

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Wide ranging at 1 level, sound at 2 level.	
New suit forcing by unpassed hand	
Cue shows support with about 10+ support points	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
15-18 direct or live in 4 th seat. 10-14 in protective position	
System on.	
10-14 in protective position. System on.	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
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	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
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)	
VS. NT (vs. Strong/Weak; Reopening;PH)	
If 1NT range includes 13 or less, X in 2 nd or 4 th 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	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X takeout;	
(2M) 3M is 5OM+5m	
(3m) 4m is majors 5+/5+	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Strong club: X=majors, 1N=minors	
Strong 2C: X=majors, 2N=minors	
OVER OPPONENTS’ TAKEOUT DOUBLE	
XX=10+ subsequent Xs are penalty; new suit F1	
Jumps to 2 and 3 level are weak	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	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	Discarding
1	Reverse attitude	Standard count	Even enc, Odd SP
Suit 2	Current count	Suit preference	Current count
3	Suit preference		Suit preference
1	Reverse attitude	Standard count	Even enc, Odd SP
NT 2	Current count	Suit preference	Remaining count
3	Suit preference		Suit preference
Signals (including Trumps):			
When following with low trumps we show suit preference			
Hi-low is even or discouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
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	
CATEGORY: GREEN	
NCBO: IBU	
PLAYERS:	
Ciarán Coyne	
Cynthia Coyne	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
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	
PSYCHICS: Rare	

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	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	4C - Gerber 4D/H - 6 card H/S	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	HIGH LEVEL BIDDING	
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	