with 6+♣

4X Void exclusion RKC with 6+♣

1NT 2NT any strength with 6♦+ or both minors 5/5,

Opener show their longer minor (bid 3♦ with equal length)

3♣ continuations:

Pass responder is weak with both minors  
3♦ to play, resp has 6+♦ weak

3M GF splinter with 6+♦

3NT to play

4♣ Minorwood with 5+5+ minors

4♦ Minorwood with 6+♦

4M void exclusion RKC with 6+♦

3♦ continuations:

Pass resp is weak with 6+♦ or both minors

3M GF splinter with 6+♦

3NT to play

4♣ GF splinter with 6+♦

4♦ RKC ♦ with 6+♦ or 5+5+ minors

4M void exclusion RKC with 6+♦

1NT 3♣

**GF Puppet Stayman low info ask for 5CM**  
(With both majors bid 2♣ Stayman)

3♦ no 5CM, silent about 4CM then

3♥ denies 4♥ and shows 4♣

3♣ denies 4♣ and shows 4♥

3NT to play (no interest in 44 M fit)

1NT 3♦

**Both majors 5+5+ INV+**

1NT 3♥/♣

**GF Splinter with both minors 5/4**

1NT 4♣

**Gerber**

1NT 4♦

TRF 4♥ then 4NT RKC, new suit exclusion

1NT 4♥

TRF 4♣ then 4NT RKC, new suit exclusion

1NT 4NT

**INV**

**Note 7 Drury**

After an opening bid of one in a major in third seat, NV the partner's 2♣ shows 9/11 HCP and 3+ card support.

Subsequent bids from opener:

2♦ full opening values

2♥/♣ 8 to a bad 12 HCP, no game interest

2♥ (after a 1♣ opening) weakish, 5♣ & 4♥.

2NT FG.

Doesn't apply in competition including a X by OPPTS

**Note 8 Minorwood**

Minor suit fit or implied fit 4♣/4♦ asks for key cards unless in competition or after a major suit fit is found.

Responses 14/30: then

Q ask = cheapest bid available

K ask = +1 (if m is ♣, 5♦ asks for K, if ♦, 5♥ asks)

Response: specific King

5NT is an unshowable King

6♣/♦ = no King

In all auctions a bid of 4NT or 5♣/♦ by initiator is to play.

**Note 9 Fit Jump**

In competition (including **X** by oppts) or as a passed hand, a jump response in a new suit = 4+ cards in new suit (2,3 honours) & 4+ card support for partner's suit.

3 level = 7-10 HCP, 4 level = 9-13 HCP.

Fit jump in M in support of m = 5 card M.

**Note 10 Helvic**

Applies when OPP double our 1NT for penalties (inc 1NT rebid), not over conventional doubles. After 1NT-(**X**),

2♣/♦/♥/♠ shows 4/4 in named suit and next suit up,

**XX** unknown 5+ suit, opener bids 2♣ (P/C)

Pass forces opener to **XX**, responder can

Pass (8+HCP) or bid

2♣ = 4♣ & 4♥

2♦ = 4♦ & 4♣

**Note 11 Exclusion Blackwood**

Exclusion Blackwood asks for key cards except in the named suit - an impossible jump over your partner's last bid, bypasses the level of game. Responses are 30/14 in suits bid upwards from the void suit.

**Note 12 Serious 3NT**

After major suit agreement in GF, a bid of 3NT by either player shows serious slam interest and demands cue-bids; bypass of 3NT shows minimum hand.

**Note 13 1M 1NT 3♣/3♥**

1♣ – 1NT

3♣ GF, either 6+♣ or 5♣ 4♥ or 5♣ 4+♣

3♦ asks which

3♥ 5♣ 4♥

3♣ 6+♣ one suited game force

3NT 5♣ 4+♣

3♥ 5+♥, no interest in ♣, marginal in ♣

3♣ three-card limit raise in ♣

3NT <4♥s, bits and pieces everywhere

4♣ weak ♣ raise

3♥ 5♣ & 5♥ GF

1♥ – 1NT

3♣ GF, either 6+♥ or 5♥ 4♣ or 5♥ 5+♣

3♦ asks which

3♥ 6+♥ one suited game force

3♣ ♣splinter, 5♥ 5♣+

3NT 5♥ 4+♣

**Note 14 NAMYATS**

4♣/4♦ shows strong opening of 4♥/4♣ respectively; 8+cards, excellent suit, 12-15HCP, 2/3 keycards. Responses:

4♥/4♣ signoff

4NT RKCB in ♥/♣, 5x Exclusion

4♥/4♣ weak opening of 4♥/4♣ – 8+ cards, 6-11HCP Responses: 4NT RKCB 1430, 5x Exclusion

**Note 15 XY after 1NT rebid (two way checkback)**

After 1x-1♣-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV 5+♣, 4+♥

2♣ INV 5♣, 3-♥

2NT INV Bal

3♣ INV 5+♣

3♣ INV 6+♣

3NT 5♣, balanced, game choice

2♦ GF enquiry, asks opener's shape

2♥ 4♥, may have 3♣

2♣ 3♣, no 4♥

2NT balanced, no 4♥/3♣/good 5m

3♣/♦ Good five card minor

2♥ 5+♣ 4+♥ NF

2♣ 5+♣ NF

2NT Transfer to 3♣ may be signoff or

natural GF if responder continues over 3♣

3♣/♦ Good Two-Suiter, 5♣+, 5♣/♦+, 6- losers, GF

3♥ 5+♣ 5+♥ GF

3♣ 6+♣ GF, slam try, asks cue bids if suitable

3NT to play

After 1x-1♥-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV, 5+♥, 3-♣

2♣ INV, 5+♥, 4♣

2NT INV Bal

3♣ INV, 5+♣

3NT 5♥, balanced, game choice

2♦ GF enquiry asks opener's shape

2♥ 3♥, no 4♣

2♣ 4♣, 3♥ possible

2NT balanced, no 4♣/3♥

3♣/♦ Good five card minor

**Note 16 1M openings**

After 1M opening (5+ $\heartsuit$ / $\spadesuit$ ),

1NT 6-11HCP F1 (may have 3M 10-11), then

2 $\clubsuit$  2+  $\clubsuit$ s, 11-16 HCP, F1

2 $\diamond$  4+ $\diamond$  11-16 HCP

2M 11-15 HCP 6+M

2 $\heartsuit$  (after 1 $\spadesuit$ -1NT) 4+ $\heartsuit$ , 11-16 HCP

2 $\spadesuit$  (after 1 $\heartsuit$ -1NT) 5 $\heartsuit$ 4 $\spadesuit$ , 16+

2NT 18 bal,

3x GF,

3M 16-17 HCP 6+h INV

2 $\clubsuit$  GF ( $\clubsuit$  or balanced)

2 $\diamond$  11-14 5 $\heartsuit$ 4(+) $\diamond$

2 $\heartsuit$  11-14 5 $\heartsuit$ (+)

2 $\spadesuit$  11-14 5 $\heartsuit$ 4 $\spadesuit$

2NT 12-14 or 18, 5 $\heartsuit$ (332)

3 $\clubsuit$ / $\diamond$  extras GF 15+

3 $\heartsuit$  6 good  $\heartsuit$ , extras, 15+

2 $\diamond$  GF good suit

2M 6-9 HCP 3+M then game try (below)

2 $\heartsuit$  (after 1 $\spadesuit$ ) GF, 5+ $\heartsuit$  good suit

2 $\spadesuit$  (after 1 $\heartsuit$ ) 3-5 HCP weak 6+ suit

2NT 4+M INV+ F1 then

3M minimum opening

others game try (below)

3M pre-empt 3-5 HCP 4+M

Game try:

After major suit agreement, any bid by opener up to 3M is a long suit trial bid, bids above 3M (inc 3NT, Note 12) asks for cue bids and shows 1<sup>st</sup>/2<sup>nd</sup> round control.

**Note 17 Competitive Bidding after 1M opening**

1M (2 $\clubsuit$ )

2 $\diamond$  9+ pts F1

2NT (or 1M-( $\text{X}$ )-2NT) 10+ pts INV+, 3+M

Opener's 3M = min NF

$\text{X}$  negative (2NT later is 10/12 pts INV)