

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
Upto 17, constructive at 2-level	
Unassuming Cuebid response 10+	
1NT response 8-11	
2NT response 12-15	
New suit response F1R	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-17    System on	
Protective:    10-14 System on	
(1x) P (1y) 1NT=takeout 5/5 other 2 suits	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Weak but care with vulnerability	
Unusual 2NT=2 lower suits	
Ghestem 3C=2 higher suits	
Protective: 2NT=18-20 System on	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
Direct Cue = Ghestem (extremes)	
Jump Cuebid is stopper-asking for NT	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
X of Weak = Penalty	
X of Strong = long suit	
CAPP	
<b>VS PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Double = takeout, with 2NT weak Leb reply	
cue = stopper ask for NT	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24</b>	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
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 <sup>nd</sup> & 4 <sup>th</sup> , MUD	Low from honour	
NT	2 <sup>nd</sup> & 4 <sup>th</sup> , 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	
<b>CATEGORY: Natural</b> <b>DATE:            20/1/2026</b> <b>NCBO:</b> <b>PLAYERS: Deirdre Tuckey</b> <b>              Seamus Costello</b>	
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+	<b>WJS(&lt;6) in Majors</b>  <b>2NT leb</b> after reverse by opener	1NT rebid is 15-16 2NT rebid is 17 18 Checkback 3C after NT rebid	UCB=10+ support
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1♥ 1♠		4 4			11+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 <sup>st</sup> and 2 <sup>nd</sup> level below game, 1 <sup>st</sup> level above game	