


<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
14-18 2 <sup>nd</sup> seat and 10-15 in 4th
System on over any INT (including protective)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits (Ghestem)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue = Ghestem (1x-2x = Highest + lowest)
1M-2M = OM +clubs; 1♣-2♦ = Majors
2♣ = GF or 23-24 bal
2♦ = ♣ pre-empt
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
Anti (5)
2♣ = ♦'s or Majors
2♦ = ♥'s or 4+♠'s & 5+ minor
2♥ = 4+♥'s & 5+minor
2♠ = ♠'s
Dbl pen
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = T.O.
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1NT/2♣/2♦ Two suits of same colour, rank, shape.
2♥/2♠ = weak 2NT = minors. 3♣ = weak clubs. Dble = good hand.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT = good raise
1m F, minor NF; rdbl = values

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT) QJT	Att (KQ or QJ or AQJT) QJT	
Jack	AJT, KJT, JTx	AJT, KJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
Suit 2	Suit pref	Suit pref	Suit pref
3			
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
NT 2	Suit pref	Suit pref	Suit pref
3			
Signals (including Trumps):			
On partner's lead of A or Q, low encourages			
Hi-lo in trumps 3 trumps looking for ruff			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to 4♦			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLs</b>			
Support Dble/Redouble			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: Natural</b>
<b>NCBO: Ireland</b>
<b>PLAYERS: Terry Walsh &amp; Peter Goodman</b>

<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors; ♣ may be short; Strong NT; Benjamin 2Ms; 2/1GF;
RKC 4130
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ = ♣ pre-empt
3♣ = minors, weak
2♣ relay over opener's INT rebid
Support dbl and redbl
2NT in competition – good raise
<b>SPECIAL FORCING PASS SEQUENCES</b>
Over GF sequence Pass Forcing
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN NO	NEG DBL					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1♣		2	4♦	11+ 2+♣'s	Inverted minor; 2♦ strong; 2♥/♠ weak; 2NT natural	After 1NT rebid 2♣ is a relay		
1♦		4	4♦	11+ 4+♦'s, unbalanced	Inverted minor; 3♣ natural inv/weak; 2M=weak	After 1NT rebid 2♣ is a relay		
1♥		5	4♦	5+♥'s 11+	1NT semi-forcing; 2NT = GF strong raise; 3NT=13-15; Bergen raises; 3♠ = splinter; 4♠ natural	After 1NT rebid 2♣ is a relay	2♦ and 2♥ both raises; also over dble	
1♠		5	4♦	5+♠'s 11+	1NT semi-forcing; 2NT = GF strong raise; 3NT=13-15; 1♠ - 4♥ nat, 1♠ - 3♥ = splinter		2♥ and 2♠ both raises; also over dble	
INT				15-17 balanced	Non promissory Stayman; 4 way trx's; 3x = natural slam try	Break Major transfer= super accept Bid m in response to minor Tx = like suit		
2♣	✓			GF or 23-24 bal	2♦ = relay; any other bid positive & natural	2NT = 23-24; 3♣ = puppet; 3♦/3♥ = transfers; 3♠ = minors		
2♦	✓			Pre-empt in ♣	2♥/♠ = natural, inv; 3♦ = Art Forcing			
2♥				5+♥'s (weak), normally 6	2NT feature ask; New suit forcing; splinters			
2♠				5+♠'s (weak), normally 6	2NT feature ask; New suit forcing; splinters			
2NT				20-22 balanced	3♣ = puppet; 3♦/3♥ = transfers; 3♠ = minors			
3♣		5+/5+		minors 2-10 hcps	3M nat 1RF. 3NT to play			
3♦		6+		6+♦'s 2-10 hcps	3M nat 1RF. 3NT to play			
3♥		(7+)		7+♥'s 2-10 hcps				
3♠		(7+)		7+♠'s 2-10 hcps				
3NT	✓	7+		Long solid minor no outside stop	4♣ pass or correct. 4♦ ask for singleton. 4M control ask in Major			
4♣/4♦		7+(8+)		Strong ♥/♠	4 of intervening suit is shortage ask			
4♥/4♠		6+		natural				
							HIGH LEVEL BIDDING	
							Key Card Blackwood (14;30) and Exclusion KCB (30;14)	
							ROPI and DOPI over interference with Blackwood	

