## DEFENSIVE AND COMPETITIVE BIDDING

 OVERCALLS (Style: Responses: 1/2 Level; Reopening) Normal at one level. Sound at two level. Cue response is limit+raise(generally=3 trumps); 2NT in a major suit auction is a four card raise.

1NT OVERCALL ( $2^{\text {nd } / 4} 4^{\text {th }}$ Live; Responses; Reopening)
15-18 direct seat. System on.
11-14 balancing seat. System on.

JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except against weak openings.

Reopen: Intermediate
DIRECT \& JUMP CUE BIDS (Style; Response; Reopen)
Michaels $-5 / 5$ with all unbid majors.
Jump cue=stopper ask.

VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy:2C=majors; 2D=1 major; 2H/S=5M4m, 2NT=minors, $3 \mathrm{~m}=$ natural. Double=penalty, with one subsequent takeout double fo the partnership.

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles=takeout. Leaping Michaels against weak two bids. No trump bids natural.
$\square$

LEADS AND SIGNALS


Signals (including Trumps):
High Encourage, Some Suit Preference
DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)
Fairly classical takeout doubles.

W B F CONVENTION CARD

CATEGORY: Green

NCBO: EBU

PLAYERS: Kieran Dyke - Michael Byrne

EVENT Corona 2020

## SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
Strong notrump, five card majors, $2 / 1$ Open 1C with all weak notrumps (rarely 5 M ; possible with shapes like 2452). Transfer responses to 1C Open 1D with all 18-19 notrumps.

## SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Transfer responses to 1C.

## VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*

 X=majors, $1 \mathrm{NT}=$ minors.
## OVER OPPONENTS' TAKEOUT DOUBLE

Ignore 1CX except that XX=diamonds, 1 S implies clubs.
Nothing special after 1DX - XX=traditional 10+
Transfers after 1MX, starting at 1NT. Transfer raise stronger than
direct raise.

SPECIAL, ARTIFICIAL \& COMPETITIVE DBLS/RDLS
Support doubles up to and including 2 of responder's suit. XX of a transfer response=3 card support, unlimited. May be used on a minimum hand which would prefer to be dummy. One takeout double after we double 1NT (opening or overcall) X of Multi= weak notrump or strong.

SPECIAL FORCING PASS SEQUENCES

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| IMPORTANT NOTES |
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| PSYCHICS: Rare. Hopefully well-timed. |




