

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
1 level overcalls mainly lead directing	
2 level overcalls solid, opening points or solid suit	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-17 hcp bal, with stopper, system ON	
Balancing in 4 th 10-14 hcp with stopper, system ON	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak, Ghestem (weak or strong) (Note 1)	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Ghestem (Note 1), jumping strong likely ask for stopper (rarely bid as usually first response would be X)	
VS. NT (vs. Strong/Weak; Reopening;PH)	
X = points (penalty oriented), System ON as if we opened NT	
2♣ = Majors	
2♦ = single suited M	
2♥/♠ = ♥/♠ + minor, 2NT asks to bid minor	
2NT = minors	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X = T/O. Lebensohl on after X (Note 2.1)	
NT = natural 15-18 hcp	
Cue = asking for stopper usually no 4 cards in other M	
Leaping Michaels (Note 5)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
CRO (colour, rank, odd) over 1♣ / disturbing over 2♣	
Over strong 1♣ - CRO; 1♦ = ♦+♥ or ♣+♠; 1♥ = minors or Majors;	
1♠ - ♣+♥ or ♦+♠; 1NT= single suited	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX = 10+ pts, all else solid suit less than 10 hcp	
Jump = weak unless P opened M, then artificial: 2NT = GF with 4+ in partners M, 3♣ = 4+ support 9-11 no shortage, 3♦ = 4+ support, 7-11 with shortage. Jump in partners suit = weak	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Count 3/5	Count 3/5	
NT	Count 3/5	Count 3/5	
Subseq	S/P	S/P	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude (rev)	Attitude (rev)	
King	Count	Count	
Queen	AQJx, QJ9x, Qx	AQJx, QJ9x, Qx	
Jack	JT9x, Jx	JT9x, Jx	
10	HJT _x , T98 _x , Tx	HJT _x , T98 _x , Tx	
9	HT9 _x , 987 _x , 9x	HT9 _x , 987 _x , 9x	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count, unless A then attitude (reverse)	count	Italian – o/e O = like
Suit 2	Attitude (rev)	Attitude (rev)	
3	S/P		
1	Attitude (rev)	count	
NT 2	count	Attitude (rev)	
3	S/P		
Signals (including Trumps): Count mainly			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, 1 st available suit bid in response = less than 6 hcp			
Protective doubles in 4 th seat			
Negative to 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Over partners 1NT – X – XX = single suited			
DOPI, ROPI in Key card and over 2♣ opening			
Support X/XX			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Northern Ireland
PLAYERS: Pat McDaid & Zrinka Kokot
EVENT: Mix
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
aggressive
5 card Majors, 5542
NT = 14-16, non-vul against vul 10-13
Carding: normal count, reverse attitude
Inverted minors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Smolen (after Stayman and 2♦ 3M shows 4 & 5 in other M)
Extended Helvic (Note 3)
XYZ – forcing for a round
2♦ multi – 3way
Any 1M-3M weak, 1m-3m: No interference = 6-9 HCP With interference = 9-11 HCP
Single jump in unbid major - weak
Check back – 2♣ = invitational, 2♦ = gf (priority showing 4c major, then 3 card support for original suit)
After opps 1 level suit interference system ON, x =negative
After opps 1NT overcall X = penalty, bid = to play
splinters
Lebensohl (Note 2, 2.1 & 2.2)
SPECIAL FORCING PASS SEQUENCES
1NT – X – forcing pass (asking for XX) = strong or 2 untouching suits
DOPI, ROPI
IMPORTANT NOTES
On rare occasions NT opening might contain singleton Hon
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		Non forcing	Natural 4c suit, 1NT = 6-9/bad 10, 2NT= pre-empt If weak M takes priority over ♦, 2♣ = 5+ clubs GF, 2♦ = 5+ ♣ inv, no 4c M, 2♥/♠/3♦ = pre-empt, 3♣=6-9 hcp	Potential tricks showing	Natural not inverted 2NT = weak raise in ♣
1♦		4			Natural 4c suit, 1NT = 6-9/bad 10, 2NT = pre-empt, 2♦=4+ ♦, no 4c M, GF, 3♣= 4+♦, inv, 2♥/♠= pre-empt, 3♦=6-9hcp	Potential tricks showing	Natural not inverted 2NT = weak raise in ♦
1♥		5		11-22, 5+ losers	Simple raise, weak jump, 2NT gf with 4+ support, 3♣ = 4+ support 9-11 no shortage, 3♦ = 4+ support, 7-11 with shortage, 3NT = 4333 12 - 15hcp	After 2NT cue bid, 3 level = A, 4 th level splinter After 3♦, 3♥/♠ asks for shortage After simple raise, 2NT GF, any other bid below 3 level suit is trial (asking for help), 3 of the suit to play, jump in new suit splinter	2♣/♦ = Drury, 3/4 card support 9-11, 2NT = 4 card support max pass, strong game interest; 1NT = up to 11 without support, F1
1♠		5		11-22, 5+ losers			
1NT	14-16	1			Jacoby (Note 4), Texas, non-promising Stayman, Gerber 4♣, 3♣ = Muppet Stayman, 3♦/♥/♠ = gf 4441 singleton in bid suit		Passed hand over weak NT: 3x = natural NF
	10-13	2		Only if non-vul against vul and not in 4 th seat, no 5 spades			
2♣	x	0		23+ or 4 losers	Artificial, control showing, 2♦=0-1 control, 2♥ = 2 controls, 2♠ = 3 controls, 2NT = 3 kings; A=2 controls, K=1 control	Only NF sequence would be 2♣-2♦-2NT(3NT) – anything else forcing and natural	
2♦	x	0		Multi, W2 in M / 19-20 bal / 4441 GF	2♥/♠ = pass/correct, 2NT = asking, 3 level minor forcing	Refer to Note 6.	
2♥	x	5		5♥+ 4m, (3)4-10 hcp	3♣ = pass/correct for minor, 2NT = ask	After 2NT, 3♣/♦ = weak with that minor, 3♥/♠ = good with ♣/♦	
2♠	x	5		5♠+ 4m, (3)4-10 hcp			
2NT	21-22	1			Jacoby, Muppet Stayman, Gerber, 4♦ = 5-5 M, slam force		
3♣		6		Pre-empt	New suit forcing		
3♦		6		Pre-empt	New suit forcing		
3♥		7		Pre-empt	New suit forcing		
3♠		7		Pre-empt	New suit forcing		
3NT	x	0		Gambling, long running minor, max K on side	4♣ or 5♣ = pass correct, 5♦ = to play 4♦ = M shortage ask		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
4NT	x	0		Specific A asking	5♣=none, 5♦/♥/♠ = ♦/♥/♠ A, 5NT = 2, 6♣ = ♣A		
5♣		8		Pre-empt		HIGH LEVEL BIDDING	
5♦		8		Pre-empt		4NT = RKCB 14/03 if suit agreed, or for last mentioned suit	
5♥		8		Pre-empt		4NT = quantitative over NT, 4♦/♥ = minorwood for ♣/♦ (14/03)	
5♠		8		Pre-empt		4♣ = Gerber over NT	

<p>Note 1: Ghestem</p> <p>After opps opening 1 level bid cue bid of their suit shows extremes example 1♥-2♥ (showing ♠ and ♣, 5-4 at least), 2NT = two lower suits, 3♣ = two higher suits</p> <p>Exemption: 1♣ (opp) – 2♣ = ♠ + ♦ - 2♦ = Majors - 2NT = ♥ + ♦ - 3♣ = to play</p>	<p>Note 3: Helvic / extended Helvic</p> <p>1NT – (x) – pass = forcing xx from p (strong or two non-touching suits, bid lower of two) - xx = single suited - 2x = two touching suits (bids lower) – rotational, so 2♠ = 4♠&4♣</p> <p>1NT – p – p – (x) p – p – xx = forces 2♣ from p, t/o to minor (5 suited) or 4-4 M&m, subsequently after partner's 2♣, 2♦ = diamonds, 2♥ = 4♥&4♣, 2♠ = 4♠&4♦ -2x = two touching suits (bids lower) – rotational</p>
<p>Note 2: Lebensohl after opps w2 overcall of minor opening</p> <p>X = negative - other two suits New suit at 2 level = to play New suit at 3 level = GF Direct cue bid=Stayman with a stop in opponents suit 3NT=to play, with stopper 2NT forces 3♣ <u>after which</u>: Pass or bid of a lower suit= to play Bid of a higher suit=invite Cue bid=Stayman without stop in opponents suit 3NT= want to play there, but no stop</p> <p>Note 2.1: Lebensohl after opps w2 opening and partners X (e.g. 2♦/♥/♠-X-pass-)</p> <p>New suit at 2 level = to play New suit at 3 level = GF Direct cue bid=Stayman with a stop in opponent's suit 3NT=to play, with stopper 2NT forces 3♣ <u>after which</u>: Pass or bid of a lower suit= to play Bid of a higher suit=invite Cue bid=Stayman without stop in opponent's suit 3NT= want to play there, but no stop</p> <p>Note 2.2: Lebensohl after 1NT opening (e.g. after 1NT-2♥ by opps) X = penalty New suit at 2 level = to play New suit at 3 level = GF Direct cue bid=Stayman with a stop in opponent's suit 3NT=to play, with stopper 2NT forces 3♣ <u>after which</u>: Pass or bid of a lower suit= to play Bid of a higher suit=invite Cue bid=Stayman without stop in opponent's suit 3NT= want to play there, but no stop</p>	<p>Note 4: Super accepts after a transfer e.g. 1NT-2D (showing hearts)</p> <p>2♠/2NT/3♣/3♦ – max, 4 card support and potential source of tricks in ♠/split points/♣/♦ respectively 3♥ = minimum with 4 card support (but not 3433) 2♥ = all other hands</p> <p>After</p> <p>1NT-2♠ (showing clubs or cubs and diamonds 5-5) 2NT = at least three clubs, subsequently 3♣ = to play, anything else cue, GF 3♣ = 2 clubs, subsequently 3♦ would be 5♣-5♦ to play, 3♥/♠ = 5♣-5♦ shortage in ♥/♠</p> <p>1NT-2NT (showing diamonds) 3♣ = at least 3♦, subsequently 3♦ = to play, anything else cue, GF</p>
	<p>Note 5: Leaping Michaels after opps W2 opening 2♥/♠ (w2 from opp) – 4♣/♦ = ♣/♦ and other major 5-5 at least</p> <p>Note 6: 2D multi subsequent action After 2NT</p> <p>3♣ = good w2 with hearts, 3♦ = good w2 with spades, 3♥/♠ = bad with ♥/♠ 4x = 4441, GF with singleton above bid suit, 3NT = 19-20 balanced</p> <p>After 2♥/♠ pass/correct 2NT = 19-20 bal 3x = 4441, GF with singleton above bid suit</p> <p>Note 7: Muppet Stayman is 3♣ after 1NT/2NT (and also after 2NT bid after 2♣/2♦ opening)</p> <p>3♣ asks for 4 or 5 card major from NT opener responses: 3♦ = at least one 4 card major 3♥ = no 4 or 5 card major 3♠ = 5 ♠ 3NT = 5 ♥</p> <p>2NT - 3♣ 3♥ - 3♠ = no 5 spades, transfer to 3NT -3NT = 5♠ + 4♥</p> <p>2NT - 3♦ 3♥ - 3♠ = no 4 spades, transfer to 3NT or 4♥ -3NT = 5♥ + 4♠</p> <p>2NT - 3♠ 3NT - 4♦ = transfer to 4♥</p>