

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple overcalls 7-17, 2 level should always be a good 5+ suit
And a new suit is NF (constructive)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1 (x)1nt = 15-17 responses as in 1nt opening
1 (x) p p 1nt 10-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
2nt: lower 2 suits;
Conventional jump overcalls i.e.
1♣ - 2♦ = ♥ with longer ♦, Opening strength values
1d- 2h = h with longer clubs, Opening strength values
Equal level conversion dbls;
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = top and bottom suits, Opening strength values
Jump cue asks for stop in that suit
VS. NT (vs. Strong/Weak; Reopening;PH)
Meckwell – Dbl is either a long minor or both majors
2♣ = Clubs and a Major (at least 9 cards).
2♦ = Diamonds and a Major. (at least 9 cards).
2♥ = ♥, 2♠ = ♠
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = TO,
After a weak 2 opening including multi, Dbl = TO Lab. Responses.
After a weak 2: 2nt = 16-18; cue of weak 2 at the 3 level is nt ask
Cue of minor pre-empt at the 4 level = Majors
Leaping michaels i.e. 3cl: 4♦ = ♦+♥; 3♦: 4♣ = ♣+♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = Majors, nt = minors, otherwise natural.
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble 10 + probably no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th & 2 nd from bad suit	Top if part knows the length	
NT	4th Highest + Mud	4 th Highest + Mud	
Subseq.	Attitude; low promises H.		
Other: A + Q for reverse attitude, K asks for rev. count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Ace and 4 th	
King	KQ AK	same	
Queen	KQ109x	same	
Jack	J10x, J10, KJ10,	same	
10	Denies the Jack	same	
9,	9x, Denies the 10	same	
Hi-X xxxx	Mud xXxx	Same same	
Lo-X	Mud	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev. Count	Rev. Count	Odd = Enc. Even,S/P
Suit 2	Rev. Count	Rev. Count	Odd = Enc. Even,S/P
3			
1			
NT 2	Rev. Count/suit pref		Odd = Enc. Even,S/P
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal T.O doubles, can be weak with good distribution 4441			
Neg. and responsive doubles to 4♦			
Dbl is TO of weak 2/3 overcalls; Labensohl responses over weak 2's			
i.e. a 3 level response is >8 hcp, while a bid of 2nt shows less than that.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Equal level conversation dbls, i.e. a TO double and a subsequent bid from			
The same hand while it is at the same level doesn't promise extra strength.			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Donal Garvey Grand Master 33301
Pat Quinn Life Master 23016
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card M and strong nt
4 th suit is forcing to game
Top and bottom cue's, conventional jump overcalls
Xynt and xyz
Transfers in the 4 suits; Smollen transfers
2/1 is forcing to game, fast arrival
Transfers over a club opening, and we accept with a wk nt type hand
After a ♣ opening and a ♦ overcall, dbl = ♥, and 1♥ = ♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Multi 2d, and weak 2 any suits 5/5
Labensohl FANS (fast arrival no stop)
When opps dbl our stayman, pass denies a stop
Rdbl reactivates stayman
When opps dbl our nt, rdbl = penalty
If opps dbl our nt overcall – helvic applies
i.e. rdbl = 5card suit. bid = lowest of 2 4card suits
Pass requests opener to rdbl
Conventional jump overcalls
Over all of our preempts, 4♣ is keycard and the responses
4♦ none; 4♥ 1 keycard; 4♠ 1+ Q; 4nt 2; 5♣ 2+ Q
2nt = 6-11, both minors
Relays over our 1nt opening
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Rare

OPENING		MIN. NO. OF CARDS	Neg.dbl thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	Nat. 11-20, 4432 if it is only 2	1♣, 1♥, 1♠, 1nt, 2♣ all transfers, 2♦, ♦ & another suit 2♥/2♠, 10/11 and a 6 card suit		
1♦		4	4♦	Natural 11-20	Natural, 1nt 6/10; 2nt 11/12; both deny a M 2♥/2♠ weak <6hcp		
1♥		5	4♦	Natural 11-20	3♣ 10/11+4♥; 3♦ 7/9+4♥; 3♥ 4/6+4♥ 2nt 3card limit raise i.e. 11/12; 2/1 forcing to game	Long suit trial	
1♠		5	4♦	Natural 11-20	Same as ♥		
INT				15-17, can have 5card M	Stayman, 4suit transfers, Smollen transfers, Confit, 2♦, 2♥, 2♠, asks for controls, 2nt then shows 4Controls, 3cl 5 etc	1nt p 2♣ p 2x 3♣/3♦ show singleton + 6card other minor, forcing	
					3♣ 5/4m + singleton in a M; 3♦ 5/5m + void M; 3♥/3♠ 5/5m + singleton in suit bid.	(3♣) 3♦ asks, 3♥ single ♥, 3♠ single spade.	
2♣				Either a strong 23+ or weak 2♦	Responder 1 st assumes it's a weak 2 and bids 2♦, 2nt asks 3♣ max wk 2♦, 3♦ min, 3♥/3♠ 4card.	To show big hand opener now 2nt =23/24 Or 2♥ forces a puppet of 2♠ now 2nt is 25/26	
2♦				Multi a) wk2 in a M; b) 20/22;	2♥/2♠ to play, 2nt asks a) 3♣ strong wk 2 8/10 b) 3♦ = ♥ 6/7, c) 3♥ = ♠ 6/7		Defence to Multi; 2 nd /4 th dbl =17,
2♥				Tartan, ♥ and another can be ♠ 6-10	Raises non inv. 2♠ interest in other suit, 2nt asks.		2nt =17-19, 2♥/2♠ that suit may be 4card but its 2 longer than other M; 6 th same weaker; 3♣♦♥♠ nat.
2♠				Tartan, ♠ and a minor, 6-10	Raises non inv. 3♣/3♦ pass or correct, 2nt asks		
2NT				Both m 6/11	3♣/3♦ to play, 3♥ asks for M suit distribution 3♠ = puppet to 3nt and now 4♣/♦ Keycard in that suit		
3♣				Pre-emptive	New suit forcing; 4♣ keycard		
3♦				Pre-emptive	New suit forcing; 4♣ keycard		
3♥				Pre-emptive	New suit forcing; 4♣ keycard		
3♠				Pre-emptive	New suit forcing; 4♣ keycard		
3NT				Solid m no outside stop	4♣ pass or correct; 4♦ asks for singleton		
4♣				Namyats ♥ with something outside			
4♦				Namyats ♠ with something outside			
4♥				Pre-emptive, ♥, Weaker than 4♣			
4♠				Pre-emptive, ♠, Weaker than 4♦			
4NT				Specific A Ask	5♣ none, 5♦♥♠6♣, A in those suits, 5nt 2 A's		
5♣				Pre-emptive		HIGH LEVEL BIDDING	
5♦				Pre-emptive		Keycard 1430, over interference Dope, and Italian style cue bids i.e.	
5♥				11 tricks missing 2 of the top 3 H.	Bid 6 with 1 of the top three honours, bid 7 with 2	Below game level can be either 1 st or 2 nd round control.	
5♠				11 tricks missing 2 of the top 3 H.	Bid 6 with 1 of the top three honours, bid 7 with 2	If doubled rdbl = 1 st round control 5nt = pick a slam part	