

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position
2 level – 10 – 17 varies with vul/position
Ghestem (2) (cue=extremes, 2NT=lowest, 3C=highest) weak or str
Except 1C – 2D = majors
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15 – 17 (18) 2 nd seat and 10-14 4 th seat
System on over any 1NT incl protective
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls - weak
Ghestem
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem
Jump cue=solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Dble=pens and Anti
2C = D or majors
2D = H or S/minor 4/5
2H = H/minor 4/5
2S = S
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dble = take out
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Obstructive style/ over 1C/2C
Dbl = D or Ms; 1D /2D = H (or Sp + m) 1H /2H = H + m
1Sp /2Sp = Sp, 1NT/2NT=ms
OVER OPPONENTS’ TAKEOUT DOUBLE
2NT = GF raise in M, 11/12 bal in minor
1/3 level = F. 2 level NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other: Rev Att			
Smith Peter – hi lo = like			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Rev Att (Ax, AK)	Rev Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Rev Att (KQ, QJ, AQJT)	Rev Att (KQ, QJ, AQJT)	
Jack	AJT, KJT, JT _x	AJT, KJT, JT _x	
10	HT9 _x , T9 _x , 9 _x	HT9 _x , T9 _x , 9 _x	
9	H98 _x , 9 _x	H98 _x , 9 _x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Normal count	Normal count	Odd enc/Even SP
Suit 2	Suit Pref	Suit Pref	
3			
1	Normal count	Normal count	Odd enc/Even SP
NT 2	Suit Pref	Suit Pref	
3			
Signals (including Trumps):			
Rev Att, Normal Count. A or Q = att. K = count			
Hi-lo trumps = looking for a ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4D			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dble/Redble			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: BJ O’Brien Derek O’Gorman
EVENT (Trials 2025)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4 card suits (major before minor) except 3 x 4 card suits with single H, then open 1D
15/17 NT, 3 weak 2s
2/1 GF. 1430 RKC
4 suit transfers over 1NT opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT = (14)15 – 17(18), can have a singleton, 6 card m, 5 card M
Weak 2D, 2H, 2S openings
Lebensohl = SANS (also after reverse)
2C/2D weak D or (inv/GF)(XY) relays over opener’s 1NT rebid
1M – 2C = nat GF or inv with M support
2NT in competition = GF (M opening)
Support dble/redble
SPECIAL FORCING PASS SEQUENCES
Over GF sequence, Pass = F
IMPORTANT NOTES
PSYCHICS: Very rare. Can be light 3 rd in hand NV vs V

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	11+ nat	2D/2H/2S = weak (3)4 – 6(7) 2NT = nat 11/12	After 1NT rebid, 2C/2D = art or weak D/GF relay	
1♦		4	4D	11+ nat (with 4/4 minors)	3C/2H/2S = weak (3)4 - 6(7)	After 1NT rebid, 2C/2D = art or weak D/GF	
1♥		4	4D	11+ nat (with 4/4 majors)	1NT = 6/11 NF. 2C = nat GF or inv H (3) 2NT=GF 3NT = 13/15 and 4H. 3m = 6+inv 3S = spl 4S = nat	After 1NT rebid, 2C/2D = art or weak D/GF relay	
1♠		4	4D	11+ nat	1NT = 6/11 NF. 2C = nat GF or inv S (3) 2NT=GF 3NT = 13/15 and 4S. 3m = 6+inv 3H = spl 4H = nat	After 1NT rebid, 2C/2D = art or weak D/GF relay	
INT				15 – 17 may be unbalanced	Non prom Stayman. 4 way transfers. 4D/4H = xfers 3x = slam try 4C = gerber 4S = minors. Smollen	Break M = super accept. (1) Bid m in response to m transfer = like suit	
2♣	✓			23-24 Bal or 9 playing tricks	2D = relay. Any other bid = good 6 card suit and nat	3C = puppet, 3D/3H = xfers, and 3S = minors. 4C = ace ask 4D/4H = xfers 4NT = quan	
2♦		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3D with min. New suit = F1. Splinters		
2♥		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3H with min. New suit = F1. Splinters		
2♠		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3S with min. New suit = F1. Splinters		
2NT	✓			20-22 Bal	3C = puppet, 3D/3H = transfers, and 3S = minors 4C = ace ask. 4D/4H = transfers. 4NT = quan		
3♣		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♦		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♥		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♠		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3NT	✓	7+		Long solid minor, no outside stop	4C = pass/correct. 4D = asks for singleton. 4M = to play	4NT = singleton minor	
4♣		(7)8		Pre emptive in style			
4♦		(7)8		Pre emptive in style			
4♥		(7)8		Pre emptive in style			
4♠		(7)8		Pre emptive in style			
4NT				Specific Ace ask	5C = no Ace 5NT = CA. 6C = 2 Aces		
5♣		8+		Pre emptive in style		HIGH LEVEL BIDDING	
5♦		8+		Pre emptive in style		RKC Majors (1430) and Minors / Exclusion KC (3041)	
5♥		8+		Pre emptive in style		DOPI and ROPI over interference after RKC	
5♠		8+		Pre emptive in style			