

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
5+ card suit and constructive
Unusual 2NT shows two lowest unbid suits at least opening bid
3♣ shows two highest unbid suits at least opening values
Cue bid shows support for partner's suit
Weak jump overcalls – 6+ card suit
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT immediately after opening bid is 14 – 17 pts may have singleton
1NT in 4 th position is 15-17 pts if 2 suits bid
1NT in 4 th position is protective and 10 – 14 if 1 suit bid
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6 card Major or 6♦s over a ♣
Ghestem
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m (2m) = highest and lowest at least opening values
1M (2M) = 5 OM 5♣ at least opening values
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VS. NT (vs. Strong/Weak; Reopening;PH)
Double for penalties over weak NT
2♣ - single suited hand
2♦ - both majors, at least 4/4
2♥/2♠ - ♥s and a minor 11+ pts
2NT - minors
Over strong NT see special bids
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over weak 2s Double – take out or 19+ Responder lebensohl 2NT or 2/3x invitational
Cue – asking in NT Jump over 2♥ = 3♠ = constructive semi solid 15/16 pts
4♣ and 4♦ - 6 card minor and 4 of the other M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ Trap Vulnerable 10+ pts
Non Vulnerable 8+ pts
OVER OPPONENTS' TAKEOUT DOUBLE
Either support partner's suit or bid own showing 5 card suit
Redouble 9+ pts short in opening suit
Cue their suit 3 card support for partner

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd & 5th	3 rd & 5th	
NT	4 th ; top of sequence; 2 nd	4th	
Subseq	Giving remaining count	Giving remaining count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	May hold K but asks for count	May promise K	
King	May promise the A but asks for attitude	May promise Q	
Queen	May promise the J	May promise J	
Jack	May promise the 10	May promise the 10 or internal sequence	
10	May promise the 9	Top of sequence or internal sequence; doubleton	
9	Shortage	May be top	
Hi-X	Sx xSxx	Sx xxS xSxx	
Lo-X	xxS HxS HxSx HxxxS+	Hxs HxxS HxxSx +	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude;count;SP	Upside down count	Revolving
Suit 2	Upside down count	Upside down count	Hand protection
3			
1	Upside down count	Upside down count	Revolving
NT 2	Upside down count	Reverse Smith Peters	Hand Protection
3			
Signals (including Trumps):			
Low to encourage			
Trump suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles up to 4♦, Double is shape suitable and too strong to overcall.			
When 2 suits have been bid by the opposition then double promises the other 2 suits and 10+ pts			
When partner opens and LHO overcalls double shows other two suits			
When partner reopens with a double promises tolerance for unbid suits and			
Shortage in overcalled suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m – DBL shows at least 4/3 in Ms Opening points or stronger hand			
1M – DBL shows Opening points or shape suitable hand			
DBL – at 3 level t/o			
DBL – at 4♥ level and above is for penalties but partner can still bid			
Support doubles			

W B F CONVENTION CARD
CATEGORY:
NCBO: Northern Ireland
PLAYERS: H Curran A Fitzpatrick
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14 – 17 NT; 5 Card Majors; 2/1 Game Forcing; Jump fits/splinters
Upside down count and attitude
Weak 2 openings 5/11pts 2♦/2♥ may be 5+ card 2♠ always 6
Weak Jump overcalls (6 card); non penalty double to 4♦;
Constructive overcalls
Opening 1♣ can be short as 1 if 4441 with a poor diamond suit
Opening 1♦ will be 4 card Q10xx or better
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem
Lebensohl
Defence to strong NT
Double is single suit
2♣ = Majors 2♦ = equal length
2♦ = Minors
2♥/ 2♠ = natural + minor
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Inverted minors off in competition
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	yes	1		8+HCP	Own suit/ jump fit/ splinter/ inv m	Normal bidding or cue bidding	
1♦	no	4		8+HCP	Own suit/ jump fit/ splinter/ inv m	Normal bidding or cue bidding	
1♥	no	5		8+HCP	Own suit/ jump fit/ splinter/	Normal bidding or cue bidding	
1♠	no	5		8+HCP	Own suit/ jump fit/ splinter	Normal bidding or cue bidding	
INT	no			14 – 17 HCP	Stayman/transfers	Normal bidding / break transfer with 4	
2♣	Yes			23+ HCP or distributional	2♦GF 2♥ double neg 2♠5/5 minors neg	Normal bidding	
2♦	No	5		Weak 5 – 11 HCP	2♥/2♠ constructive non forcing 2NT enquiry		
2♥	No	5		Weak 5 – 11 HCP	2NT enquiry		
2♠	No	6		Weak 5 – 11 HCP	2NT enquiry		
2NT	No			20 – 22 HCP balanced	Baron		
3♣	No	6		5 – 9 HCP	3NT/5♣ to play		
3♦	No	6		5 – 9 HCP	3NT/ 5♦ to play		
3♥	No	7		5 – 9 HCP	3NT/4♥ to play		
3♠	No	7		5 – 9 HCP	3NT/4♠to play		
3NT	No			23 – 26 no 4 card M or 5 card m	Pass 4♣- 5/5 Ms 4♦ tf to ♥s 4♥tf to ♠s		
4♣	Yes			Strong 4♥ opening	4NT ace asking		
4♦	Yes			Strong 4♠ opening	4NT ace asking		
4♥	No	7		Weaker preempt	4NT ace asking		
4♠	No	7		Weaker preempt	4NT ace asking		
4NT	No			Long Minor	Pass or 5♣ -pass or correct		
5♣	No	8				HIGH LEVEL BIDDING	
5♦	No	8				RKCB (1403) DOPI ROPI	
5♥	N/a					Cue bid promises first round control in that suit when trump suit agreed	
5♠	N/a					Splinter promises singleton in bid suit and agrees trump suit	
						5NT grand slam force	