

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Less space taken up the better the suit in general.
Often use 2NT to show good 4 card raise
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18
11-14
System as over 1NT, transfer into their suit usually 5431 shape
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen: 14-17
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem or ask for stop
1c 3c is weak, 1c 2d =majors
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = Majors
2♦ = single suites, usually a major.
Dbl = Penalty
Dble = 4-4 in majors or minors or Diamonds in 4th
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl=Majors. 1NT=Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Bids 1 round force, Jumps = Fit bids usually without the Ace.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4th	same	
NT	2 nd & 4th	same	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK	
King	AK(x)(x)	Good suit headed by A or K	
Queen	KQ	KQ Or QJ	
Jack	J10	HJ10, J10(x)	
10	1098, 10x, H109	H109, 1098	
9	J9x, 109x(x), 9x	H98, 9x	
Hi-X	2 or 4	2 or 4	
Lo-X	Often 3	Often 3	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Std Count	Std Count	Std Count
Suit 2	Rev Att on A, Q		
3			
1			
NT 2	Std Count	Std Count	Std Count
3	Rev Att on A, Q		
Signals (including Trumps): Smith Peters (Hi Disc form opener, Lo Disc responders)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
9+ in 4th			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dbls & Rdbls,			

W B F CONVENTION CARD
CATEGORY: / G R E E N
NCBO: / CBAI
PLAYERS: Aoife MacHale / Peter Stewart
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 Game forcing
5 Card Majors / Semi Forcing 1NT
1NT = 15(14+) to 17, may have singleton honour.
1♣ = 2+ Cards nod on all weak NTs 1 st /2 nd seat.
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ Weak Pre-Empt in Clubs (in 1 st , 2 nd , 3 rd)
3♣ Weak Pre-Empt 5-5 in minors
.Transfers over 1c
Many transfers in Competition
Modified Bergen Responses to 1 of Major
SPECIAL FORCING PASS SEQUENCES
When we have bid or committed to game in a constructive manor
IMPORTANT NOTES
Will often Double invitational raises to game when opps limited
PSYCHICS: Very Rare

OPE NING	T I C K I F A R T I F I C I A L	M I N. N O. O F C A R D S	N E G. D B L T H R U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		All weak NT without 5♦	Transfer Replies, 2♦=5♦ game force, 2NT = 5♣/4♦ and 9-11, Inverted Minors	Transfers after a 1♠ over-call	Good Bad 2NT
1♦		4		Usually 5 in 1 st /2 nd seat.	2NT = 5♣/4♦ and 9-11, Inverted Minors		Good Bad 2NT
1♥		5		Usually solid 1 st /2 nd unless Fav	2NT = Jacoby, Mod Bergen *1	Splinters, Fit Bids by Passed	Good Bad 2NT
1♠		5		Usually solid 1 st /2 nd unless Fav	2NT = Jacoby, Mod Bergen *2	Splinters, Fit Bids by Passed	Good Bad 2NT
INT				14-17 can have 5M,6m and Singleton Honors	3 level shortage, 4 level transfer 4♣ Both Majors 4♦/♥ = Transfers	Modified stayman will disclose some 5 card	Some Forcing Passes after X's
2♣	yes			Big Hand or 9 playing tricks	2♦=neg or relay, .	Majors suits in 1NT hand	
2♦	yes			Pre-Empt in ♣ (construct vuln)		Kokish after 2♦ reply	
2♥		5		Simply 8-9 playing tricks 4th	2♥/♠ non force. 3D artificial ask		
2♠		5		5-11 (good at Red)	2N Enquiry		
2NT				20-22	3♣ Puppet, 3♠ relay to 3N minor suited hand		
3♣	yes	5		Weak Both Minors			
3♦		6		Weak			
3♥		6		Weak	Jump bids are Asking in suit bid		
3♠		6		Weak	Jump bids are Asking in suit bid		
3NT	yes				4♣ Pass or Correct, 4♦ Asks		
4♣	yes			Solid ♥ or Semi solid with Ace	4♣ Asks		
4♦	yes			Solid ♦ or Semi solid with Ace	4♥ Asks		
4♥				To Play Usually 7 or 8			
4♠				To Play Usually 7 or 8			
4NT				Ace Ask	5♣ None, 6♣ = A♣		
						HIGH LEVEL BIDDING	
					*1 Modified Bergen	RKCB 4130	
					3♣ = 6-9 4 card raise	Exclusion 4130	
					3♦ = 10-12 4 card raise	Dopi / Ropi	
						5♣5N pick a slam	