

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position. Jump fit
2 level – 10 – 17 varies with vul/position
Michaels. Any strength
Defence: Cheaper suit transfer to 4 th suit, Higher cue F raise. X=10+ 4 th suit constructive NF.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15 – 17 (18) 2 nd seat and 10-14 4 th seat
System on over any 1NT.
2C enq over protective NT (F to 2NT), 2D weak. All other bids nat.
After X of our NT, 2C 2H 2S = natural. 2D = MM. XX = D or mm
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – weak
Michaels. Any strength
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels. Any strength
Jump cue=solid suit stopper ask
4 level cue after weak 2 opening = void in suit
VS. NT (vs. Strong/Weak; Reopening;PH)
Dble=pens
2C = MM
2D = M
2H = H/m
2S = S/m
4 th hand X = C and Major
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dble = take out
Dble of weak jump O/call at 3 level = GF
Leaping Michaels and Non Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors. 1NT = minors
Weak jump overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = supportive raise
New suit F1 after overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other: Rev Att			
Smith Peter – hi suggests a switch			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Rev Att (Ax, AK)	Rev Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Rev Att (KQ, QJ, AQJT)	Rev Att (KQ, QJ, AQJT)	
Jack	AJT, KJT, JT _x	AJT, KJT, JT _x	
10	HT9 _x , T9 _x , 9 _x	HT9 _x , T9 _x , 9 _x	
9	H98 _x , 9 _x	H98 _x , 9 _x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Normal count	Normal count	Normal count
Suit 2	Suit Pref	Suit Pref	Suit Pref
3	Att	Att	
1	Normal count	Normal count	Normal count
NT 2	Suit Pref	Suit Pref	Suit Pref
3			
Signals (including Trumps):			
Rev Att, Normal Count. A or Q = att. K = count			
Trumps = SP Discards: odd = enc evens = SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4D			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dble/Redble (to 2S)			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Aoife MacHale Derek O’Gorman
EVENT (Mixed Trials 2026) 21 Jan 2026
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors. 1C = 2+ 1D = 4+ or 4441
15/17 NT, 2D/2H/2S weak
2/1 GF. 1430 RKC
4 suit transfers over 1NT opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT = (14)15 – 17(18), can have a singleton, 6 card m, 5 card M
Weak 2D/2H/2S openings
Lebensohl = SANS (also after reverse)
2C/2D weak D or (inv/GF)(XY) relays over opener’s 1NT rebid
2NT in competition. M 4 card inv raise, cue = 3 card inv raise
Support dble/redble to 2S
Fit jumps in competition = 5m and 4 card support
SPECIAL FORCING PASS SEQUENCES
Over GF sequence, Pass = F
IMPORTANT NOTES
PSYCHICS: Very rare. Can be light 3 rd in hand NV vs V

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4D	11+ with 2+ C.	2D/2H/2S = weak (3)4 – 6(7) 2NT = nat 11/12. 2C = GF (NF after interference)	After 1NT rebid, 2C/2D = XY	1C (1NT) 2C = majors New suit F1. 2N 10+ with C
1♦		4	4D	11+ natural or 4441	2H/2S = weak (3)4 - 6(7) 2NT = nat 11/12 2D = GF (NF after interference)	After 1NT rebid, 2C/2D = XY	1D (1NT) 2C = majors New suit F1. 2N 10+ with D
1♥		5	4D	11+ natural	1NT = 6/11 NF. 2NT = H GF. 3NT = 12/15 4H bal. 2S=3 card H 10/11.3S/4C/4D = spl. . Std Bergen 4S = nat. 2C Drury after 1H 3 rd 4 th seat (2D weak)	After 1NT rebid, 2C/2D = XY After 2N response: 3 new suit shortage, 4 new suit 5/5, 3H 14+. 3N min bal/semi bal	New suit F1. 2N inv+ with 4H, cue inv+ with 3H
1♠		5	4D	11+ natural	1NT = 6/11 NF. 2NT= S GF.3NT = 12/15 4S bal. 3H =3 card S 10/11. 4C/4D/4H = spl. Std Bergen. 2C Drury after 1S in 3 rd 4 th seat (2D weak).	After 1NT rebid, 2C/2D = XY After 2N response: 3 new suit shortage, 4 new suit 5/5, 3S 14+. 3N min bal/semi bal	New suit F1. 2N inv+ with 4S, cue inv+ with 3S
INT				15 – 17 may be unbalanced	Non prom Stayman. 4 way transfers. 3C = minors weak. 3D = minors GF. 3M = shortage. 4C both majors weak. 4D/4H = xfers. Smollen	Break M = super accept. Bid m over m transfer = like suit	
2♣	✓			23-24 Bal or 9 playing tricks.	2D = relay. Any other bid = good 6 card suit and natural	Over 2NT rebid, 3C = puppet, transfers and 3S = minors slam try. 4C = MM weak. 4D/4H = transfers	Dble after o/call = 6+. Pass = < 6
2♦		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3D with min.		
					New suit = F1. Splinters		
2♥		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3H with min.		
					New suit = F1. Splinters		
2♠		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3S with min.		
					New suit = F1. Splinters		
2NT	✓			20-22 Bal	3C = puppet, xfers and 3S = minors slam try 4C = MM weak. 4D/4H = transfers. 4NT = quan		
3♣		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♦		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♥		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♠		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3NT	✓	7+		Long solid minor, no outside stop	4C = pass/correct. 4D = asks for singleton. 4M = to play	4NT = singleton minor	
4♣		(7)8		Pre emptive in style			
4♦		(7)8		Pre emptive in style			
4♥		(7)8		Pre emptive in style			
4♠		(7)8		Pre emptive in style			
4NT				Specific Ace ask	5C = no Ace 5NT = CA. 6C = 2 Aces		
5♣		8+		Pre emptive in style		HIGH LEVEL BIDDING	
5♦		8+		Pre emptive in style		RKC 1430	
5♥		8+		Pre emptive in style		DOPE (odd/even) and ROPI (0,1) over interference after RKC	
5♠		8+		Pre emptive in style		And XX = 1 st round. Pass = 2 nd round.	