

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
Upto 17, constructive at 2-level		
Unassuming Cuebid response 10+		
1NT response 8-11		
2NT response 12-15		
New suit response F1R		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
15-17 System on		
Protective: 10-14 System on		
(1x) P (1y) 1NT=takeout 5/5 other 2 suits		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak but care with vulnerability		
Unusual 2NT=2 lower suits		
Ghestem 3C=2 higher suits		
Protective: 2NT=18-20 System on		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Direct Cue = Ghestem (extremes)		
Jump Cuebid is stopper-asking for NT		
VS. NT (vs. Strong/Weak; Reopening; PH)		
X of Weak = Penalty		
X of Strong = long suit		
CAPP		
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Double = takeout, with 2NT weak Leb reply		
cue = stopper ask for NT		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		
OVER OPPONENTS' TAKEOUT DOUBLE		
Redouble = 11+ no 5+suit or supp for pd, penalty-oriented		
2NT Truscott= Limit raise in Major 10+, 3/4Major=competitive <10		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd & 4 th , MUD	Low from honour	
NT	2 nd & 4 th , MUD		
Subseq.			
Other:			
LEADS			
Lead	Vs Suit	Vs NT	
Ace	Asks for attitude	Asks for attitude	
King		Asks for unblock or attitude	
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1st	Attitude (count K)	Count	Natural ie high=like
2nd	Count	Suit Preference	
3rd	Suit Preference		
NT: 1st	Att unblock/ K	Count	Natural ie high=like
2nd		Suit Preference	
3rd			
Smith Peter high=like vs NT when like lead			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 5D			
After opps overcall of our 1NT opening			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive Doubles			

W B F CONVENTION CARD		
CATEGORY: Natural		
DATE: 20/1/2026		
NCBO:		
PLAYERS: Deirdre Tuckey		
Seamus Costello		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE:		
Natural		
4 card Majors		
Weak NT (11) 12-14		
Benji 2s 2D=23+, 2C=21/22 BAL or 8 tricks		
2NT=(19)20 BAL,		
SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Helvic when our NT is penalty doubled		
Cue after opps overcall Michaels/Ghestem/unusual 2NT is stopper <u>asking</u>		
SPECIAL FORCING PASS SEQUENCES		
where we own the hand		
IMPORTANT NOTES		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
---------	--------------------	-------------------	--------------	-------------	-----------	--------------------	-----------------------------------

1♣ 1♦		4 4	5D	11+	WJS(<6) in Majors 2NT leb after reverse by opener	1NT rebid is 15-16 2NT rebid is 17 18 Checkback 3C after NT rebid	UCB=10+ support
----------	--	--------	----	-----	---	---	-----------------

1♥ 1♠		4 4			TT+Truscott Jacoby 2NT with new suit=spl, jump=good side suit, 3NT=15-17 BAL		UCB=10+ support 2NT over opps X=10+support
INT				(11)12-14 can have 6 card minor, 5 card major	Stayman, 2S=Invite NT, 2NT=weak minor, 3C/D=Invite in this minor, 3S=slam try in either minor 5/5+, Gerber, Texas		2NT=Leb (sans) X=t/o
2♣	1			21-22 BAL (see under 2NT) or 8 tricks in a suit	2♦ relay	2C 2D 3NT=25-26; Gerber, Texas	
2♦	1			23+	2♥ relay	2D 2H 3NT=27-28; Gerber, Texas	
2♥		(5)6		weak, less than an opening hand	2NT enquiry bid Feature when non min, New suit F1R		
2♠		(5)6		weak, less than an opening hand	2NT enquiry bid Feature when non min, New suit F1R		
2NT				(19)20 BAL, can have singleton honour, 6card minor, 5 card major	3C Stayman, 4C Gerber, Texas		
3♣/♦		(6)7		Pre-empt	New suit forcing		
3♥/♠		(6)7		Pre-empt	New suit forcing		
3NT				Long solid minor, no outside stopper	Pass; or bid clubs to pass/correct to diamonds		
4♣		7		Pre-empt	New suit=cue		
4♦		7		Pre-empt	New suit=cue		
4♥		7		Pre-empt	New suit=cue		
4♠		7		Pre-empt	New suit=cue		
4NT							
5♣		8		Pre-empt		HIGH LEVEL BIDDING	
5♦		8		Pre-empt		4NT KCB (1430) with 5NT =number of Ks ask Reply to Q ask: next step=no, step after that=yes cues 1 st and 2 nd level below game, 1 st level above game	