

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1-level, constructive at 2-level (except weak jumps)
Questem 2-suiters
UCBs (two in Ms, one in ms)
1NT response 8-11
New suit 10+ F1R
Assymetric cuebids
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18+ HCP, system on
Protective: 10-14 HCP, Crowhurst thereafter
JUMP OVERCALLS (Style; Responses; Unusual NT)
Suits – weak
2-suiters: Questem, any strength, better when vul
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = Questem (two higher suits)
Jump cue = stopper ask for NT
VS. NT (vs. Strong/Weak; Reopening;PH)
X of strong = ♣s; X of weak = penalty
2♣ = 5+ ♦s or both majors (at least nine cards)
2♦ = 5+ ♥s or 4+ ♠s and longer minor
2♥ = 4 ♥s and longer minor
2 = 5+ ♠s
2NT = minors (at least nine cards)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Double = takeout, with Lebensohl responses where possible
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS’ TAKEOUT DOUBLE
XX = 10+ HCP, penalty oriented, no fit
Other bids as without the X

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th , mud, hi-lo from 2	Low from 3+ to honour	
NT	2 nd & 4 th , mud, hi-lo from 2		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for rev attitude		
King	Asks for count		
Queen	Asks for rev attitude		
Jack	KJT _x , JT _x		
10	Top of seq or internal seq		
9	9 _x		
Hi-X	xX _x (x) or X _x		
Lo-X	H _{xx} (x) or x		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Count or no signal	Odd encouraging }
Suit 2	Suit-preference		Even = s/p/no signal }
3	Count		
1	As suit contract	As suit contract	Odd= higher rem suit
NT 2			Even= lower rem suit
3			
Signals (including Trumps):			
Smith (v NT)			
Hi-lo in trumps is suit-preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4♠, unless obvious penalty			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Xs/XXs up to 2S (majors only)			
Game-try Xs in competition			

W B F CONVENTION CARD
CATEGORY: Green NCBO: Ireland PLAYERS: Anne Keating & Dermot O’Brien EVENT: Mixed Pairs
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
5-card Majors
15-17 NT (with occasional up/downgrades)
2/1 forcing to 2NT
3 rd seat openings may be weaker/shorter than elsewhere
FSF to game
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ opening might be a weak 2♦ type (strong hands also possible)
2NT opening = 0=10 HCP, minors 5+/5+
SPECIAL FORCING PASS SEQUENCES
Where we have GFed or bid voluntarily to game
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4S	10+ HCPs	Nat: weak jumps: 3NT to play	NMF, FSF (GF), Lebensohl after reverse	
1♦		4		10+ HCPs	Nat: weak jumps; 3NT to play		
1♥		5		10+ HCPs	Nat, 2NT = GF raise; 3♣/3♦ = 3/4-card support and 10-12 HCP;	Stenberg responses to 2NT raise	Drury after 3 rd or 4 th seat opening
1♠		5		10+ HCPs	As 1♥		Cuebid opp suit = good raise
INT				Good 14 to bad 18 HCPs	NP Stayman, 4-way transfers (w/ super-accept)	Helvic if Xd	As 1♥
				may contain singleton, 6-cd m	3♣ asks for 5-cd M; 3♦ GF 5+/5+ ms, Smolen, 3♥ = 31(4/5); 3♠ = 13(4/5); 4♣ Gerber, Texas		Lebensohl (SANS), X = takeout
2♣	X			20+ (semi-)balanced, strong	2♦ with any < 15 HCPs; otherwise nat	After NT, Baron, transfers, quantitative 4NT,	
				single-suited, or weak 2♦		4♣ Gerber, Texas	
2♦	X			23+ (semi-) balanced, strong	2♦ relay	After NT, Baron, transfers, quantitative 4NT,	
				single- or two-suited		4♣ Gerber, Texas	
2♥		6 (5)		5-10 HCPs	2NT forcing enquiry (Ogust reps); 3♣ feature-ask; raises competitive; 3NT to play; new suit F1R		
2♠		6 (5)		5-10 HCPs	As 2♥		
2NT	X	5+/5+		0-10 HCPs, 5+/5+ ms	3/4/5♣/3/4/5♦ preference; 3NT to play; new suit F1R		
3♣		7 (6)		Pre-empt	New suit F1R; 3NT to play		
3♦		7 (6)		Pre-empt	As 3♣		
3♥		7 (6)		Pre-empt	As 3♣		
3♠		7 (6)		Pre-empt	As 3♣		
3NT	X	7		Long solid m, no outside stop	4/5/6/7♣ pass or convert		
4♣	X	8 (7)		♥ suit, 3 KCs	Suit bid slam interest; 4♥ to play		
4♦	X	8 (7)		♠ suit 3 KCs	Suit bid slam interest; 4♠ to play		
4♥		8 (7)		Pre-empt			
4♠		8 (7)		Pre-empt			
4NT	X			Asks for specific Aces			
5♣		8 (7)		Pre-empt	5♣ = 0; 5♦/♥/♠ = that Ace; 5NT = ♣ Ace, 6♣ = 2	HIGH LEVEL BIDDING	
5♦		8 (7)		Pre-empt		RKCB 1430 Ms, 3041 ms; 5NT = specific King-ask; 5next suit = Q-ask	
5♥		6		Bid 6♥ with top honour		Minorwood where relevant; Exclusion Blackwood	
5♠		6		Bid 6♠ with top honour		DOPI, ROPI	
						2 Places to play bids	