


DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			 Category: Open Country: Ireland Event: European Championships 2014 Players: John Carroll & Tommy Garvey		
Usually 5 cards: 1 level may be light, up to 18 HCP, 54Ms OK.		Lead	in Partner's Suit			
2 level: usually sound	Suit	4th, 2nd from bad suits	Low from odd if unsupported			
New suit: F1	NT	4th, 2nd from bad suits	Low from odd if unsupported			
UCB usually promises 3 card support	Subseq	same/attitude				
After 1M overcalls: 2NT = 4+ support and jump fits	Other:	RUSINOW. Ace asks attitude, King count (unblock v NT)				
Jump raises pre -emptive						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY		
15 - 18 HCP in 2nd: Responses as for 1NT opening	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
10 - 14 in 4th. Stop in opened suit not necessary 2♣ ask range and majors	Ace	Akx(+) Ax(+)	Akx(+) Ax(+)		1♣ = 11 - 13 Balanced or 17+ any	
Negative doubles and some transfers in competition	King	AKQx(+) KQ(J/T)x(+) KQ	KQJ(+) KQT9(+) KQ		1♦ Opening may have longer clubs and is usually unbalanced	
	Queen	KQx(+)	KQx(+)		5 card Majors, 1NT response semi-F. Light initial action	
	Jack	QJx(+) QJ	QJx(+) QJ		Canape responses after 1♣ opening	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	JTx(+) HJTx(+) JT Tx	JTx(+) HJTx(+)			
1-Suit: Weak , 2NT = Ask	9	T9x(+) HT9x(+) 9x	T9x(+) HT9x(+)		1NT Openings: 14 - 16	
2-Suit: Ghestem 5+5+	Hi-x	xSxx xSx Sx	xSxx xSx		2 OVER 1 Respons Artificial after 1M opening	
	Lo-x	HxxS HxS	HxxS HxS		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Intermediate, 2NT = 20 - 22	SIGNALS IN ORDER OF PRIORITY			2♦ Opening = 4414 or 4405 or (43)15 10-16		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♥/2♠ Opening Weak	
Ghestem	Suit:1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P		
Jump cue asks stop	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd		
Cue in 4th is any 2 suits intermediate+	3rd	S/P			3NT = Pre-empt in ♣ or ♦	
1M - P - 2M then cue is stop ask and 4m = 5m/5OM	NT: 1st	Hi = DISCRG	Hi/Lo = Odd	E = ENCRG, O = S/P	Transfers when opps double or overcall our one level suit openings	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd	Transfers after 1NT opening and 2x overcall and 1♣ opening and 2M overcall	
2♣ =♦ or less constructive ♥ + ♠	3rd				2NT usually not natural in competitive auctions	
2♦ = constructive ♥ + ♠	Signals	Smith Signal vs NT (Ihigh enc, low disc or neutral)			Artificial responses at 2 level after 1M opening	
2M = Natural	Remainder Count : Hi/Lo = odd					
2NT = Distributional 2 suit (typically minors or else very good hand)	S/P in Trump suit					
X = Penalty (or by passed hand = max pass)	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light with perfect shape, May have 2 cards in unbid minor					
Double take out. Lebensohl v weak 2M or 2 suiter with known anchor	Cue bid F to suit agreement. Jump 4 cards with 9 - 11 or 5 cards with 7 - 9					
(WK 2M): 4♣/♦ = 5OM + 5♣/♦. Cue Bid asks stop. After 3 minor: cue = 5/5 Majors	Jumps to 3M weak. Raise in comp auction shows slightly better than minimum				SPECIAL FORCING PASS SEQUENCES	
4om = 6(5)om + 4M. After 3M: 4m =6(5) m + 4OM and 4NT = minor 2 suiter	Jump over opps redl weak. 1M-X-2M- Lebensohl, 1M-P-2M-X-P- 2NT = lebensohl				(1NT) - DBL - (any) - Pass: forcing except of 2♣	
VS. ARTIFICIAL STRONG OPENINGS	Double in re-opening position may be weak					
Against 1♣/2♣: X (2♣) = ♥/♠ or ♠/♠, 1♦ (2♦ over 2♣) = ♥/♦ or ♣/♠, 1/2/3NT = Ms or ms	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
All 4+/3+ 0 - 12 hcp. Jumps are weak	Negative DBL through 3♣ (4♣ after 1♦ opening) Higher X = cards, co-op T/O				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Responses are random until doubled. NT is game try	Responsive DBL through 4♥. Often game try when no UCB available					
	Higher doubles card showing (Transferable values)					
OVER OPPONET'S TAKE OUT DOUBLE	1♣ - 1M - 3♣ then double shows OM and 3♦ game try					
After 1♣: 2NT = 5/5 minors, RDBL = 12+ HCP. After 1♦/M opening: RDBL = 10+,	Support DBL and RDBL though 2♣				Psychics: Seldom (more possible green with passed partner)	
then subsequent DBLS takeout forcing to penalty or 2 Opps suit,	Most low level DBLs = Take Out. When we have agreed suit double is penalty unless					
1NT to 2 under = transfers (NF or F1), TRFS to opening suit = 3 card supp inv+	no space when it is game try					