

DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)			
1 level: 8 – 17 varies with vul/position/shape			
2 Level: 10 – 17 varies with vul/position/shape			
X and change = 18+			
INT OVERCALL (2nd/4th Live; Responses; Reopening)			
14-18 2 nd seat and 9-14 in 4 th – Shows Stopper			
Systems on			
JUMP OVERCALLS (Style; Responses; Unusual NT)			
Michaels Note 1			
Otherwise pre-emptive			
VS 2 Suiters – (Note 7)			
Leaping & Non-leaping Michaels after 2 / 3 level preempt in a Major (Note 16)			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			
Jump Cue: Stop Ask except if Michaels			
VS. NT (vs. Strong/Weak; Reopening; PH)			
Multi-Landy (Note 2)			
X – 5m4M vs strong NT , X - 14+ vs weak NT			
1m-(P)-(P): 1NT-11-14, X&NT-15-17, X&2NT-18-19, 2NT-20-22			
1M-(P)-(P): 1NT-12-17, X&2NT-18-19, 2NT-20-22			
1M-(P)-(P)-1NT-(P)-2C-(P): 2X(12-14), 2NT(15-17)-3C(re-staym.)			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)			
Cue bid: Stop ask			
X- take out up to 4♥			
Vs Weak 2♥/2♣ - 4 minor shows M/m – 5/5 at least (Note 12)			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣			
Natural bids			
VS Precision 1C : 2C Natural, X – Majors, 1NT - Minors			
OVER OPPONENTS' TAKEOUT DOUBLE			
Inverted off (Note 11) ,			
1Y (X) XX – 10+ points, ballanced, can be inv with 3 card support			
1Y (X) 2NT - inv + with support, unballaced			

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JT _x	AJT, KJT, QJT, JT _x	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	Top of nothing. Doubleton. Usually denies honour.		
Low-X	Shows honour but may be singleton.		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	L=Enc/ H = Dis	Count (Hi/Lo=Even)	Odd/Even
Suit 2	Count (Hi/Lo=Even)	Suit Pref	Count (Hi/Lo=Even)
3	Suit Pref		Suit Pref
1	L=Enc/ H= Dis	Smith Echo (reverse)	Odd/Even
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Suit Pref	Suit Pref	Suit Pref
Signals (including Trumps): High-Low Trump = Ruff			
Odd/Even: Odd-Like, Even-Suit Pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4♥			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1X (1Y) X – 6+, 1X (1H) X - 4s+, 1X(1H)X - tr to NT, 1C(1D)X - both M			
(1X) X (1Y) X - Even preference			
1X (P) 1M (1Z) X – Support for M, up to 2S, or 15+			
In case of 1X (P) 1Y (1NT) X – If sandwich, shows support, otherwise pens			
Support X and XXs			

W B F CONVENTION CARD			
CATEGORY: GREEN			
NCBO: IRELAND			
EVENT: Mixed Trials 2026			
PLAYERS: Wojciech Gorczyca & Isabel Burke			
SYSTEM SUMMARY			
GENERAL APPROACH AND STYLE			
2/1, 5 CM, Short ♣ (2+)			
NT – 15-17 Vul - Can contain 5CM			
3 Weak 2s, 5-10 HCPs, can be 5M/4m			
Inverted minors over 1♦, off vs interference (Note 11)			
Lebensohl SANS (Note 6)			
Italian Cues, standard count and revers att, odd/Evens			
2 way checkback - 1X-(P)-1Y-(P)-1NT, 1m-(P)-1Y-(P)-2NT			
SPECIAL BIDS THAT MAY REQUIRE DEFENSE			
2♣ = Art 23+HCP's			
(1X) P (1Y) INT – 15-18pc			
(1X) P (1Y) X – take out, other 2 suits			
1X-(P)-1Y-(2Y) nat 6 card+			
Good-Bad 2NT after 1 level response only (Note 15)			
SPECIAL FORCING PASS SEQUENCES			
IMPORTANT NOTES			
PSYCHICS: Rare			

OPENING	TICK IF ARTIFICIAL	M	NE	
		I	G	
		N	DB	

		N O C A R D S	L TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2+	4♥	11+ 2+♣'s, Rule of 20, shape	level – 6+ HCP's, 1NT=6-9, 2♣ = 10+ inv minor, 3♣=6-9 2♦,♥,♠ = weak, LOTT, 2M = weak, 3♦,♥,♠Splinters	1♣ -1X-2Y(revers): 4Y to play, 3Y slam interest, 3♣ forcing, 2NT - weak (opener bids 3♣ with 15-17, 3Y from rep is non-f) 1♣-1X-3♦,♥,♠Splinters	
1♦		4+	4♥	11+ 4+♦'s, Rule of 20, shape	1 level – 6+ HCP's, 2♦= 10+, 3♦=6-9 - inverted Jump – weak 6 card suit, (Note 11)	As above 1♦-1X-3♥,3♥, 4♣ Splinters	
1♥		5+	4♦	5+♥'s 11+, Rule of 20	1NT – 6-9 NF, 2NT - Stenberg (Note 14), 3c 9-11 6♣+pc game inv, 3D 9-11 6♦+pc game inv, 3♥ / 4♥ preemp, 3/4♣ nat 6s+ nf, 4♣/4♦/3NT(♦) splinter		
1♠		5+	4♦	5+♠'s 11+, Rule of 20	As above, 3/4♥ nat 6h+ nf, 4♣/4♦/3NT(♥) splinter		
INT		Bal		15-17 HCPs	Stayman non promissory, 2♦- Hearts, 2♥- Spades, 2♣- clubs (2nt max, 3c min), 2nt - diamonds(3c max, 3dmin) 4♣ = both majors, 4/♦♥-transfers, Smolen(note 18), 3h,s - sing h,s, 5431	1NT-2c-2d-2h non forcing, 1NT-2c-2d-2s(inv 5s4h), 1nt-4nt-slam inv, 1nt-2d-2h-4h - slam inv 6h, 5h5s, 1NT-2h-2s-3h-inv 55, 1NT-2d-2h-2s(5h4s inv+)	
2♣				23+ or shape	2♦ = relay, any other bid positive & natural	2NT rebid = 22/24, Kokish (Note 17) Muppet Stayman after 2nt opener rebids Note 10)	3♣ Puppet – if 4, suit don't have 3♦/3♥ transfers, 3♣ minor(s)
2♦		5+		5-10 HCPs. Can be 5/4 in minors	2NT ogust, New suit forcing, double Jump Splinter. Raise –weak with support	Ogust resp to 2NT (Note 4),	
2♥		5+		5-10 HCPs. Usually has m if 5. Rarely has other M	2NT ogust, New suit forcing, double Jump. Splinter. Raise – weak with support (Note 8)	Ogust resp to 2NT (Note 4),	
2♠		5+		5-10 HCPs. Usually has m if 5. Rarely has other M	2NT ogust, New suit forcing, double Jump Splinter. Raise –weak with support (Note 8)	Ogust resp to 2NT (Note 4)	
2NT		Bal		(19)20-22 HCP's	3♣ = Muppet (Note 10)		
3♣		6+(7+)		6+♣'s 5-10 hcps	3x nat. 3NT to play.		
3♦		6+(7+)		6+♦'s 5-10 hcps	3x nat. 3NT to play.		
3♥		6+		6+♥'s 5-10 hcps	3♣ nat. 3NT to play.		
3♠		6+		6+♠'s 5-10 hcps			
3NT		7+		Gambling Long solid minor no outside stop	4♣ pass or correct. 5♣ pass or correct.		
4♣/4♦ 4♥/4♦		7+		7+ suit, weak Pre-emptive			
5♣/5♦		8+		Pre-emptive		HIGH LEVEL BIDDING	
5♥/5♣						1430, 2/5 w, 2/5 w/out. KCB D0P1/R0P1. (All Note 13)	
						Gerber, 0/4,1,2,3.	
						Competitive 4NT, often used to show 2 suiter	