

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>
1-level overcall usually shows a 5-card suit and 6-16 points; occasionally a 4-card major - opening strength, suitable shape, and no better bid.
2 level 5+ Cards – 10+ Points if good suit or good shape
Responses: Cue Bid= 10+ points and 3 card support
1NT immediate Overcall shows 15 to 18 Points
All jump overcalls are Weak and aggressive
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> INT Overcall shows 15 to 18 points
4 <sup>th</sup> INT Overcall shows 11 to 15 points
Responses to INT are same as opening INT – (Systems On)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2NT=5-5 in the two lowest suits
Weak Jump Overcalls – (3-10 points, usually 6 cards)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue shows 5/5(4) in hearts/spades – unlimited values
Or the other Major and a minor
4NT shows both minors.
<b>VS. NT (vs. Strong/Weak;)</b>
Double = penalty (and for responder “all systems on” and XX is used to run out to a minor, opener bids 3♦ where responder passes or corrects to 3♦)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = Takeout thru 4♥; 3NT = to play.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 2♣</b>
natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 10+

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	4 <sup>th</sup> / 2 <sup>nd</sup> from 4 small	Hx <del>x</del>
NT	4 <sup>th</sup> / 2 <sup>nd</sup> from 4 small	Hx <del>x</del>
Subseq	Attitude - High = encourage	Attitude - High = encourage
Other:	Top of Nothing	Top of Nothing
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	Ask for Attitude	Ask for Attitude
King	Ask for count	Count and/or unblock
Queen	AKQ(x) unblock	KQ, QJ(x)
Jack	J10(x)	J10: KJ10: AJ10
10	Tx or 4	2nd / 4th
Hi-X	Top of Doubleton	
Lo-X	Implies Honour / Singleton	Implies Honour
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Attitude High Enc	Count (H-L = Even)
2	Count (H-L = Even)	Odd encourage
3	SPS	
Signals (including Trumps):		
Discard of an Odd card shows interest in that suit		
Discard of an Even card is Levinthal – Showing the higher or lower of the remaining two side suits.		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
11+ points takeout		
Reopening 8 + points		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Negative X = 6 HCP at 1 level, 8+ at 2 level. showing other major (up to 3♦)		
Double of a conventional bid shows lead directive		
Support doubles (up to 2♥) and redoubles		
Responsive X up to 3♦		

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b> Cyprus Bridge Federation
<b>PLAYERS:</b> Jane Moss and Alina Preda
<b>EVENT:</b> EBL Women's Online Teams 2026
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 Card Major – 2 Over 1 – Short ♣
RKCB 3014
2 OVER 1 Responses tend to be Natural and Game Forcing
INT response = Semi-Forcing
1♣=2+ cards and an opening of 1♦=4+ cards
1♥/♠=5+ cards
INT=15-17 and 2NT 20 – 22 BAL does not deny a 5 card Major
1♥/♠ opening can be light on hcp (9+) if shapely and NVul.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Weak 2's in ♦ ♥ ♠
2♦ Opening is 23+ Points
2NT is 20/22 points
Jacoby 2NT
Transfers are on over 1NT/2NT opening or overcalls
4NT = RKCB
INT Opening can have 6 in a minor and also a single Ace
Strong NT (15-17), 17 with 5 card major treated as 18
Fourth suit forcing, but not after 1♣-1♦-1♥-1♠
<b>SPECIAL FORCING PASS SEQUENCES</b>
When it is clear opponents are sacrificing
<b>IMPORTANT NOTES</b>
May open light in 3rd seat.
Discards: Roman Discards.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-14 bal, 18-19 bal or natural	Suits 6+ points, 4+ Card Suit	Change of Suit is Forcing.	
					1NT 6-10 points and usually 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.	
					1NT 6-10 points and usually denies a Major		
1♥		5	4♦	10-21 with a 5 Card Suit	Direct Support 8-9, (through 1nt lower end of the raise) Jac 2NT		
					1♠ shows a four card spade suit and 5+ points		Cue of ops suit shows 3 card sup
1♠		5	4♦	10-21 with a 5 Card Suit	Direct Support, Jac 2NT		Cue of ops suit shows 3 card sup
INT				15-17 balanced – or Semi Bal	Stayman, Transfers, Gerber, 3 Level Slam Interest	Super Accept if 17 points with 4 card support	
					2♠ transfer to ♣ ; 3♣ to ♦	Texas Transfers 1NT > 4♦ is ♥ / 4♥ is ♠	
2♣	X			23+ points or 3 losers (Forcing)	2♦ Waiting bid. Other bids natural, positive hand.		
2♦				weak			
2♥		5		Weak		Natural	
2♠		5		Weak		Natural	
2NT				20 – 21 BAL - May have 5cM	Stayman, Transfers, 4NT Quantitative		
3♣	(6) / 7			Weak			
3♦	(6) / 7			Weak			
3♥	(6) / 7			Weak			
3♠	(6) / 7			Weak			
3NT				Running Minor no side A or K	4♣ is pass or correct		
4♣	(7) / 8			Pre-emptive			
4♦	(7) / 8			Pre-emptive			
4♥	6+			Pre-emptive to play	4NT = RKCB Asking Aces		
4♠	6+			Pre-emptive to play	4NT = RKCB Asking Aces		
4NT	X	5 / 5		Both Minors 5 / 5			
5♣	(7) / 9			Pre-emptive – With no defence		<b>HIGH LEVEL BIDDING</b>	
5♦	(7) / 9			Pre-emptive – With no defence		RKCB (30/14) - ♣ Shows 3 or 0 and ♦ Shows 4 or 1	
5♥	(7) / 9			Pre-emptive – With no defence		KING ASK reverts to B/WOOD – Showing how many Kings minus K of Trumps	
5♠	(7) / 9			Pre-emptive – With no defence		Cue bidding 1st round controls, before 2nd round	
						4♣ response to 1NT is Gerber	