

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
8 to 17. New suit forcing
Jump to 3 level 4 trumps pre-emptive
Reopening x = take out
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> position 15 to 18
4 <sup>th</sup> position 10 to 14
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 6 card suit
Ghestem
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Looking for no trump stop
Ghestem
(1C) 2C = D +S, (1C) 2D = H+S, (1C) 2NT =D+H, (1D) 2D=C+S, (1D) 2NT = C+H, (1D) 3C=H+S, 1M (2M) =C+OM,(1M)3C=D+OM
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Reopening double on passed hand shows minors or majors. 2 clubs is natural
2C = Clubs + Another
2D =Both Majors OR Diamonds + 1 Major (longer Diamonds)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = take out
Cue bid = 2 suiter
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Over 1 C : CRO X = 2 of same colour, 1d= 2 of same rank, 1h= two odd suits , 1NT= minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Redouble 9 plus
2NoT = 10 11 points – fit for partner
Other bids natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and 5 <sup>th</sup> highest	Low from honour ,mud	
NT	3 <sup>rd</sup> and 5th highest	Low from honour, mud	
Subseq			
Other: 2 <sup>nd</sup> highest from all bad suits			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace for attitude (rev)		
King	King for count(rev)		
Queen			
Jack	Denies Queen, may have H H 1		
10	Denies Jack, may have h h		
9	Usually a doubleton		
Hi-X	Denies honour		
Lo-X	Guarantees h (or 1 or 2)		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Count	Reverse Count	Reverse count
Suit 2	Suit preference	Reverse Count	Reverse count
3			
1			
NT 2	Suit preference	Suit preference	Reverse count
3			
Signals (including Trumps): reverse count			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10 plus, shortage in suit opened			
A jump after take out x at 2 level will show 8-9			
A jump to 3 level will show 10 11			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
A redouble after partner's overcall will show a top honour			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS:</b> Gay Keaveney Enda Glynn EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Sound opening Bids
2 over 1
Weak No Trump
5 card majors
Diamond always 4. Club may be 2.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1S in response to 1H opening 4 or less spades
1 NoT to 1 H opening shows 5+ s
1S - 1NoT forcing up to 11 with 3 or 4 s (5 to 7) -
1H 2H response =8 to 10
1S 2S response = 8 to 10
2H = 5H/4S ( 11/15 HCP)
Ghestem
Shows at least 5/5 in 2 specified suits
(1C) 2D shows H+S, (1C) 2C shows D + S, (1C) 2NT = D+H
Over any other 1-level opening: cuebid = top + bottom suits, 2NT = 2 lowest ranking suits, 3C= 2 highest ranking suits
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
Ghestem
<b>PSYCHICS: Rare</b>

GhestemOPENING	TICK IF ARTIFICIAL	3H weak	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4S		Natural responses 5 points upwards, 2C inverted	Show stoppers, 3 NoT to play, 4NT Key card	
1♦		4	4s		Natural Responses 5 points upwards, 2D inverted	Show stoppers, 3NoT to play, 4NoT Keycard	
			S				
1♥		5	4s		1S 4 or less (s) 2H = 8 to 10 1NT = 5 s	4 NoT key card	
					2 over 1		
1♠		5	4s		1 Nt forcing, 2S = 8 to 10 2 over 1	4 NoT Key card	
INT				Weak 12-14	Transfer to All suits, super accept in minor suit	After stayman response in a major	
					2NT = D or both minors	a bid of 4 of other major is Roman K C	
2♣				Control Responses	2h = 2 controls, 2 spades Ace and a King	New suit forcing 4NoT by opener looking for queens	
					2NoT = 3 Kings, 3C = 4 controls		
2♦				Multi 6 to 9 6h or 6s. Bal 23 24	2H to play opposite weak 2 in H - 2S better H	3D non forcing	
				Or Acol 2 in any suit	2 NoT an inquiry		
2♥				Flannery 5H/4S (11/15 HCP)	3 of a minor invitational 3H/3S to play invitational	3H non forcing	
					2 NoT inquiry asking for distribution + strength		
2♠				S + another 55 (6 to 10)	3C pass or convert		
					2NoT an inquiry		
2NT				20 to 22 balanced	Baron, transfers to majors	4 NoT Key Card if suit agreed	
3♣		6		Pre Emptive	New Suit forcing, 3NoT/5C to play		
3♦		6		Pre Emptive	New suit forcing, 3NOT/5 C to play		
3♥		7		Pre Emptive	New suit forcing, 3NoT, 4H to play		
3♠		7		Pre Emptive	New suit forcing, 3NoT 4S to play		
3NT				Solid Minor ( 8 cards)	Pass or correct to minor		
4♣		7		Solid Heart Suit	4D a que, 4H to play, 4NoT Key card		
4♦		7		Solid spade suit	4H a que, 4S to play, 4NoT Key card		
4♥		7		Weaker than 4C	4S a que, 4NoT Key card		
4♠				Weaker than 4D	4Not Key Card		
4NT				Ace Asking			
5♣				To play	5D Key Card	HIGH LEVEL BIDDING	
5♦				To play	5H Key Card	After 2 Club opening, subsequent bid of 4 NoT by opener looks for Queens	
5♥				To Play	5S Key card	5C = 0, 5D=1, 5H= 2 same colour, 5S = 2 same rank, 5NoT = 2 odd.	
5♠				To play	5NoT Key Card	After 4NoT used if queen is looked for a bid of new suit at higher level will show King of that suit and trump Queen.	