

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
UCB, New suits forcing
<b>1NT OVERCALL</b>
15-18 2 <sup>nd</sup> seat and 10-14 in 4 <sup>th</sup>
Systems on over any 1NT (including protective)
<b>JUMP OVERCALLS</b>
Jump overcalls – Weak
Unusual 2NT – Lowest 2 naturally unbid suits
1M-3♣=OM&♦
1♦-3♣=♥&♠
<b>DIRECT &amp; JUMP CUE BIDS</b>
Cue = Ghestem: 1♣-2♣=♦&♠ 1♠-3♠=Nat
1M, 2M = OM & ♣
Jump cue – solid suit stopper ask
<b>VS. NT</b>

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
<b>Suit</b>	2/4	Attitude	
<b>NT</b>	2/4	Attitude	
<b>Subsequent</b>	2/4	Attitude	
Other:			
LEADS			
	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Unblock (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, JT <sub>x</sub>	AJT, KJT, JT <sub>x</sub>	
10	HT9 <sub>x</sub> , T9 <sub>x</sub> , T <sub>x</sub>	HT9 <sub>x</sub> , T9 <sub>x</sub> , T <sub>x</sub>	
9	H98 <sub>x</sub> , 98 <sub>x</sub> , 9 <sub>x</sub>	H98 <sub>x</sub> , 98 <sub>x</sub> , 9 <sub>x</sub>	
Hi-X	Attitude	Attitude	
Lo-X	Attitude	Attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
<b>1</b>	Low=Enc	Count (Hi/Lo=Even)	O=Enc/ E = Sp
<b>Suit 2</b>	Count (Hi/Lo=Even)	Suit preference	Count (Hi/Lo=Even)
<b>3</b>	Suit preference	-	Suit preference
<b>1</b>	Low=Enc	Count (Hi/Lo=Even)	O=Enc/ E = Sp
<b>NT 2</b>	Count (Hi/Lo=Even)	Suit preference	Count (Hi/Lo=Even)

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Ireland
<b>EVENT:</b> Camrose 2024
<b>PLAYERS:</b> Matthew O'Farrell & Derek O'Gorman
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE:</b>
2/1
1NT = 15-17, may contain a 5CM or 6 minor
Transfers over 1C
Gazzilli over 1M
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = multi = 5+ weak (0-7)
2M = 6+ weak (8-10)
Transfers over 1C
Gazzilli

Multi Landy	3	Suit preference	-	Suit preference	
Dbl = Penalty	<b>Signals:</b>				
2♣=MM	Smith against 3nt				
2♦=Single suited Major	<b>DOUBLES</b>				
2M=M+m					
2nt=mm	<b>TAKEOUT DOUBLES</b>				
<b>VS.PRE-EMTS</b>	<b>Most doubles takeout</b>				
Take-out double up to 4					
Double 4-5 = values/take-out(ish)					
Leaping & Non-Leaping Michaels					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>					<b>SPECIAL FORCING PASS SEQUENCES</b>
Dbl = Good hand	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>				Goo
1NT-major minor, 2♣= good ♣, 2♦=MM, 2♥/♠= weak	Support doubles / Redouble 2 level only				
2NT=minors, 3♣= weak ♣	Redouble of opponents double of RKC/cue 1 <sup>st</sup> round control				
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>					<b>IMPORTANT NOTES</b>
1's and 3's forcing					
					<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN NO CARDS	NEG DBL THROUGH				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4	11+ 2+'s may contain 5 if	1♠/♥=♥/♠, 1♣= No major 5-11, 1NT=GF ♠, 2♣= Inverted	1-1X-1X+1 = 11-13 bal 2/3X+1= 4 card raise ,1nt=18-19	
				5332	2M = 0-6 6+M,		
1♦		4+	4	11+ 4+'s	Natural, 2♦ = 10+ 4+,	Bid stops up over inverted minor	
					2M = 0-6 6+M,		
1♥		5+	4	5+'s 11+	1NT = 6-11 SF, 2NT = Stenberg 2♠=10-12 3♥	Gazzilli	Drury
1♠		5+	4	5+'s 11+	1NT – 6-11 SF, 2NT = Stenberg 3♥=10-12 3♠	Gazzilli	Drury
INT		bal	4	15-17 can have 5cM/6cm	2♣=Stayman, 2♦/♥=♥/♠,2♠=♠, 2NT=♦, 3 level=natural slam try	Break Major transfer = super accept	
2♣				23+	2 = relay, Any other bid natural GF	2NT rebid = Good 22-24 Bal	
2♦				1 <sup>st</sup> /2 <sup>nd</sup> = weak only multi	2NT art enquiry. New suit forcing, double Jump		
				3 <sup>rd</sup> /4 <sup>th</sup> = weak 2 in ♦	Splinter 4 = Trump Ask (3/4 <sup>th</sup> ) 4NT = RKC		
2♥		5(6+)		1 <sup>st</sup> /2 <sup>nd</sup> = good weak 2(8-10)	2NT art enquiry. New suit forcing, double Jump		
				3 <sup>rd</sup> /4 <sup>th</sup> = weak 2 in ♥	Splinter 4 = Trump Ask 4NT = RKC		
2♠		5(6+)		1 <sup>st</sup> /2 <sup>nd</sup> = good weak 2(8-10)	2NT art enquiry. New suit forcing, double Jump		
				3 <sup>rd</sup> /4 <sup>th</sup> = weak 2 in ♠	Splinter 4 = Trump Ask 4NT = RKC		

2NT		bal		20-22	3♣ = Puppet , 3♦/♥ = transfers		
3♣		6(7+)		6+'s 5-10	4♣ = Trump Ask, 3x = Natural 1RF, 3NT to play		
3♦		6(7+)		6+'s 5-10	3x natural 1RF, 3NT to play, 4♣ = Trump Ask		
3♥		6(7+)		6+'s 5-10	3 natural 1RF, 3NT to play, 4♣ = Trump Ask 4NT = RKC (1430)		
3♠		6(7+)		6+'s 5-10	3NT to play, 4♠ = Trump Ask 4 = Natural		
3NT		7+		Long solid minor no outside stop	4♣ = pass or correct. 4♦ = ask for singleton. 5♣ = pass or correct. 6♣ = pass or correct		
4♣/4♦ 4♥/4♠		7(8+)		7+ suit 5-12		<b>High Level Bidding</b>	
						Fit Jumps	
5♣/♦/♥/♠		8(9+)		8+ suit 7-12		Forcing Pass in GF auctions	
						DOPI DEPO ROPI	

