

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Up to 15 hcp; UCB; Usually 5 card @ 2 level will be upper range	
Michaels & Unusual NT	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> 15/17 & all systems ON in response	
4 <sup>th</sup> 10-14 2C = Crowhurst & Stayman responses	
Lebensohl SANS. Also over our double of weak 2 bids and our reverse bids.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
6 card suit 6 – 12hcp (higher range when vul)	
Michaels and unusual NT lower two suits	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Direct cue is ongoing 12+	
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>	
Double of Strong NT = long minor	
2C - Both Majors (Response of 2D shows equal length)	
2D – Long Major (6+ suit)	
2H/S shows min 5/4 Major and minor	
2NT – both minors	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Dbl = T/O except 4S opened then DBL = Pen & 4NT = T/O	
Opening 4H then DBL = T/O & 4NT = minors	
<b>Vs. artificial strong openings</b>	
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>	
XX 9+ and 2 level bids = 10+	
All systems (inc Bergen) ON over their T/O DBL and also ON over interference (if possible)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best, 2 <sup>nd</sup> from weakness	Small will most likely show an honour	
NT	4 <sup>th</sup> best, 2 <sup>nd</sup> & MUD		
Subseq	Same vs suits; Att vs NT		
Other: A seeks Attitude (Q or 3 <sup>rd</sup> rd ruff in a suit): King for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ, AKJ, Ax	AKQ, AKJ10	
King	AK, KQJ(x)	KQJ(x)	
Queen	QJ10(x) , AQJ(x)	QJ10(x)	
Jack	J109(x), KJ10(x), Jx	J109(x)	
10	1098(x), 10x	1098(x)	
9	(H)98x	(H)98x	
Hi-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev attitude	High/low = even	Odd/even
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps): Italian & S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard and Support			
Neg up to and incl 4H 8+ hcp			
Resp to T/O X 0-8 lowest bid in suit, 1NT 7-10 with stop in opening suit, jump = 4+ & 9/11 hcp & Cue bid = 12+ hcp			
Opps weak NT = Penalty			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD	
<b>CATEGORY: Natural Green</b>	
<b>NCBO: Rep of Ireland</b>	
Steve Bearpark & Frances Kelly - 2024	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
15 - 17 NT & 5 card majors with reverse Bergen raises	
Bergen raises 1M- 2M = 6/9hcp and 3 card support	
1M- 3M = 10/12hcp and 3 card support	
1M – 4M = 4 /9hcp and 4 card support	
1M – 3C = 6/9hcp and 4 card support	
1M – 3D = 10/11hcp and 4 card support	
1M – 2NT = 12+ and 4 card support	
1M - 3NT = 13-15hcp and 3 card support (Balanced)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
2C = 20-22 or 8 playing tricks	
2D = 23-24 or GF	
2NT = 5/5 minors < 11hcp	
Gambling 3NT with little outside help	
WEAK JUMP RESPONSES (6 CARD SUIT) to 1m opening <5hcp	
Super accepts over transfers (2NT = MAX & 4 card support over Major)	
Non-promissory Stayman & 4 way transfers (Break t/fer in Minor with 3 to min Q)	
RKB over major 14/30 and over Minor is 30/41	
4NT = RCKB 14/30	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
Helvic if our NT is doubled for penalty	
<b>IMPORTANT NOTES</b>	
Weak jump shifts 6 + cards and < 5 hcp	
2NT- 4D/H = Transfer to H/S 6 card suit & 12+ 4H/S means only 2 card support from opener = any other bid = cue (2NT 3S=5S/4H)	
<b>PSYCHICS: Rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Y	2	4H	11- 20hcp	Natural; 2D/H/S = < 5hcp & 6 card suit	1NT re-bid = 12 – 14	
1♦		4	4H	11 - 20hcp	Natural; 2M = < 5hcp & 6 card suit		
1♥		5	4H	11- 20hcp	2 level resp = 11+ Bergen raises	After 2 level resp 2NT = 12/14	
1♠		5	4H	11- 20hcp	2 level resp = 11+ Bergen raises	As above	
INT				15-17hcp (May have singleton)	Non prom stayman & 4 suit transfers ( 2S = t/fer to C; 2NT = t/fer to D) 3C = Puppet. 4C Gerber	After 2S /2NT = Hxx C's & after 2NT 3C = Hxx D's. Super accepts over Major; 2NT = Max & 4 card	
2♣	Y			Benjamin; 8/9 tricks; 20/22 NT	2D = relay; other bids are positive 8+		
2♦	Y			Benjamin GF or 23/24 NT	2H = relay; other bids are positive 8+		
2♥		6(5)		6 – 10hcp (can be 5 at fav vul)	3H/4H = barrage; 2NT game enquiry	After 2NT show Ougst responses	
2♠		6(5)		6 – 10hcp (can be 5 at fav vul)	As for 2H	As above	
2NT	Y			5/5 minors < 11hcp	3C/3D to play. New suit F1, raises & NT to play.		
3♣		7/(6)			New suit F1, raises & NT to play		
3♦		7(6)			As above		
3♥		7			As above		
3♠		7			As above		
3NT	Y			Gambling minor with no stops			
4♣	Y	7/8		Pre-empt in clubs			
4♦		7 /8		Pre-empt in diamonds			
4♥				Pre-empt 7/8			
4♠				Pre-empt 7/8			
4NT				Ace asking	5C =0; 5D =AD; 5H= AH; 5S=AS; 5NT=2;6C=AC		
5♣						HIGH LEVEL BIDDING	
5♦						4NT = RKCB 14/30 over Major and 30/41 over Minor	
5♥						2NT - 3S = 5S & 4H	
5♠							