

OVERCALLS (Style; Responses; 1/2 Level; Reopening)	LEADS AND SIGNALS				WBFC Convention Card 2.18 
1 level= light, lead directing - new suit = F except at 2 level or 4 bidders	OPENING LEADS STYLE				
2 + 3 level more sound		Lead	In Partner's Suit		
Cue= Limit or better. Fit jumps by PH otherwise weak	Suit	3rd and 5th	3rd and 5th		
leaping Michaels, Michaels -2n= inquiry	NT	4th and 2nd from bad	4th and 2nd from bad		Category:
unusual 2nt- 2 lowest	Subseq				Country: USA
	Other: (33) (34)				Event: Venice Cup 2007
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)					Players: Jill Levin and Jill Meyers
15-18 live (system on), 10-16 balancing: 2c stayman but asks range	LEADS				SYSTEM SUMMARY
	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	AK, Ax	for attitude		Standard American, 5 Card Majors, multi 2d, two suited 2h, 2s (5+,5+), 2/1 GF,
	King	KQ, AK @ 5 level or after preempt	for count		Forcing NT over 1s only, 2c strong artificial
	Queen	QJ	for attitude		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	J,10 with or without higher honor	J,10		
1-Suit: weak- intermediate (vul vs not)	10	10,9 with or without higher honor	10,9 with or without higher honor		
2-Suit: jump into minor after weak 2. 2nt for 2 lower, direct only.	9	seq. or shortness	seq. or shortness		
note 7	Hi-x	shortness	2nd from bad or shortness		
Reopen: intermediate	Lo-x	length	shows an honor		1NT Openings: 14+17
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY				2 OVER 1 Responses: GF
1x-2x= 2 suiter 2nt asks		Partners Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1m-3m= natural. 1M-3M= bid 3nt with stopper	Suit:1st	Att	Count	Att	Multi 2D
2x - 4m= 2 suiter	2nd	Count	SP	SP	Polish 2H, 2S
2m 3m= M's	3rd	SP			1m pass 2D, H, S = 5+ sp, 4+h <12 hcp
VS. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Att. Count if dummy wins	Smith echo	Attitude	Leaping Michaels
vs. strong x= 4M + 5+m, 2c= M's, 2d= 1M, 2H,S= 5M=m	2nd	Count	Count	SP	Mixed Raise- Jump Q
vs. weak as above except x= penalty	3rd	SP	SP		Good/ Bad 2nt after neg x+ TO+1nt
vs. NT overcall of minor Capelletti	Signals (including Trumps): Hi- low= don't like, odd #. Low high= like, even #.				1nt rebid 2c/2d art+ checkback
vs NT overcall of major 2c= one suit 2d= d+ other M. 2M= simple raise. 2 other major	trump suit preference				1M x 2c, 3d (3 and 4 card raises) (note 14)
shows that and clubs	Smith echo				Fit jumps by PH
	DOUBLES				1H - 2S 5-5 minors invitational
	TAKEOUT DOUBLES (Style; Responses; Reopening)				3 level JS= invitational
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	All the way, occasionally off shape.				Singleton asks; 1M p 2M 2nt= forcing inquiry
Lebensohl by UPH, 2 suited jumps (3c-4d shows both majors 4c shows d+M)					
2M 4m = 5,5 that m+ O/M					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES
Multi 2d, Polish 2h/2s (as if we opened)	1x 1h x denies 4s, 1x, 1s, x=4+ hearts				After we XX or X for for penalty or "own hand" or forced to a level
direct: x= M's, NT= m's	maximal, 4th suit, responsive, support, support, competitive after opponent balance				
Over 1d response see note 8	lead directing: against 3nt uncontested, splinters, artificial raises				
	few penalty x's				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE	x= p/correct after 2 bids				J,10, 9 0 or 2 higher after opening lead
2c, 3d, 2n = artificial raises. New suit F @ 1 level not @ 2 level	xx after 2-suited bid x'ed (27)(28)(29)				
Others weak by UPH, Fit by PH					
					Psychics: Rare
	DEFENSIVE AND COMPETITIVE BIDDING				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	7H	3+ 11+ hcp	1 level= 1 rd force (17), 2c, 2nt= inv+ (36), 2D, 2H, 2S= 5	over inverted raise 2h= art. GF as below	Fit jumps
1♦		3	7H	3+ 11+ hcp	as above. 2c= GF. 2n= GF 3C= inv. 3D,H,S= weak.	after raise M 2N= F as above	Fit jumps
1♥		5	7H	5+ 11+ hcp	1NT= semi, 2/1 GF, 2NT forcing raise, splinters, mini-		Fit jumps. drury (rev)
1♥					splinters, js=inv. 1h-2s= minors		
1♠		5	7H	5+ 11+ hcp	same as above 1n=F		Fit jumps. drury (rev)
1NT			7H	14+-17	2c= stayman, 2d,h,s,nt= transfers 3c.d= 5/5 m's Inv/f;	Shortness after a transfer (25)(27)	
1NT					3h/s= singletons, texas (24)	Unspecified singleton after stayman, exclusion aft. texas	
2♣	Y	0	7H	strong forcing to 3N or 3M	2d= waiting 3c,d= other m 6+ suit. 3h/s= other major	2h= kokish, 3h/s= 4M+6D	
2♣					good suit		
2♦	Y	0	7H	6 card M 5-10 hcp	See Supplemental notes		
2♥		5	7H	5+H, 5+ second suit 5-10 hcp	See Supplemental notes		
2♠		5	7H	see above	See Supplemental notes		
2NT			7H	20-21	Stayman, transfers, 3s forces 3n for minor(s) slam try,	4nt=most discouraging after 2 suiter, ExcBW after texas	
2NT					texas		
3♣		6	7H	less than 11 hcp	4d= preempt KC 0,1,1w1G, 2,2 w/Q		
3♦		6	7H	less than 11 hcp	4c= same as above		
3♥		6	7H	less than 11 hcp	4c= same as above		
3♠		6	7H	less than 11 hcp	4c= same as above		
3NT	Y		7H	4m preempt	4c= p/c. 4d= KC in your suit. 5c/d= p/c in your suit		
4♣	Y		7H	Good 4h bid	4d= xfer for asking bid. direct= cue		
4♦	Y		7H	Good 4s bid	4h= same as above		
4♥		6	7H	Bad 4h bid	4s to play all else cue bids		
4♠		6	7H	Bad 4s bid	same as above		
4NT	Y		7H	Solid Minor	5c, 6c, 7c p/c in your suit. 5n bid 7 w/ 9 pieces		
5♣		7	7H	Broken Minor			
5♦		7	7H	Broken Minor			
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

When H is trumps 4s is ace ask

preempt BW

when m is trump 1 over (non-playable) is ace ask

6 card KC

RKCB 03,14, next step Q ask

Don't pick a slam

Exclusion BW

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SUPPLEMENTAL NOTES Jill Levin and Jill Meyers

1. In competition many 2nt bids are artificial; either "scrambling" (more than one place to play) or good/bad (force partner to bid cheapest playable suit or 3C of partner opened 1C).
2. Takeout double of 2 of a major doesn't promise clubs (correction of clubs to diamonds at 2 or 3 level doesn't promise extras, shows 4 of other major and longer diamonds).
3. If opponent doubles 1nt penalty, redouble forces 2C to play a minor, and pass forces redouble (unless 1nt bidder has good 5 card suit) to start scramble or to play.
4. Over 2 level preempt - over takeout double 2nt transfers to 3C (Lebensohl) usually non-invitational.
5. If we show two suits (e.g. Michaels), any level of nt is interest in minor, any level of clubs is P/C, any level of diamonds is interest in the major
6. Woolsey over Opponents 1NT:
X = longer minor and 4 card major
Resp: 2C bid minor; 2D bid Major; 2M natural; 2nt Inv. asks partner to bid
major at 3 or 4 level; 3C P/C; 3M P/C
2C = majors (over this 2nt asks description; 3c = 45 or 54 min; 3d = 5/5 min; 3H 4/5
Maximum; 3S = 5/4 max.; 3nt 5/5 max.
2D = 1 Major
Resp: 2 or 3H/S = P/C; 2nt inv. asks description (3c bad H, 3d bad S, 3h good
S, 3S good hearts); 4C bid one under your suit; 4d bid your suit
2M = that suit (at least 5) and a minor
2NT = minors
7. Over 2M or 1M (P) 2M: 4 of a minor is that minor and the other major
4 of a major is very good with
minors: 4NT weaker with
Minors
- 8 Over strong club: 2d=multi, 2h and 2s = that suit and a second suit 5+ 5+
9. Many doubles below 3 of our trump suite in comp. auctions or balancing position tend to be competitive (as opposed to penalty).
10. 0314 RKC: one above trump suit in most instances
11. Exclusion Blackwood
12. In non-competitive auctions downward jump shifts at 3 level are inv. by unpassed hand; fit bid by passed hand
13. Drury by Passed Hand (2C = support and Limit raise values)
14. 1M (x) 2C = 7-9 3 card raise; 1M (x) 3D = 7-9 4 card raise
15. 2 way new minor forcing over opener's 1nt rebid (2C starts invitational sequence;
2D starts forcing sequence; 3 level bids pure and forcing EXCEPT 3C is weak)
16. 4th suit forcing
17. Over 1C, responder may bypass a longer or equal minor with less than invitational values
18. 1S (P) 1NT: forcing by unpassed hand; 1H (P) 1NT: Semi-forcing by unpassed Hand
19. After double of a Jacoby transfer, pass denies 3 card support
20. After double of Stayman, pass denies a club stopper, bid promises stopper
21. Flannery defense: x = 14-16 balanced
2NT = 17-19 bal'd or trick taking
2H = takeout
2S = natural
3H = both minors and strong hand or asks
for stopper
22. Over opponents 2Major: cue = minor or asks for stopper
23. Texas thru 3C interference over strong NT

24. Over Strong NT: 2S = clubs or bal'd invitational w/out 4 card major
 2NT = both minors weak or diamonds
 3C = both minors invitational
 3D = both minors forcing
 (over any of above ranking suit asks for stiff)
 3M = 5/4 in minors, stiff in this major
25. Smolen: After Stayman without opener showing 4 card major, 3 of a major shows
 4 of that major and 5+ of the other
26. After 2NT rebid by opener: transfers over 1c 1d and 1h 1s auctions
 3C = relay to 3D which can be passed, if responder rebids her first
 suit it is to play; if responder 3 other major =
 slam try other minor; 3NT = slam try our minor
 3D = GF checkback for responder's major (opener shows length in responder's major first)
27. Maximal overcall doubles: applies if we open or overcall and opponents bid and raise; also applies in auctions such as 1S (x) 2S (3H) x (suits must touch)
28. 1M (P) 2M (P) P 3minor: X = max 2M bid with 3 of this minor
 If responder passes 3m opener reopens with double if has 3M bid
29. 4th Suit Doubles: applies if we overcall and opponents don't jump - shows 5+ in
 unbid suit and tolerance for partner's suit
 Also, (1x) 1y (1nt) X = other two suits
30. Modified Hamilton over NT overcall:
 1m (1nt): 2C = 1 suiter in any suit (relays to 2d)
 2D = majors
 2M = that major and either minor
 1M (1nt): 2C = 1 suiter in any suit (relays to 2d)
 2D = Diamonds and other major
 2 other major = that major and clubs
31. After reverse: 2 of other major may be weak
32. Major suit game tries:
 New suit + singleton (shows five if responder responded the major)
 2NT asks description: 3C = 3 of our major and minimum
 3D = 3 of our major and maximum
 3H = 4 of our major and minimum
 3S = 4 of our major and maximum
 Most ranking suits (except 3S over 3H) ask for singletons
33. Leads: low from 3 small in partner's suit if not raised; high if raised (except 3rd best against NT if didn't raise partner)
34. Vs NT: at trick one show upside down count if dummy winning trick Smith Echo
35. Multi defense: double = takeout of spades
 2H = takeout of hearts
 2NT = natural
36. 1m (P) 2nt: 3 level bids show singletons except 1d (P) 2nt (P) 3C either shows length or shortness in clubs - relay to 3d : then 3M = stiff in that major 5/5 in minors; 3NT = stiff club
37. After Texas, new suit = exclusion; over Jacoby jump over trump suit = a void
38. If dummy has a singleton in a suit contract we play suit preference

Opening bid of 2 in All positions at All vulnerabilities
 Shows: 5+ hearts and 5+ any other suit (not longer spades)
 Detailed Description:
 Favorable vulnerability: 5-11 HCP
 Equal vulnerability: 7+-11 HCP
 Unfavorable vulnerability: 9-11 HCP
 With greater distribution or favorable in third seat these HCP ranges start lower.
 With both Majors, we open 2 with equal or longer hearts, 2 with longer spades
 Responses and Rebids in Uncontested auctions
 With what hands will responder pass the opening bid?

Any hand that wants to play 2

Meanings of other responses and rebids:

All new suit responses are pass or correct at any level (except 4 Spades is to play)

Pass or correct bid followed by a rebid of the pass or correct suit is to play

3 raise by responder is non-invitational

2NT by responder asks further description (see attached page for follow-ups)

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass is to play.

Bids are pass or correct. (P/C bid followed by a rebid of the pass or correct suit is to play)

2NT forces 3 - partner has own suit she wants to play (will either pass 3 or bid)

Redouble = penalty oriented

3 is not invitational

Responses after opponent's overcall:

Bids are pass or correct (unless cheapest level of spades is at 4 level)

(P/C bid followed by a rebid of the pass or correct suit is to play)

DBL is takeout at 2, 3 & 4 level (unless the bid is 2 suited, in which case DBL is PEN)

If opponents bid 2S, 2NT is as if opponents didn't bid

3 is not invitational.

Rebids after 4th hand DBLs the response:

Pass with that suit, otherwise correct

Rebids after 4th hand overcalls:

We systemically pass if they overcall in 4th seat

Suggested Defense

May attach a separate sheet. If there is an approved defense to this method in the ACBL Defenses Database (posted on ACBL website), you may reference that defense here and bring a printed copy of that defense to the table.

Treat the opening 2 bid as a natural weak 2 bid. Specifically:

- A. DBL is Takeout (over 2 . If both suits are known, DBL is takeout of 2 suits)
- B. Bids are natural
- C. Over 2 , jump to 4m = that minor and spades, good hand (Roman jumps)
- D. Over 2H (P) 2S : X = TO of hearts; 3S is natural

Opening bid of 2 in All positions at All vulnerabilities

Shows: 5+ spades and 5+ any other suit (hearts only with longer spades)

Detailed Description:

Favorable vulnerability: 5-11 HCP

Equal vulnerability: 7+-11 HCP

Unfavorable vulnerability: 9-11 HCP

With greater distribution or favorable in 3rd seat these HCP ranges start lower.

With both Majors, we open 2 with equal or longer hearts, 2 with longer spades

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid?

Any hand that wants to play 2

Meanings of other responses and rebids:

All new suit responses are pass or correct at any level (except 4 & 4 to play)

Pass or correct bid followed by a rebid of the pass or correct suit is to play

3 raise by responder is non-invitational

2NT by responder asks further description (see attached page for follow-ups)

Competitive Agreements

Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)

Pass is to play.

Bids are pass or correct. (P/C bid followed by a rebid of the pass or correct suit is to play)

2NT forces 3 - partner has own suit she wants to play (will either pass 3 or bid)

Redouble = penalty oriented

3 is not invitational

Responses after opponent's overcall:

Bids are pass or correct (unless cheapest level of hearts is at 4 level)

(P/C bid followed by a rebid of the pass or correct suit is to play)

DBL is takeout at 2, 3 & 4 level (unless the bid is 2 suited, in which case DBL is PEN)

3 is not invitational.

Rebids after 4th hand DBLs the response:

Pass with that suit; otherwise correct

Rebids after 4th hand overcalls:

We systemically pass if they overcall in 4th seat

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Treat the opening 2 bid as a natural weak 2 bid. Specifically:

- A. DBL is Takeout (over 2 . If both suits are known, DBL is takeout of 2 suits)
- B. Bids are natural
- C. Over opening 2 , jump to 4m = that minor and hearts, good hand (Roman jumps)

Opening bid of 2" in All positions at All vulnerabilities

Shows: weak 2 bid in one major

Detailed Description:

4-11 points

Usually 6 cards sometimes 5 cards in suit (top of range in 4th position)

Responses and Rebids in Uncontested auctions

With what hands will responder pass the opening bid? Long diamonds and a hand you prefer to play in diamonds

Meanings of other responses and rebids:

A. 2, 3, or 4 of major = Pass or correct; responder may have a long minor she wants to play if opener does not have the Major she bid
 After 2"-(P)-2-(P)-2, responder's 3m to play; 2NT agrees spades, asks feature.
 After 2"-(P)-2 if opener has hearts she bids:
 1) 2NT with a minimum (responder's 3 minor to play)
 2) 3 with a maximum (responder's 3" to play)
 (Responder can get out in 3 of a minor this way)
 B. 3 of a minor = forcing
 C. Bid and rebid of same major is to play
 D. 2NT asks for description of hand
 1) 3 and 3" = minimum in corresponding major.
 Over 3, 3" asks if there is anything extra
 2) 3 and 3 = maximum in the opposite major
 3) 3NT = solid suit
 (a) 4C asks bid 1 under suit
 (b) 4D asks opener to bid suit
 3 of other major after any of above bids = forcing
 E. 4 asks Opener to bid 1 under suit; 4" asks opener to bid suit
 F. 4M = to play

Competitive Agreements
 Responses after opponent's DBL (including Pass, RDBL and expected follow-ups)
 Pass = preference to play 2 Diamonds; 2"-(X)-P-(P)-XX = To Play
 Redouble = good hand with something in both majors; partner can bid own suit
 3 level minor = forcing
 2, 3, of Major = pass or correct
 2NT relays to 3 Clubs. Responder has her own suit. Not forcing.
 4 asks opener to bid 1 under suit; 4" asks opener to bid suit
 4 of major to play
 Responses after opponent's overcall:
 VS 2 level Overcall
 1) Double = general values; opener can pass or bid own suit
 2) 2, 3, of Major = pass or correct
 3) 3 level minor bid = forcing
 4) 2NT = forcing as if there was no bid. See above for responses
 5) 4C asks opener to bid one under suit; 4D asks opener to bid suit
 6) 4M = to play
 VS 3 level Overcall
 1) Double of 3 of a minor = penalty;
 2) DBL of 3 of a Major P/C if that is the cheapest way they can overcall (you need to ask them what 2 of the major would be) - otherwise double is penalty
 Vs 4 level Overcall
 1) Double of jump major suit overcall = Penalty
 2) Double of simple major suit overcall = P/C (at any level)
 3) Double of 4 of a minor = System On (i.e. X of 4 = bid one under your suit, double of 4" = bid your suit, bid of 4" over 4 = Bid your suit)
 4) Bid of 4 of a major is to play
 Vs. 5 level Overcall
 1) Over 5 of a minor X = penalty; \
 2) Over 5 of a Major X = Penalty
 3) Over 5C: 5D= to play; 5H =P/C
 4) Over 5D: 5H = P/C
 Rebids after 4th hand DBLs the response:
 Bid as if they didn't double
 Rebids after 4th hand overcalls:
 Over Overcall of Our 2NT Bid
 1) 2"-(P)-2NT (3m):
 a) Pass = Minimum - Then reopening double by responder = P/C; 3M by responder = natural and forcing
 b) With Max Opener bids 3 of other Major (as if they passed 2NT)
 c) Double = Defense - Then if responder bids it's P/C
 2) 2"-(P)-2NT-(3M or 4M) :
 a) X = other Major with max (with some defense)
 b) Bid other Major = max with distribution
 c) Pass = usually minimum with other Major - after pass DBL by responder asks opener to bid her suit
 3) 2"-(P)-2NT-(4m):
 a) Pass = Hearts
 b) Double = Spades
 c) Opener can bid suit if very good
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 Use ACBL Defense