

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Up to 17hcp
Responses: New suit is forcing for 1 round.
UCB with support
(1nt) – P – (xfer) : xfersuit is takeout
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos: 15-18 sys on
4 th pos: 10-14 sys on
Sandwich NT – 15-18. Natural responses
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (except in protective position). New suit response from partner is forcing, 2NT enquiry, subsequent X from partner is penalty
Protective jump overcalls: 10-15 hcp, 5+card
Unusual NT = Two lower suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue of a minor opening: Both majors 5+/5+
Direct cue of a major opening: Other major and one minor (5+/5+)
Jump Cue initially asks for stopper for NT
Cue in balancing position shows strong 2 suiter hand
Over multi 2♦, 4♦ = ♠ + m (5+/5+). 4♣ = ♥ + m (5+/5+)
Over weak 2, 4♣/♦ show that suit and the other major ((5+/5+)
Leaping Michaels Bids are NF, but constructive and rarely passed
Cue over natural interference of our NT is Stayman
VS. NT (vs. Strong/Weak)
Multi Landy: 2♣ = 5+/ 4+ both majors (rarely 4/4); 2♦ = 6♥ or ♠
2♥ = 5♥ and 4+ minor; 2♠ = 5♠ and 4+ minor
2NT = Minors
X = Pen
VS.PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs weak2: leb after X; 2NT 16-18 sys on
Vs multi 2♦: 2NT 16-18 sys on. Dbl 13-15 bal or 16+ other
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
XX hand ownership; 8/9+ points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th , MUD	Count (std)	
NT	2 nd and 4 th , MUD	Count (std)	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK+; KQ+	Strong suit – asks for unblock	
Queen	KQ+; QJ109+;	KQJ+; QJT+	
Jack	J109+; KJ109+	J109+; A/KJ109+	
10	109+; K109+	109+; A/K109+	
Hi-X	Sx , xSxx	Same	
Lo-X	HxS HxxS(+)	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A: Attitude K: Count	Count	O=Enc; E=S/P
2	Count	Suit Pref	
3	Suit Pref		
Signals (including Trumps):			
Smith Peters against NT (High-Low encouraging, by both sides)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 5♦s			
Takeout dbls over natural interference, including after 1NT opening.			
X of artificial bid shows that suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X through 5♦ (1 level 6+pts, 2 level 8+pts, 3 level 10+pts)			
X of natural 2♣ or 2♦ interference over 1NT Staymanic in nature			
X of artificial bid over NT shows 10+ points			
Lightner X for slams			

WBF CONVENTION CARD
CATEGORY: NATURAL (Green)
NCBO: Ireland
PLAYERS: Gilda Pender & Rebecca Brown
December 2025
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, better minor, 2/1
Weak NT; 12-14 (sometimes we upgrade with 11)
Inverted minors (2m = 10+ forcing 1 round. 3m = 5-9 non forcing)
2♣ – 8+ playing tricks, balanced 22+
2♦ – Multi. Weak major
2♥/2♠ – weak Lucas
2NT – balanced, 20-21
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
LEBENSÖHL-Slow Arrival no stop (SANS).
Lucas: 2♥/2♠ show 5M and 4+m (5-10points)
Namyats: 4♣/4♦ show a stronger 4♥/4♠ pre-empt
ESCAPING FROM 1NT DOUBLED - DONT DON'T
Redbl – single suit, partner bids 2♣ for pass / convert
2x = That suit and a higher-ranking suit (typically 4/4+)
3x = pre-emptive, 6+
2NT = 2 Suiter - Game Forcing
SPECIAL FORCING PASS SEQUENCES
Opps overcall a suit (or X) over our Cue/Splinter/Art. Bid
X (or R) 1 st round control of the opp's suit.
PSYCH Bids – Very rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	5♦		1NT 6-10; Inverted minor, 2♦/♥/♠ Weak 6 card suit 0-5 points	1 NT 15-17; 2NT 18-19	2NT response natural 11 by passed hand
1♦		3	5♦		1NT 6-11; Inverted minor, 2♥/♠ Weak 6 card suit 0-5 points	Over inverted minors, next suit up shows feature and asks for more information	As above
1♥		5	5♦		1NT 6-11; 2x GF 2♥ 6-9 & 3+♥; 3♥ and 4♥ pre-emptive, 4+♥; 3♣ 6-9 4+♥; 3♦ 10-12 4+♥; Splinters 2NT GF 4+♥ 12+ GF; 2♠ Invite in ♥ with 3♥ and 9-11	Over 2NT, 3♣ is a minimum hand, 4m is a weak splinter, and all other bids are non-min and feature & shape showing,	2♣= Drury
1♠		5	5♦		1NT 6-11; 2x GF 2♠ 6-9 & 3+♠; 3/4♠ pre-emptive, 4+♠; 3♣ 6-9 4+♠; 3♦ 10-12 4+♠; Splinters 2NT GF 4+♠ 12+ points unbalanced or 16+ balanced; 3♥ invite in ♠ with 3 and 9-11	Over 2NT, 3♣ is a minimum hand, 4m is a weak splinter, and all other bids are non-min and feature & shape showing,	As above
INT			5♦	12-14 (can be upgraded), maybe single honour; 6 card minor; 5 card major	4 suit transfers, promissory stayman, 2-under bids at 4-level as slam try+ in all 4 suits	Lebensohl-Slow arrival no stop over interference	
2♣	✓	0	N/A	Strong hands 8+ playing tricks / 22+ balanced	2♦ relay, all other bids show a self-sufficient suit and 8+	2♣-2♦-2♥ forces 2S 2♣-2♦-2♥-2♠-2NT is balanced 25+	
2♦	✓	0	N/A	Multi. Weak Major 5+ (5-10 points),	2/3/4♥=p/c, 2♠ = inv in ♥, 2NT = ENQ, 3♣/♦=fl	Over 2NT Enq: 3♣/♦= max with ♥/♠. 3♥/♠ min.	
2♥		5	N/A	5-10 5♥ & 4+m	2NT= ENQ, 3♣ =P/C, 3/4♥ = to play	Over 2NT Enq: 3♣/♦ weaker. 3♥ stronger with ♣, 3♠ stronger with ♦	
2♠		5	N/A	5-10 5♠ & 4+m	2NT= ENQ, 3♣ =P/C, 3/4♠ = to play	Over 2NT Enq: 3♣/♦ weaker. 3♥ stronger with ♣, 3♠ stronger with ♦	
2NT			N/A	20-21 maybe single honour; 6 card minor; 5 card major	3♣-Stayman, 3♦/♥ – Transfer, 3♠ = 5m+ & 4m+ 4 level bids - 2-under slam try		
3♣		6	N/A	Weak with 6+ ♣; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♦		6	N/A	Weak with 6+ ♦; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♥		6	N/A	Weak with 6+ ♥; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3♠		6	N/A	Weak with 6+ ♠; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3NT	✓		N/A	Long minor with max one other stop	4/5♣ p/c		
4♣	✓			Stronger pre-empt in ♥	Next suit up is some slam interest	HIGH LEVEL BIDDING	
4♦	✓			Stronger pPre-empt in ♠	Next suit up is some slam interest	RKC3014 inc void responses. 5NT specific K ask.	
4♥				Pre-empt		Exclusion	
4♠				Pre-empt		Minorwood.	
4NT	✓			Specific Ace Ask		Cues 1 st 2 nd below game; 1 st above game	
5♣				To Play		Forcing Pass if hand ownership shown	
5♦				To Play			