

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)		
(1♣) – 1♦ sound, other one-level overcalls aggressive		
(1♦) – 2♣ aggressive, other two-level overcalls sound		
Transfer replies, beginning with cue bid (lower = nf)		
Jump cue = mixed raise		
1NT reply to 1M overcall semi-f, 2NT reply inv		
 1NT OVERCALL (2nd/4th Live; Responses; Reopening)		
(15)16–18 natural, treat as 1NT opening		
Reopening 1NT 18–19, then 2x nf, three-level bids transfers		
Balancing 1NT 11–14 over 1m; 11–16 over 1M		
 JUMP OVERCALLS (Style; Responses; Unusual NT)		
Weak jump overcalls, intermediate only at 'red'. Treat as W2		
Unusual 2NT (standard)		
 Reopen: 11–14 (reply as if to W2 opening)		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
Michaels, sound.		
Where ♥&♠, 3♣ reply = LR+ in ♥, 3♦= LR+ in ♠, 3M=mixed		
Where M&m, 3♣ reply = p/c, 3♦=LR+ in M, 3M = mixed		
Jump cue = stopper ask (but 3♣ natural weak over short 1♣)		
VS. NT (vs. Strong/Weak; Reopening; PH)		
2♣ = majors (3M reply 'mixed' raise, 3♣ LR+ in ♥, 3♦=LR+ in ♠)		
2♦ = one M (2NT reply enquiry)		
2M=5+M&4+m (2NT=values, minors, 3♣ reply p/c, 3♦=inv+M raise)		
X vs weak = penalty (2♣ p/c, 2♦/♥ transfers, 2♣=any inv 1-suit)		
X vs strong (or PH vs any) = 4+M&5+m (2♣ reply p/c, 2♦ asks M)		
Jumps = pre-emptive		
VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)		
Over 3M, 4m = two-suited, cue = minors, strong		
Over 3m, 4♣ = majors, 4♦ = any v strong one-suiter, 4M=M&om		
X = takeout, 3NT = natural, wide range (4♣ reply enquiry)		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
X = ♣&♥, NT = ♦&♠, bid = suit & next suit up		
Jump = single-suited, weak		
 OVER OPPONENTS' TAKEOUT DOUBLE		
1m – (X) – transfers, 1NT nat, 2NT forcing, jump om = mixed		
1M – (X) – XX = strong (FP), 1NT+ transfers, 3M-1 mixed, 3M pre		
1M – (X) – 1NT = ♣ any range or 8–10 balanced doubleton support		

LEADS AND SIGNALS		
 OPENING LEADS STYLE		
Lead	Lead	In Partner's Suit
Suit	3 rd from even, low from odd	Count
NT	4 th , 2 nd from 3+ bad	Count
Subseq	UDCA	Suit pref
Other:		
 LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AK	AK
King	KQ / AKJ	KQ / AKJ
Queen	QJ / KQ10 / AKQ	QJ / KQ10 / AKQ
Jack	J10 / QJ9	J10 / QJ9
10	109 / KJ10	109 / AJ10 / KJ10
9	98 / K109 / Q109	98 / A109 / K109 / Q109
Hi-X	Sx, xxSxxx, HxSxxx	Sx xSx(+)
Lo-X	xxS, HxS, xxSx, HxSx xxxxS, HxxxS	HxS, HxxS(+)
 SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
1	Rev att	u/d count
Suit 2	Std rem count	Suit pref
3	Suit pref	
1	Rev att	u/d count
NT 2	Std rem count	Suit pref
3	Suit pref	Smith (hi=enc)
Signals (including trumps):		
Usually attitude signal, then count. UDCA, but standard remainder count.		
Generally suit pref in trumps / 'key suit' u/d count		
 DOUBLES		
 TAKEOUT DOUBLES (Style; Responses; Reopening)		
Fairly sound, no equal-level conversion		
X then bid only when v strong, simple overcall can be up to 17ish		
Jump cue reply to X = stopper ask with long suit.		
Cue bid reply to (1m) – X can be light with both majors, others inv+		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Support X / responsive X / game try X, etc. (standard)		

W B F CONVENTION CARD		
 CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:		
NCBO: Ireland		
PLAYERS: Mairéad HAUGH – Justin CORFIELD		
EVENT (Open/Women/Senior/Transnational)		
 SYSTEM SUMMARY		
 GENERAL APPROACH AND STYLE:		
Natural, (14)15–17 NT, 5M, 2/1, short club with transfer replies		
Three weak twos, sound when vul		
1M – 2m forcing to 3m		
Many transfers & relays		
 SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1M – 2♣ = natural or balanced (1M – 2♦ = 5+♦)		
1M – 3m natural, 6–9 with 6+m		
2♣ opening = 20–21 balanced / any gf		
Transfer replies to 1♣ opening		
 SPECIAL FORCING PASS SEQUENCES		
(WNT) – X – FP through 2♥		
 IMPORTANT NOTES		
 PSYCHICS: sometimes light in 3 rd , otherwise v rare		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		Clubs or WNT, nf	1♦=♥, 1♥=♣, 1♣=♦, 1NT nat, 2NT gf & can have M 2♣ forcing, 2♦ mixed, 2M = 5♣4♥ (weak/inv)	Typically take transfer with min & 3-card fit 1NT rebid 12–14, 2NT = 18–19	
1♦		4		Can be (13)=4=5	1M/1NT=nat, 2♣=F2NT, 2♦=forcing, 3♣=mixed, 2M = 5♣4♥ (weak/inv), 2NT gf & can have M	1♦-1M, frequently raise on 3 with shortage, then S1 = enquiry	1♦-(1♣), 2♣=♥, 2♥=♣
1♥		5		Can be a good 4-card suit in 3 rd	1NT=semi-f, 2♣=clubs or bal, f3♣ 2NT=limit raise+(can be 3-crd), 3♣/3♦=natural, pre	1M-1♣/1NT-2♣ = Gazzilli, clubs or any gf 1M-2NT, 3♣=accept game, no slam opp LR	2♣/2♦ drury by PH, 2M+1 spl 1M – (2♣), 'switch' replies
1♠		5			3M+1=any minimum spl raise 1♥ – 2♣ = unbalanced 3-card limit raise	3♦ = slam interest, 3M = weakest	1M – (2M) – 2NT/3♣ transfers 3♦ = mixed, cue = LR+
INT		–		(14)15–17 bal often upgrade 14 with 5c suit	2♣=Stayman, 2♦=♥ / weak both minors / (4441)gf 2♥ = ♣, 2♣=clubs or range ask 2NT = puppet stayman, 3♣=♦, 3M=spl both minors	Second-round transfers after 1NT – 2♦/♥ 1NT-2♦-2♥, 2♣ = relay (4441 / weak minors)	2NT=Leb, 3♣+=transfers inv+ X = takeout, usually bal
2♣	✓	–		(19)20–21 bal / any gf	2♦='waiting' or ♥, 2♥ = 4♣ bal / 5♣ any 2♣ = v weak both minors / 4441 any 2NT=♣, 3♣=♦, 3♦=weak, majors, 3M=spl (13)(45)	Opener takes transfer with 20–21 bal (nf) All else, natural gf	X = weak, Pass = values (gf)
2♦		6			2M=nf, 3M=F, 2NT = enquiry		
2♥		6		W2, sound when vul can be good 5-card suit in 3 rd	2♣=nf, 3♣=F, 2NT = enquiry	W2-2NT-, 3♣=max(gf), 3♦=min, 3♥+=6/4	2M – (X), transfer replies
2♠		6			2NT=enquiry 2♣-3♣ = hearts, 2♦-3♥ = clubs	W2-2NT-3♣, 3♦ asks shortness W2-2NT-3♦, 3M nf, 3OM asks shortness	either for lead or to play
2NT		–		(21)22–24 bal often upgrade 21 with 5c suit	3♣ = puppet st, transfers, 3♣ = one / both minors 4 level = transfer, 6+ suit, slam interest	2NT-3♣, 3♦=4M, 3♥=no M, 3♣=5♣, 3NT=5♥ Frequently break transfer with fit	3M-1= inv+raise, jump = fit
3♣		6		Pre, sound when vul	3♦ = enq, inv with M or 3NT try, 4♦= opt RKB	3♣-3♦, 3♥=reject ♥, 3♣=accept ♥,	
3♦		7		“		3NT = accept either M	
3♥		7		“	3♦/M – 4♣ = opt KC ask, jump = EKB, 5♣ = nat	3M-4♣, 4M = unsuitable (then 4NT=RKB)	
3♠		7		“		4♦=0KC, 4OM=1KC, 4NT=1&Q, 5♣=2	
3NT	✓			‘gambling’ in 1 st / 2 nd Any ‘to play’ in 3 rd / 4 th	4♣ p/c, 4♦ shortage ask New suit = values / HHxxx+		
4♣		8		Pre, sound when vul	4♣ - 4♦ = enquiry, 4M nat, 4NT = slam try	4♣-4♦, 4M=preference	
4♦		8		“	4♦ – 4NT = slam try, suit = nat		
4♥		8		“	4M - suit = control ask, 4NT = RKB		
4♠		8		“			
4NT	✓	5/5		Minors, 11 tricks			
5♣		8		Pre, sound when vul		HIGH LEVEL BIDDING	
5♦		8		Pre, sound when vul		1430 RKB	
5♥		8		Raise with A/K ♥		Frequently 4m / 4m+1 RKB ask in m-suit auction, 4NT quantitative or cue	
5♠		8		Raise with A/K ♣		DOPI / ROPI etc. (standard)	