

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
(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
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
(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
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak jump overcalls, intermediate only at ‘red’. Treat as W2
Unusual 2NT (standard)
Reopen: 11–14 (reply as if to W2 opening)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
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♣)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
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
<b>VS.PRE-EMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = ♣&♥, NT = ♦&♠, bid = suit & next suit up
Jump = single-suited, weak
<b>OVER OPPONENTS’ TAKEOUT DOUBLE</b>
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	In Partner's Suit	
Suit	3 <sup>rd</sup> from even, low from odd	Count	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> 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	Discarding
1	Rev att	u/d count	UDCA
Suit 2	Std rem count	Suit pref	
3	Suit pref		
1	Rev att	u/d count	UDCA
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
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b> Ireland
<b>PLAYERS:</b> Mairéad HAUGH – Justin CORFIELD
<b>EVENT</b> (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE:</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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
<b>SPECIAL FORCING PASS SEQUENCES</b>
(WNT) – X – FP through 2♥
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> sometimes light in 3 <sup>rd</sup> , otherwise v rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				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 <sup>rd</sup>	1NT=semi-f, 2♣=clubs or bal, f3♣ 2NT=limit raise+(can be 3-crd), 3♣/3♦=natural, pre 3M+1=any minimum spl raise	1M-1♠/1NT-2♣ = Gazzilli, clubs or any gf 1M-2NT, 3♣=accept game, no slam opp LR 3♦ = slam interest, 3M = weakest	2♣/2♦ drury by PH, 2M+1 spl 1M – (2♣), ‘switch’ replies 1M – (2M) – 2NT/3♣ transfers 3♦ = mixed, cue = LR+
1♠		5			1♥ – 2♠ = unbalanced 3-card limit raise		
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 <sup>rd</sup>	2♠=nf, 3♠=F, 2NT = enquiry	W2-2NT-, 3♣=max(gf), 3♦=min, 3♥+=6/4 W2-2NT-3♣, 3♦ asks shortness W2-2NT-3♦, 3M nf, 3OM asks shortness	2M – (X), transfer replies either for lead or to play 3M-1= inv-raise, jump = fit
2♠		6			2NT=enquiry 2♣-3♣ = hearts, 2♠-3♥ = clubs	2♣-3♣, 3♦ = good hand for ♥	
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	
3♣		6		Pre, sound when vul	3♦ = enq, inv with M or 3NT try, 4♦= opt RKB	3♣-3♦, 3♥=reject ♥, 3♠=accept ♥, 3NT = accept either M	
3♦		7		“		3M-4♣, 4M = unsuitable (then 4NT=RKB)	
3♥		7		“	3♦/M – 4♣ = opt KC ask, jump = EKB, 5♠ = nat	4♦=0KC, 4OM=1KC, 4NT=1&Q, 5♠=2	
3♠		7		“			
3NT	✓			‘gambling’ in 1 <sup>st</sup> / 2 <sup>nd</sup> Any ‘to play’ in 3 <sup>rd</sup> / 4 <sup>th</sup>	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)	