

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
WIDE RANGING CONTINGENT ON POSITION, LEVEL, VUL AND SUIT QUALITY
CHANGE OF SUIT FORCING BY NON-PASSED HAND WITHOUT INTERFERENCE
CUE SHOWS PRIMARY SUPPORT AND VALUE RAISE TO NEXT LEVEL+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18 WITH STAYMAN AND TRANSFER RESPONSES
11-15 IN 4 <sup>TH</sup>
TREAT LIKE INT OPENING
2♣ RANGE/MAJOR ENQUIRY AFTER PROTECTIVE INT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK (intermediate WHEN VUL –V- NON), 3level always preempt
2NT NATURAL IN 4TH
Reopen: INTERMEDIATE
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS – EITHER COMPETITIVE OR G.F.; 2NT ENQUIRY
RESPONSE PASS/CONVERT; 2NT NATURAL
LEAPING MICHAELS – 4-LEVEL MINOR BIDS NON-FORCING (see Supplementary Notes Page 1)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ SHOWS BOTH MAJORS; 2♦ RESPONSE ASKS BETTER M
2♦ 1-SUITED M; 2M RESPONSE PASS/CONVERT (GAME TRY OM)
2♥/♠ - 5 THAT SUIT 4+ EITHER MINOR, P/CONV; 2NT NAT
X OF STRONG NT = PENALTY ORIENTATED
X BY PASSED HAND is MINORS
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DOUBLE FOR TAKE/OUT
LEAPING MICHAELS/NON-LEAPING MICHAELS)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = ♥s; 1♦ = ♠s; 1♥ = 2 SUITS OF SAME COLOUR, 1♠ = 2
SUITS OF SAME RANK, INT = 2 ODD SUITS; 1♣ 2♣ = NATURAL, 1♦ 2♦ = NATURAL
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
XX 9+ PENALTY SEEKING
NEW SUIT = NON-FORCING
1♥ - X - 1♠ and 1♠ - X - 2♥ SHOW GOOD RAISE TO 2♥/♠

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> /2 <sup>nd</sup> FROM POOR SUITS	LOW FROM 3 SMALL	
NT	4 <sup>th</sup> /2 <sup>nd</sup> FROM POOR SUITS	3 <sup>rd</sup> /5th PARTNERS' SUIT	
Subseq		Attitude	
Other: 2 <sup>nd</sup> HIGHEST FROM POOR SUITS, MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	ASKS ATTITUDE	ASKS ATTITUDE	
King	ASKS COUNT	ASKS UNBLOCK/COUNT	
Queen	QJx+/KQx	KQ9x/ QJ10/QJ9/KQx	
Jack	J10x+	J10x	
10	109x/SHORTAGE	H109x	
9	SHORTAGE	SHORTAGE	
Hi-X	DOUBLETON	DOUBLETON	
Lo-X	HONOUR OR AS ABOVE	HONOUR OR AS ABOVE	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
SUIT 1	HI=ODD/DISC.	HI = DIS./ODD NO.	LO = ENC./EVEN NO.
2			
3			
NT 1	AS ABOVE	AS ABOVE	AS ABOVE
2			
3			
Signals: INFREQUENT COUNT			
SMITH PETERS AT NT (High Discouraging – BOTH SIDES)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SHAPE SUITABLE OR TOO STRONG FOR AN OVERCALL			
CUE RESPONSE FORCING TO SUIT AGREEMENT			
MAY BE WEAKER IN PROTECTIVE POSITION			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEGATIVE DOUBLES TO 3♠;			
MOST LOW LEVEL DOUBLES ARE T/O/STRENGTH SHOWING			
DOUBLES ARE PENALTY AFTER A REDOUBLE OR IN 'DEAD' AUCTIONS.			
COMPETITIVE DOUBLE SHOWS SOME TOLERANCE + UNBID SUIT.			

W B F CONVENTION CARD
<b>2026</b>
<b>CATEGORY: GREEN</b>
<b>NCBO: IRELAND</b>
<b>PLAYERS: TOMMY GARVEY - DIANE GREENWOOD</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 CARD MAJORS; PREPARED 1♣ OPENING (2+ cards)
2/1 GF
14-16 INT OPENING MAY BE OFF-SHAPE
WALSH
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♦ MULTI – WEAK 2M; STRONG 2m; 21-22 BALANCED
2♥ FLANNERY 4+-5+ MAJORS 11-15HCPs
2♠ - 5/6 SPADES 5 MINOR LESS THAN OPENING VALUES
4♣/4♦ OPENINGS = GOOD 4♥/4♠ OPENING
JUMP RAISES ARE PRE-EMPTIVE
1♥x1♠ AND 1♠x2♥ SHOW GOOD RAISES TO 2M
WEAK JUMPS
<b>SPECIAL FORCING PASS SEQUENCES</b>
WHERE WE HAVE SHOWN THE BALANCE OF
STRENGTH eg. THROUGH AN UNASSUMING CUEBID.
WHEN OBVIOUS ‘SAVE’ SITUATIONS.
<b>IMPORTANT NOTES</b>
LEBENSOML OVER WEAK 2s AND 1NT (SLOW ARRIVAL
NO STOP) – see Supplementary Notes Page 2) + OVER A
REVERSE
1M-2M-P-2NT = GAME TRY WITH SPADES
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE/ PASSED HAND BIDDING
1♣		2	3♠	NATURAL OR BALANCED	1M MAY HAVE LONGER m IF WEAK; 2♣ = F		
				OPEN 1♣ 4/4m USUALLY	TO 2NT/3♣.; 3 ANY PRE-EMPT		
1♦		4	3♠		AS ABOVE		
1♥		5	3♠	NATURAL	2 ANY GF; 3♣/♦ 6 CARDS INV. TO 3NT; 3/4♥ WEAK		2♣ = 8-10HCP 3 CARD SUPP.
							2♦ = 7-10 HCP 4 CARD SUPP
							NON-FORCING FREE BIDS
1♠		5	3♥	NATURAL	AS ABOVE	AS ABOVE	AS ABOVE
INT			2♠	15-17	2♣ ASKS M/RAISE 2NT(4); 2♦/♥ TRF; +	1NT-2♦/♥; 3♥/♠ SLAM TRY	
				OCCASIONAL SINGLETON			
2♣	√	0	2♠	GAME FORCING UNLESS	2♦ +VE, 8+, UNBAL.; 2♥ 0-7; 2♠ 8+ NO 5-CARD SUIT OR 4-4-4-1; 2NT/3♣/♦/♥ = 6+ SUIT ABOVE, 5-9 HCPs		
				2NT REBID			
2♦	√	0	2♠	WEAK M; STRONG MINOR;	2NT ENQUIRY; 2♥ TO PLAY FACING WEAK	OVER 2NT 3m SHOWS CIPHER M; THEN 3♦/♥ ASKS; 3M=ACOL 2 CYPHER MINOR;	
				21-22 BALANCED	♥; 3MINOR NATURAL & F.; 3M PRE-EMPT	PUPPET AFTER 2NT REBID; 3NT FROM RESPONDER SHOWS 4/4 MAJORS	
2♥	√	5		4+♠/5+♥, 11-15 HCPS	2NT ENQUIRY (inv plus)		
2♠	√	5		5/5+ SPADES + MINOR, LESS THAN OPENING BID	2NT ENQUIRY	3m = NAT + MIN; 3♥=♣+♠MAX; 3♠=♦+♠MAX	
2NT	√			19+/20 HCPS BALANCED	3♣= STAYMAN; TXFS; 3♠=MINORS		
3♣		6		NATURAL AND WEAK	CHANGE OF SUIT FORCING		
3♦		6		AS ABOVE	AS ABOVE		
3♥		6		AS ABOVE	AS ABOVE		
3♠		6		AS ABOVE	AS ABOVE		
3NT	√			SOLID MINOR <K OUTSIDE	4♣ PASS/CONVERT; 4♦ SINGLETON ASK		
4♣	√	0		GOOD 4♥ OPENING	4♦=SLAM TRY		
4♦	√	0		GOOD 4♠ OPENING	4♥=SLAM TRY		
4♥		6		LESS STRENGTH THAN 4♣	NEW SUIT to play		
4♠		6		LESS STRENGTH THAN 4♦	NEW SUIT to play		
4NT				SPECIFIC ACE ASK	5♣ = NONE; 5NT = ♣A		
5♣				NATURAL		HIGH LEVEL BIDDING	
5♦				NATURAL		RKCB 14/30;	
5♥						SPLINTERS	