

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style = constructive
5+ suit 8+ pts at one-level , 10+pts at 2 level
New suit response NF
Cue bid = 10+ pts support or 13+ pts without support
Jump cue bid Mixed Raise 7-9 pts with 4+ card support
2 Suited O/C (Notes 1 & 2)
INT OVERCALL (2nd/4th; Responses; Reopening)
Direct position 15-18 HCP
Responses: Bid as 1NT opening
1NT (4 th position) (1♣) P (1♥) 1NT 16-19 HCP
4 th position, protective = 10-14
Responses : Bid as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-10 HCP with attention to vulnerability, 2NT = Ask
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid = Super Michaels Note 1, Other two-suited overcalls Note 2
Jump cue bid = Stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (Note 5)
Weak 1NT, X= penalties
Woolsey X over Strong 1NT = 10+HCP, and a 6-card m or,
5-card m and 4-card M. 2♣ response -pass or correct.
2♦ response asks for M. 2♥/2♠ NAT NF, 2NT ASK
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
2NT Nat, O/C Nat
X = T/O up to 4♥ inclusive , PEN from 4♠
4NT over 4♥ = 5/5 minors, 4NT over 4♠ = bid suits upwards (change of suit NF)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural overcalls and jumps
Over strong artificial 1♣: X majors, 1NT/2NT minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10+HCP, interested in PEN, subsequent X = for PEN
Fit jump, 4 card support and good second suit (Note 9)
New suit 4+ NAT & F1 unless already PH
Helvic (Note 10) if OPPTS double partner's 1NT opening or overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd & 5th	Low from odd	
NT	2nd / 4th	Low from odd	
Subseq	BOSTON		
Other: Ace attitude, King for count SCUDA			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+++	AKHx, Ax	
King	AKQx,AKx,KQJx, KQxx,AK	AKQJxx, KQ10x,	
Queen	QJT _x , QJ98	QJT _{xx} , QJ98,	
Jack	JT _x , J _x or KJT	0/2 higher honours	
10	T98 _x , T9 _x or T _x	0/2 higher honours	
9	9,9 _x ,98 _x	0/2 higher honours	
Hi-X	S _x	S _x , S _{xx}	
Lo-X	H _x S, H _x S _x , x _x S, x _{xxx} S, H _{xxx} S	H _{xx} S, H _x S, xS _{xx} ,	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse ATT	Standard count	O=ENCRG, E=SP
Suit 2	Count		
3	SP		
1	Reverse ATT	Standard count	O=ENCRG, E=SP
NT 2	Count		
3	SP		
Signals (including Trumps): Discard of "9" in a suit STR ENCRG			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classic style, may be light if perfect shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X = 6+HCP at 1 level, 9+ at 2 level. Supp X up to 2♣			
X of unnatural bid = lead directional			
Lightner X vs slam asks for unexpected lead			
X of 1NT/3NT auction by OPPTS asks for lead of shorter major			
X of OPPTS 3NT contract where 3 suits bid asks for lead of dummy's second suit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Marie James and Anthony Moloney
EVENT: Prequalifiers 2026
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542 15-17 NT, 2NT rebid 18
we may open good 11 counts
1M-1NT F1 Unless previously PH
2 over 1 FG 12+ HCP
Puppet stayman over 2NT opening/rebid (Note 4)
Transfers over 1NT/2NT opening or overcall
General style = Natural and competitive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Opening = strong near GF
2♦ Opening = strong 23+ HCP, Game force - any suit, any shape
2♥/2♠ Opening = Weak Major 6+ (6-10 HCP)
2NT Opening = 19/20 HCP, balanced/semi-balanced
3NT Opening = Gambling solid minor, pre-empt
Supermichaels Cue bids (Note 1),
Other 2 suited overcalls (Note 2)
Lebensohl after 2-level overcall of 1NT (Note 3)
4 th suit FG
Fit Jump in competition (Note 9)
Long suit game try F1
SPECIAL FORCING PASS SEQUENCES
over interference of freely bid vulnerable game
IMPORTANT NOTES
Splinter w/o comp, in comp = jump fit other than OPPS suit
Jump shift response, no comp = <6HCP, 6 card suit
PSYCHICS: Rare

OPEN ING	TICK IF ARTIF.	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♣	2+ ♣, 11-19 HCP	1♦/♥/♠ NAT 4 card, 2♣ 6-9(5+♣), 3♣ 10-12, 2M pre-empt. 1NT = 6-11, 2NT 12-13, 3NT 14+ (all no 4CM)	1NT = 11-14 HCP (=>XY, Note 15) 2NT = 18HCP	
1♦		4	3♣	4+♦, 11-19 HCP	1♥/♠ NAT 4 card, 2♦ 6-9, 3♦ pre-empt, 2M pre-empt. 2♣ 4+clubs GF, 1/2/3NT as for 1♣.	1NT = 11-14 HCP (=>XY, Note 15) 2NT = 18HCP	
1♥		5	3♣	5+♥, 11-19 HCP	Note 16	1NT = 11-14 HCP then =>XY (Note 15), 3♣ (GF Note 13) 2NT = 18HCP	Note 16 Drury Note 7
1♠		5	3♣	5+♠, 11-19 HCP	Note 16	after 2X, 2NT = 11-14 or 18 HCP after 1NT RESP, 3♣ GF 6♣ or 5♠ & 4♣ Note 13	Note 16 Drury Note 7
1NT				15-17 HCP, balanced/ semi-balanced	Stayman, Red suit transfers, 2♣ = range enquiry, 2NT asks better minor, 3X INV+/GF (Note 6) 4♣ Gerber, 4♦/♥ TRF to ♥/♠, 4NT quant	TRF or Super accept TRF with 16 HCP & 4 card SUPP (2NT & retransfer) or 14 HCP and 4 card SUPP (3M).	
2♣	✓		3♣	Artificial strong – near Game Force, 16+HCP, any suit, any shape	2♦ relay, 2M = 6 cards headed by AK/KQJ, 2NT = good 10-12 and balanced	2NT = 21/22 HCP, then as for 2NT open 2♥/♠ or 3♣/3♦ = 8/9 playing tricks in suit	
2♦	✓		3♣	Artificial strong – Game Force, any suit, any shape	2♥ relay	2NT = all 23+ GF, then as for 2NT open 2♣ or 3♣/3♦/3♥ = 8/9+ playing tricks in relevant suit	
2♥		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2♠		6		6-10 HCP, 2 honours in suit	Bid to level of fit with shape 2NT enquiry F1. 2NT = 16+, 1 card SUPP, 15+ HCP 2 card SUPP, 14+ HCP 3 card SUPP	Rebid opening suit with MIN. With MAX bid a feature – A or Kx in another suit.	Opening in 4th seat = 12/14 HCP, 6+ cards
2NT				19/20 Balanced or semibalanced	Puppet stayman (Note 4), Transfers, 3♠=54(xx), 4♣ Gerber, 4♦ TRF to ♥, 4♥ TRF to ♠, 4NT quant		
3♣		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♦		6		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♥		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3♠		7		Pre-emptive 5-10 HCP	Change of suit is forcing unless a previously PH		
3NT		7		Gambling – solid minor, no outside Ace, no Kx	4♣ pass or correct if other suits not covered. 4♦ = slam interest by resp, opener then bids a suit with shortage or 4nt with none.	HIGH LEVEL BIDDING	
4♣/♦/♥/♠		8		NAMYATS (Note 14)		RKCB: 14,30 for majors and 30,14 for minors KING ASK = specific Kings, Gerber over NT = number of Aces/Kings	
5♣/♦/♥/♠		8+		Pre-emptive		Exclusion Blackwood 30,14 (Note 11) Minorwood 14,30 (Note 8), Serious 3NT (Note 12)	

Note 1 Super Michaels cue bid

Show two specific suits 5+/5+, range 5+ pts NV and 7+ pts Vul all in named suits. After one level opening by opps the bids are

Cue bid	Higher suits
2NT	Lower suits
Jump in unbid lower minor	extreme two suits
(1♣) 2♦ Diamonds + Spades	5/7-13 HCP with 14+ bid 1♠
(1♦) 3♣ Clubs + Spades	5/7-13 HCP with 14+ bid 1♠
(1♥) 3♣ Clubs + Spades	5/7-13 HCP with 14+ bid 1♠
(1♠) 3♣ Clubs + Hearts	5/7-13 HCP with 14+ bid 2♥

Note 2 Other 2 suited overcalls

(1X) - P - (1Y) - 2X = 6+ of the lower unbid suit and 4+ of the other unbid suit whereas 2Y = 6+ of the higher unbid suit and 4+ of the lower unbid suit.

Overcaller in 4th seat will have 8+ HCP with points in the relevant suits.

When Opps make a 2-suited overcall (such as unusual 2NT), a bid of Opps lower-ranking suit shows lower-ranking other suit, and a bid of Opps higher-ranking suit shows other suit. Either of these may be support for a suit bid by partner.

Note 3 Lebensohl

2NT after an overcall over a 1NT opening forces 3♣ by opener. Responder may now pass or make a minimum bid in a suit, NF

2-level new suit bids are not encouraging. 3-level new suit bids are forcing.

FASS where interference names a major (including major/minor two-suited)

1NT-(2M)

3M – GF, stopper in M

✗ – 9+HCP, no clear bid

1NT-(2M)-2NT-(p)-3♣-(p)

3M = GF, 4oM, no stopper in M

3NT = game values, no stopper in M, < 4oM

Note 4 Puppet stayman over a 2NT opening (or 2NT rebid after 2♣/2♦ opening)

3♣ = asks for a 4 or 5 card major, opener bids 3M if 5,
3♦ confirming a 4 card major
responder bids the major they do not have
or 4♦ with both, opener to choose game.
3NT showing neither 4 nor 5 card major
3♣ = 5♠ and 4♥

Note 5 Multi Landy (vs No Trump incl Gambling 3NT)

2♣ (4♣) shows at least 4 cards in each major suit with 10+HCP and points in the major suits. 2♦ (4♦) response F1 = relay to better major. 2♥/♠ response = NF
2♦ (4♦) shows a single suited 6+ card major,
2♥(4♥) = complete relay (for P/C or raise);
2NT = strong enquiry, responses
3♣ = good hand with ♥
3♦ = good hand with ♠
3♥/♠ minimum hands & natural
2(4)♥/♠ shows 5+♥/♠ and 4+ in a minor, 2NT = F1, minor ask

Note 6 1NT System

1NT 2♣ Stayman

1NT 2♦/2♥ Transfer (with superaccept)

1NT 2♠ Clubs or Balanced (8-9HCP).

Opener continues by showing range:

2NT with min responder can then

Pass bal INV hand play 2NT

3♣ to play 6+♣

3X GF splinter with 6+♣

3NT to play

3♣ with max

Pass To Play 6+ ♣

3X GF splinter with 6+♣

3NT to play

4♣ Minorwood with 6+♣

4X Void exclusion RKC with 6+♣

1NT 2NT any strength with 6♦+ or both minors 5/5,
Opener show their longer minor (bid 3♦ with equal length)

3♣ continuations:
Pass responder is weak with both minors
3♦ to play, resp has 6+♦ weak
3M GF splinter with 6+♦
3NT to play
4♣ Minorwood with 5+5+ minors
4♦ Minorwood with 6+♦
4M void exclusion RKC with 6+♦

3♦ continuations:
Pass resp is weak with 6+♦ or both minors
3M GF splinter with 6+♦
3NT to play
4♣ GF splinter with 6+♦
4♦ RKC ♦ with 6+♦ or 5+5+ minors
4M void exclusion RKC with 6+♦
1NT 3♣ GF Puppet Stayman low info ask for 5CM
(With both majors bid 2♣ Stayman)
3♦ no 5CM, silent about 4CM then
3♥ denies 4♥ and shows 4♠
3♠ denies 4♠ and shows 4♥
3NT to play (no interest in 44 M fit)

1NT 3♦ Both majors 5+5+ INV+
1NT 3♥/♠ GF Splinter with both minors 5/4
1NT 4♣ Gerber
1NT 4♦ TRF 4♥ then 4NT RKC, new suit exclusion
1NT 4♥ TRF 4♠ then 4NT RKC, new suit exclusion
1NT 4NT INV

Note 7 Drury

After an opening bid of one in a major in third seat, NV the partner's 2♣ shows 9/11 HCP and 3+ card support.

Subsequent bids from opener:

2♦ full opening values

2♥/♠ 8 to a bad 12 HCP, no game interest

2♥ (after a 1♠ opening) weakish, 5♠ & 4♥.

2NT FG.

Doesn't apply in competition including a ✗ by OPPTS

Note 8 Minorwood

Minor suit fit or implied fit 4♣/4♦ asks for key cards unless in competition or after a major suit fit is found.

Responses 14/30: then

Q ask = cheapest bid available

K ask = +1 (if m is ♣, 5♦ asks for K, if ♦, 5♥ asks)

Response: specific King

5NT is an unshowable King

6♣/♦ = no King

In all auctions a bid of 4NT or 5♣/♦ by initiator is to play.

Note 9 Fit Jump

In competition (including  by oppts) or as a passed hand, a jump response in a new suit = 4+ cards in new suit (2,3 honours) & 4+ card support for partner's suit.

3 level = 7-10 HCP, 4 level = 9-13 HCP.

Fit jump in M in support of m = 5 card M.

Note 10 Helvic

Applies when OPP double our 1NT for penalties (inc 1NT rebid), not over conventional doubles. After 1NT-,

2♣/♦/♥/♠ shows 4/4 in named suit and next suit up,

 unknown 5+ suit, opener bids 2♣ (P/C)

Pass forces opener to , responder can

Pass (8+HCP) or bid

2♣ = 4♣ & 4♥

2♦ = 4♦ & 4♠

Note 11 Exclusion Blackwood

Exclusion Blackwood asks for key cards except in the named suit - an impossible jump over your partner's last bid, bypasses the level of game. Responses are 30/14 in suits bid upwards from the void suit.

Note 12 Serious 3NT

After major suit agreement in GF, a bid of 3NT by either player shows serious slam interest and demands cue-bids; bypass of 3NT shows minimum hand.

Note 13 1M 1NT 3♣/3♥

1♠ – 1NT

3♣ GF, either 6+♠ or 5♠ 4♥ or 5♠ 4+♣

3♦ asks which

3♥ 5♠ 4♥

3♠ 6+♠ one suited game force

3NT 5♠ 4+♣

3♥ 5+♥, no interest in ♠, marginal in ♣

3♠ three-card limit raise in ♠

3NT <4♥s, bits and pieces everywhere

4♠ weak ♠ raise

3♥ 5♠ & 5♥ GF

1♥ – 1NT

3♣ GF, either 6+♥ or 5♥ 4♠ or 5♥ 5+♣

3♦ asks which

3♥ 6+♥ one suited game force

3♠ ♠splinter, 5♥ 5♠+

3NT 5♥ 4+♣

Note 14 NAMYATS

4♣/4♦ shows strong opening of 4♥/4♠ respectively;

8+cards, excellent suit, 12-15HCP, 2/3 keycards.

Responses:

4♥/4♠ signoff

4♦/4♥ Slam interest in ♥/♠

4NT RKCB in ♥/♠, 5x Exclusion

4♥/4♠ weak opening of 4♥/4♠ – 8+ cards, 6-11HCP

Responses: 4NT RKCB 1430, 5x Exclusion

Note 15 XY after 1NT rebid (two way checkback)

After 1x-1♠-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV 5+♠, 4+♥

2♠ INV 5♠, 3-♥

2NT INV Bal

3♣ INV 5+♣

3♠ INV 6+♠

3NT 5♠, balanced, game choice

2♦ GF enquiry, asks opener's shape

2♥ 4♥, may have 3♠

2♠ 3♠, no 4♥

2NT balanced, no 4♥/3♠/good 5m

3♣/♦ Good five card minor

2♥ 5+♠ 4+♥ NF

2♠ 5+♠ NF

2NT Transfer to 3♣ may be signoff or natural GF if responder continues over 3♣

3♣/♦ Good Two-Suiter, 5♠+, 5♣/♦+, 6- losers, GF

3♥ 5+♠ 5+♥ GF

3♠ 6+♠ GF, slam try, asks cue bids if suitable

3NT to play

After 1x-1♥-1NT responder bids

2♣ relay to

2♦ (opener) then responder bids

Pass signoff

2♥ INV, 5+♥, 3-♠

2♠ INV, 5+♥, 4♠

2NT INV Bal

3♣ INV, 5+♣

3NT 5♥, balanced, game choice

2♦ GF enquiry asks opener's shape

2♥ 3♥, no 4♠

2♠ 4♠, 3♥ possible

2NT balanced, no 4♠/3♥

3♣/♦ Good five card minor

2♠ 4♥/4♠ Invitational

Note 16 1M openings

After 1M opening (5+♥/♠),

1NT 6-11HCP F1 (may have 3M 10-11), then

2♣ 2+ ♣s, 11-16 HCP, F1

2♦ 4+♦ 11-16 HCP

2M 11-15 HCP 6+M

2♥ (after 1♠-1NT) 4+♥, 11-16 HCP

2♠ (after 1♥-1NT) 5♥4♠, 16+

2NT 18 bal,

3x GF,

3M 16-17 HCP 6+h INV

2♣ GF (♣ or balanced)

2♦ 11-14 5M 4(+)♦

2M 11-14 5(+)M

2♥ (after 1♠-1NT) 11-14 5♠4♥

2♠ (after 1♥-1NT) 11-14 5♥4♠

2NT 12-14 or 18, 5M(332)

3♣/♦ extras GF 15+

3M good 6M, extras, 15+

2♦ GF good suit

2M 8-9 HCP 3+M then game try (below)

2♥ (after 1♠) GF, 5+♥ good suit

2♠ (after 1♥) 3-5 HCP weak 6+ suit

2NT 4+M INV+ F1 then

3M minimum opening

others game try (below)

3M pre-empt 3-5 HCP 4+M

Game try:

After major suit agreement, any bid by opener up to 3M is a long suit trial bid, bids above 3M (inc 3NT, Note 12) asks for cue bids and shows 1st/2nd round control.

Note 17 Competitive Bidding after 1M opening

1M (2♣)

2♦ 9+ pts F1

2NT (or 1M-()-2NT) 10+ pts INV+, 3+M

Opener's 3M = min NF

 negative (2NT later is 10/12 pts INV)