

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
LIGHT: 1-level & reopening position; SOUND: 2-level resp: F1 on 1, NF on 2, NF/GF on 3 (after strong bid/preempt) Jump Raise=PRE; RESP X CUE (non-jump): FIT INV+ / GF any; Jump 3CUE = 7-10 4-fit (1x)-2y(nonjump)-(x)-xx: doubleton (Hx) supp + want to compete X of 3 <sup>rd</sup> suit on 1- or 2-level: 4th suit (5+) & supp (Hx or 3)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> /4 <sup>th</sup> live: 15-18HCP, SYS ON Reopen: 11-14HCP, SYS ON Lebensohl: 1N-(2x) 1N-(2x NAT)-x: TO; 1N-(2x ART)-x: CS (forcing to 2♠)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-Suit: aggressive (NV 3-9 HCP, V 5-9), sound 4 <sup>th</sup> seat/reopening (11-15) 2-Suit: 2NT: unusual (5-5 + 2 lowest unbid, 8+ HCP NV, 10+ V) Reopen: 2NT is 19-21HCP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue: 5-5+ highest 2 unbid suits (also over 1x-p-1N) Jump cue: stop ask (gambling) (-> 3♦/4♣ P/C; others like over 3PRE opening) (1m) - 4m = STR long M, P/C RESP; (1♥) - 4♥ = STR long S
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Vs. 1N: 2♣: majors 54+; 2♦: (5)6+ ♥/♠; 2M: 5M&4+m; 2NT: ♣+♦ X by non-PH: PEN (from NT's mid-range - 2 <sup>nd</sup> better, 4 <sup>th</sup> lighter) X by PH: 4M+5m Vs. 2N: NAT X is Ms
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
2 suiters: 2M-4m and 3M-4m: OM+m, 3m-4♣ om+M, 3m-4♦ majors, 3♥-4♥ = ♠+m; against multi 2♦ too, not vs. prec 2♣ Vs. Multi: X=13-15 or 19+ HCP bal, 2NT 16-18, M = NAT DBL=T/O thru 4H, LEB after (WK2x)-DBL and 1x (2jump) 4NT: /4♥ = any 2 suiter, /4♠ = any 2 suiter,
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
55 - vs. STR 1♣: double majors, NT minors, rest natural VS. STR 2♣: as above VS. STR 1♣-1♦ or 2♣-2♦: as above
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX INV+ & PEN intentions 1M-(x): 2NT: 4-fit & INV+, 3♣/♦ 7-9HCP raise with/without SPL 1m-(x): 2NT: 5-fit & 7-10, JUMP PRE

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /LOW	Same	
NT	2 <sup>nd</sup> from bad/4 <sup>th</sup> (low Hxx)	3 <sup>rd</sup> /5 <sup>th</sup>	
Subseq	Count		
Choose any card from sequences: AK, KQ, AKQ			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKx(+), Ax(+)	AKx(+)	
King	AK, AKx(+), Kx, KQ(+)	AKx(+), Kx, KQ(+)	
Queen	Qx, QJ(+), KQ(+)	QJ(+), KQ(+), Qx	
Jack	Jx, J10(+), AJT(+), KJT(+)	Same	
10	Tx, QT9(+), 109(+), KT9(+)	Same	
9	9x, T9x	Same	
Hi-X	Sx, HxS(x), HxSxxx, HxxxS	HxS, HxxS(+), xSx(+), Sx, top	
Lo-X	HxS(x), HxSxxx, HxxxS	HxS, HxxS(+), xSx(+), Sx, top	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1st	AQ rev ATT, K rev. CT	Rev. CT	Rev. ATT
Suit 2nd	Rev. CT	S/P	Rev. CT
3rd	S/P		
1st	AQ rev ATT, K rev. CT	Rev. Smith/ rev. CT	Rev. ATT
NT 2nd	Rev. CT	Rev. CT	Rev. CT
3rd	S/P	S/P	
Signals (including trumps): reverse count (Lo = E), reverse attitude (Lo = ENC) Lavinthal/McKenney, rev. Smith (Lo = ENC trick 1 suit), on partner's A or Q lead reverse attitude, otherwise, reverse count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive until 4♥, emphasis on majors, equal level conversion at 2 level Near Opening Values; CB of m/M is INV+ (1X)-Dbl-(P)-2M: INV with 4M, (1X)-Dbl-(P)-3M: INV with 5M (1m)-x-(1M): x PEN; m=other suits; M=NAT			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLs/RDBLs</b>			
NEG X THRU 4♥ (/1m), 4♦ (/1M), 3♠ (/1NT), RESP X THRU 3♠ SUPP X THRU 2M 4 <sup>th</sup> seat double of 3 <sup>rd</sup> suit = 4 <sup>th</sup> suit (5+) & tolerance in P's suit (Hx / 3) ANTI-LEAD DBL of cue bid from holder of suit (if 5+ suit / 4-4 fit shown) 1N-(2x NAT)-x: T/O; 1N-(2x ART)-x: CS -> forcing to 2♠, from 2♠: X T/O Card-showing X frequent, following -> forcing to 2♠, from 2♠: X T/O 1♣-(1♦/1♥)-X=transfer. After 1♠ overcall X = 1♥ response.			

W B F CONVENTION CARD
CATEGORY: Natural Green
<b>DAISY DILLON – LAURA ÉRSEK</b>
<b>SYSTEM SUMMARY</b>
5 cards major, 2/1 GF, short club with transfers, variable 2s 2 over 1 GF, 1M-1NT: semi-forcing 1NT 15-17 Aggressive COMP Style, Frequent non-penalty doubles Bergen raises (3-way), Jacoby 2NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
COMP CUE limit+ with fit or GF any Bergen raises, Jacoby 2NT Lebensohl Transfers over 1♣ Transfers over 1♦-1M 2♦: weak only 1 major 1 <sup>st</sup> &2 <sup>nd</sup> , weak ♦ 3 <sup>rd</sup> seats 2♥/♠: 9-12 1 <sup>st</sup> &2 <sup>nd</sup> , weak 3 <sup>rd</sup> nat 1♦ may contain longer clubs when 5♣4♦ not reversing strength and not suitable for a weak NT
<b>SPECIAL FORCING PASS SEQUENCES</b>
STR ART 2♣-(any)-Pass: Forcing to Dbl w/ BAL NAT STR 2NT-(any)-Pass: F1 Forcing: 1z-(x)-xx, 2/1, 1m-2m, JCBY
<b>IMPORTANT NOTES</b>
Tend to pass COMP DBL at 3+ level when BAL <b>PSYCHICS: rare</b>

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11+HCP, (can 5♦(332))	1♦/1♥: 4+♥/♠ 0+HCP; 1♠: no 4cM, 6+HCP 1NT: 5+♦ GF; 2♣: 5+♣ GF; 2♦/♥/♠: 6♦/♥/♠ WK; 2NT: 6+♣ 0-5HCP; 3♣: 6+♣ 6-9HCP; 3♦/♥/♠: ♦/♥/♠ splinter, 4♣ ORKC	/1♦=1♥: weak NT 2/3♥; 1♠: 4♠+ unbal; 1N: 18-19, 2N: 6-3 or 5-4 in ♣&♥; 3♣: 6+♣ 16-18 not 3♥; 3♦: 4♥ 18-19 bal; 3♥: shapely 4♥ 15-18; 3N: gambling with extras; (analogous /1♥); /1♠= 1N: weak NT, 2N: 18-19, 3♦/♥/♠ 6-5 NF; /1N: 2♣: 5♣+ unbal, 2♦ weak NT no 4♦; 2♥ 441♦4 up to 15; 2♠ 441♦4 16+; 2N: 18-19; 3♦ weak NT with 4♦; after 1♣-2♣: 2♦/3♣ weak no 4♣/4♠; 2M: nat; 2N: 18-19 no 4♣; 3M SPL, 4♣ 18-19 4♣	1-way CHBK /wkNT rebid Fit jumps
1♦		4	4♥	11+HCP (longer ♣ OK)	2N: 5+ 0-5HCP; inverted minor	after 1♦-1M: 1N: 4+♣4+♦; 2C: 6+♦; 2♦: 3/4♥; 2N: 6-3 or 5-4 in ♦&M; 3M 4441 4M invit raise. Rest: SPL	As above
1♥		5	4♦	11+HCP	1♠: 4+♠ 6+HCP; 1NT: 6-11HCP can 3♥; 2♣/2♦: FG 3+cards; 2♥: 5-9 3♥; 2♠ WK; Jacoby 2NT, 3♣ 4-fit (6)7-9, 3♦ 4-fit + 10-12, 3♥ 0-6, 1M-3M+1: void SPL (R asks); 4NT/4♣/4♦: ♠/♣/♦ SPL	/2N: 3♣=MIN; 3♦: str. bal 3♥/♠ NT: ♣/♦/OM SPL non-min; 4♣/♦/4M=good suit; /3♣: 3♦ R; /3♦: 3OM shortness ASK; 1♥-1♠-2NT: Wolff; 1♥-1NT-2♣ 2+♣; 1♥-1NT-2♠: reverse; 1♥-1NT-2NT: 5♥+4any or 6+♥ (R asks); 1M-2M: Long / short suit game try (2M+1=short)	2♣ Drury Fit jumps
1♠		5	4♦	11+HCP	As above; 2♥ 5+ GF; 3♥ splinter; 4♥: to play	As above; 1♠-1NT-2♣: 2+♣ 12-18HCP; 1♠-1NT-2♥: 4+♥ 12-18HCP	As above
1NT			3♠	15-17HCP (5M/6m/5m4x OK)	2♣: NP stayman; 2♦/♥: transfer; 2♠: 6+♠; 2NT: 6+♦; 3♣: ask for 5-card M; 3♦: 5-5mm; 3♥/3♠: 3M1oM(54); 3NT: NAT; 4♣: ace ask; 4♦/♥: transfer	1NT-2♣-2♦-2M: (4M5oM) INV; 1NT-2♣-2♦-3M: (4M5oM) GF. After 1NT-2♣/2NT: 3m denies Qxx+ in ♣	
2♣	X			Quasi FG	2♦ waiting, 2♥/2♠/3♣/3♦: 5+♥/♠/♣/♦ with two high cards (of AKQ); 2NT: 3 kings	2♣-2♦-2NT: 22-23HCP BAL; 2♣-2♦-2♥: Kokish	
2♦		5		2♦: 4-8HCP 1 major (5)6 1 <sup>st</sup> &2 <sup>nd</sup> , weak ♦ 3 <sup>rd</sup> seats	2♥/♠: P/C; 2NT Relay, 3♣: nat, 3♦: own major 3♥/♠: P/C, 4♣: trf M, 4♦ bid M, 4M to play	/2N= 3♣: STR any (then bid suit don't have), 3♦: WK, trf to ♥, 3♥: WK, trf to ♠; /3♦= 3M: own suit; 4C: 6♥3♠; 4D: 6♠3♥;	
2♥		5		9-12 1 <sup>st</sup> &2 <sup>nd</sup> , weak 3 <sup>rd</sup> (5)6♥	2NT Relay	3♣: any max or min; 3♦: middle, ok opposite singleton; 3M: middle nothing else; 3oM:6-4 Ms; 3N: two top honours if WK, 3 top honours if intermediate 2	
2♠		5		9-12 1 <sup>st</sup> &2 <sup>nd</sup> , weak 3 <sup>rd</sup> (5)6♠	2NT Relay	As above	
2NT				(19)20-21(22) HCP, QBAL 5M/6m/5m4/stiff A/K OK	3♣ stayman; 3♠ minors; 3♦/♥:TRF; 4♣ ♣ SI 4♦/♥ Texas (♥/♠); 4♠ ♦ SI	2NT-3♣-3♦-3M (4M5oM GF)	
3♣		6		PREE (wide range)	3♦: asking for 3cMR; 3N to play	/3♦: 3♥: 3♠; 3♠: 3♥; 3N: no 3cM, 4♣: both	
3♦		6		PREE (wide range)	natural bids, 4♣ RKC		
3♥		6		PREE (wide range)	natural bids, 4NT RKC		
3♠		6		PREE (wide range)	natural bids; 4NT RKC		
3NT	X	7		SOLID m, max. K outside	4♣/5♣/6♣ P/C, 4♦ shortness ASK	/4♦: none/higher/middle/lower SPL	
4♣		6		PREE (wide range)	R: asking for shortness, 4M TP, 4NT RKC	S1: no sh S2: ♠ sh S3: ♥ sh S4: ♦ sh	
4♦		6		PREE (wide range)	5♣: asking for shortness, 4M TP, 4NT RKC	S1: no sh S2: ♠ sh S3: ♥ sh S4: ♣ sh	
4♥		6		PREE (wide range)	4♠ RKC, 4NT		
4♠		6		PREE (wide range)	4NT RKC		
4NT	X			Show the suit of your Ace!	5♣: no A, 5♦/♥/♠/NT: ♦/♥/♠/♣ A, 6x:2A(x+higher)		

### HIGH LEVEL BIDDING

Lightner Dbl, Serious 3M+1 (3M+1 = serious, cue = non-serious)

Italian CB (1st or 2nd round control), Last Train, Spiral after RKC (Spirals: trump Q, K, Q, J) when showing kings, it is that suit's or the other two non-trump suit's kings

RKCB (0314), Kickback RKCB, Exclusion RKCB, ORKC (1<sup>st</sup> step accepts)

DOPI, ROPI, DOPE

