

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style; Responses; 1 / 2 Level; Reopening)</b>		
Wide ranging at 1 level, sound at 2 level.		
New suit forcing by unpassed hand		
Cue shows support with about 10+ support points		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15-18 direct or live in 4 <sup>th</sup> seat. 10-14 in protective position		
System on.		
10-14 in protective position. System on.		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak with respect for vulnerability		
2NT in fourth seat is about 19-21		
Direct 2N is lowest two unbid suits 5+/5+ (short club is not a suit)		
4th seat: intermediate 10-13 with 6+suit		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Cue of 1m is majors. Cue of 1M is 5+OM5+m		
Jump cue is stopper ask – usually with a running minor + stopper(s)		
Cue of weak 2 is 5/5 2-suiter (Other major +minor or majors)		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
If 1NT range includes 13 or less, X in 2 <sup>nd</sup> or 4 <sup>th</sup> seat is 15+. Then takeout double of one suit.		
2C both majors; 2D response asks better M; may be invite		
2D one suited major; 2M response pass/correct; 2N ask		
2H/S show 5 that suit 4+ either minor. 2N enquiry then 3C/D weak, 3H/S good with corresponding minor.. 3C pass/correct		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
X takeout:		
(2M) 3M is 5OM+5m		
(3m) 4m is majors 5+/5+		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
Strong club: X=majors, 1N=minors		
Strong 2C: X=majors, 2N=minors		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
XX=10+ subsequent Xs are penalty; new suit F1		
Jumps to 2 and 3 level are weak		

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
	Lead	In Partner's Suit		
Suit	4th/2nd From Poor Suits	4th/2nd From Poor Suits		
NT	4th/2nd From Poor Suits	4th/2nd From Poor Suits		
Subseq	Low to encourage continuation/high to discourage.			
Other:	Low from Hxx			
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AK asks attitude	AK asks attitude		
King	AK or KQ asks count	AK or KQ Asks count		
Queen	KQ or QJ asks attitude	same		
Jack	(H)JT(x+)	(H)JT(x+)		
10	(H)T9(x+)	(H)T9(x+)		
9	H98(x+) or 9x	H98(x+) or 9x		
Hi-X	xXx(x+)	xXx(x+)		
Lo-X	HxX HxxX(x+)	HxX HxxX(x+)		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead		
1	Reverse attitude	Standard count		
Suit 2	Current count	Suit preference		
3	Suit preference	Suit preference		
1	Reverse attitude	Standard count		
NT 2	Current count	Suit preference		
3	Suit preference	Suit preference		
Signals (including Trumps):				
When following with low trumps we show suit preference				
Hi-low is even or discouraging				
DOUBLES				
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
Shape suitable or about 18+ HCP				
Can be as weak as 9 HCP with ideal shape				
First double from both sides is takeout except after we preempt or in forcing auctions.				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>				
Support X/XX: opener's X or XX when responder has shown a major shows 3 cards if we can still play at the 1 or 2 level.				

W B F CONVENTION CARD		
<b>CATEGORY: GREEN</b>		
NCBO: IBU		
<b>PLAYERS:</b>		
Ciarán Coyne		
Cynthia Coyne		
SYSTEM SUMMARY		
<b>GENERAL APPROACH AND STYLE</b>		
Mini NT (10-13) non vul, strong (15-17) NT vul and 4th seat.		
1C = clubs or balanced		
1D = natural, unbalanced		
2/1 Game Forcing		
Third in hand openings are wide ranging and can be light with a good suit		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1NT 10-13 non vul in seats 1,2,3		
SPECIAL FORCING PASS SEQUENCES		
When we're in a GF. When we bid game constructively.		
IMPORTANT NOTES		
<b>PSYCHICS: Rare</b>		

OPEN ING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	5S	Clubs or balanced (14-19 nonvul in 1,2,3 seat, 12-14/18-19 otherwise)	1N 6-11 NF 4+ clubs; 2♣ GF with 4+ clubs; 2D/H/S weak 4-7; 2NT natural NF; 3C 5+ clubs 4-7 points	Support X, XX 2 way checkback	New suit F1, Support X/XX of 1M if we can still play 2M
1♦		4	5S	4+diamonds	Natural. 2D=4+D GF. 2M weak. 2N=nat inv. 3C=8-10 4Ds. 3D=4-7 4+D. 3M/4C=splinter	Support X, XX 2 way checkback	“
1♥/♠		5	5S	5 cards in 1/2/4 seat, can be good 4 in third seat	2m=nat GF. 1H2S or 1S/3H=3 card limit. Single raise 3 card 6-9, jump raise weak, 3C/D=4 card raise 10-11/7-9. 2N 4 card support GF	Over 2N, 3new short, 3M 6+, 3N non-min, no shortage. 4M=min balanced.	
1NT			4H	10-13 non vul in 1,2,3 seat	Stayman, 4suit transfers. 3C/D/H/S - singleton 4C - Gerber 4D/H - 6 card H/S	After 2 level overcall, 2N/3C/3D/3H are transfers. X takeout.	After overcall 2NT, 3C, 3D, 3H invitational transfers. X=TO/cards.
			4H	15-17 vulnerable and 4th seat		Break M transfer with good support. Accept m transfer with fit.	
2♣	x			22+ balanced or any GF	2D=waiting 2H/2S/3C/3D=good suit (HHxxx or better)	If opener rebids a suit, next suit up shows misfit with <6 points	After overcall, X=penalty, new suit = F.
2♦	x	5		6 cards 3-10 HCP. 5 cards possible 1 or 3 seat non-vul	New suit F1, 2N forcing ask.	Over 2N show feature if good. 4 new=65	After overcall, X penalty
2♥	5			6 cards 3-10 HCP. 5 cards possible 1 or 3 seat non-vul	2S constructive, 3new suit F1. 2N ask	Over 2N show feature if good. 4 new=65	After overcall, X penalty
2♠	5				New suit F1. 2N ask	Over 2N show feature if good. 4 new=65	After overcall, X penalty
2NT				20-21	Stayman, transfers, 3S minor ask, Gerb, 4red trans	Transfer then 4N=quant.	X=takeout
3♣	6			Preempt	New suit F1	-	
3♦	6			Preempt	New suit F1		
3♥/♠	6			Preempt	New suit F1		
3NT	x			Solid minor in 1 or 2 seat. To play in 3 or 4 seat	4C pass/correct. 4D asks singleton. 4M to play 4N asks length	Over 4D, 4H no shortage, then show in steps. Over 4N, 5C=7, 5D=8.	
4♣/♦	7			Usually 7-4 or 8 cards with 3 or fewer controls (A=2 K=1)	4M to play. 4N keycard		
4♥	7						
4♠	7						
4NT				Specific ace ask	5C none 5D/H/S that Ace. 5N=CA. 6C=2Aces		
5♣	7			Preempt	New suit = cue	<b>HIGH LEVEL BIDDING</b>	
5♦	7			Preempt	New suit = cue	RKCB 1430	
5♥	7			11 trick hand missing top 2	Raise with top honour	After interference, X or XX is the first step	
5♠	7			11 trick hand missing top 2	Raise with top honour	When no space to show steps, X/XX shows 1/3 and pass shows 0/2/4	