

WBFC Convention Card									
Category: Green									
Country: IRELAND									
Event: CBAI Camrose Trials 2026									
Players: David Dunne & Michael McAuliffe									
SYSTEM SUMMARY: 15-17 hcp, system on									
1 ♠ = 2 + ♠ 10-21									
1 ♥ = 4+ 10-21									
1 Major = 5+ cards 9 - 21, with 1nt resp = 5-11 hcp Semi-Forcing									
1NT Openings: 15-17									
2 OVER 1 Responses: GF									
Three weak Twos									
SPECIAL RULES: 15-17 hcp, system on									
Ghestem (note 1)									
Multi-Landy									
Stenberg (note 2)									
SPECIAL RULES: 15-17 hcp, system on									
With known game values or inv + facing known extra values forcing passes are on. PASS: Suggests bidding on DOUBLE. Suggests penalties									
LIFEBOAT RULES: 15-17 hcp, system on									
Lebensohl: (a) vs. most 2-level intervention over our 1NT									
(b) responding to partner's dbl of wk 2 opening, inc Multi									
(c) responder's rebid after 2-level reverse									
Psychics: To date, never in this pattern									

LEADS AND SIGNALS									
OPENING LEADS STYLE									
Suit		Lead		In Partner's Suit					
NT		2nd/4th from length, MUD		Low from odd					
Subseq		2nd/4th from length, top of nothing		Low from odd					
Other:		Low Enc High Disc							
		Power King vs NT (1) missing either Q or J asking for unblock							
		e.g. AK10x AKQ10x OR (2) KQ10							
LEADS									
Lead		Vs. Suit		Vs. NT					
A (asks rev att)		AKx(+) AKQx Ax(+)		AKx(+) AKQx Ax(+)					
K (asks rev c/unblock)		AK KQJT(+) KQ		AKJT(+) AKQ10(x) see above					
Q (asks rev att)		QJx(+) QJ QJ10(x)		QJ9(+) QJ KQx KQ10x QJ10(x)					
J		JTx(+) KJT(+) JT		JTx(+) AUTx(x) KJT(+) JT					
10		T9x(+) HT9(+) Tx		T9x(+) HT9(+) Tx					
9		9x		9x 9xx					
Hi-x		xSxx xSx Sx		xSxx Sxx Sx					
Lo-x		HxxS HxS		HxxS HxS					
SIGNALS IN ORDER OF PRIORITY									
Suit:		Partner's Lead		Declarer's Lead		Discarding			
		Lo = ENCRG		Hi/Lo = Odd		Lo = ENCRG			
		2 Hi/Lo = Odd				Hi/Lo = Odd			
		3 S/P							
NT:		Lo = ENCRG		Hi/Lo = Odd		Lo = ENCRG			
		2 Hi/Lo = Odd				Hi/Lo = Odd			
		3							
Signal (including Trumps):									
Often S/P if singleton in dummy, or switch is indicated									
DOUBLES									
2nd position: Shows min 3 card in other suits, unless 2 card minor and 4 - 4 Majors									
Jump resp to partners t/o dbl = 8-10 4 cards or 7-9, 5 cards. Equal level conversion at 2-level									
4th Position: 9 + hcp									
Cue of opps. minor after t/o dbl asks for major or stop, with Maj 4-4 or no Maj									
Negative DBL through 3♣									
Responsive DBL through 3♦									
Support doubles and redoubles through 2♦									
Maximal doubles for game invite in crowded auction									
Higher DBL values CO-OP or T/O									

1 level usually 5-c suit 7-17 hcp. 2 level 5+, constructive.									
By advancer: New suit NF, single Q = 3-fit 10+hcp OR any 13-hcp									
Jump Q = 4-fit 6-9 hcp, double raise (if jump Q available) = 4-fit ≤ 6 hcp									
Fit jumps. (1x) - 1M - (dbl) - REDBL = Ax or Kx in M									
After 1M, 2NT = 4-fit, 10+ hcp. If single Q available. If single Q not available, 2NT = inv+ 3+ fit. After 1m, 2NT is natural.									
2nd: 15-18 hcp, system on									
4th live: 16-19hcp if unpassed hand, unusual									
(5+/5+ in other 2 suits) If passed									
4th balancing: 13-16 hcp, system on									
JUMP TO OVERCALLS (Style Responses: Reopening)									
6+ suit, usu. 6-10 hcp (varies with vul/position)									
EXCEPT (1C) - 2D and (1D/H/S) - 3C, both Ghestem, see note 1. Unusual 2NT = lowest 2 suits.									
Reopening: 2NT 18-21 hcp bal, jump o/c 12+, no Ghestem									
DIRECT TO TRUMP CUE BIDS (Style Responses: Reopening)									
Direct cue = Ghestem (note 1)									
Jump cue asks stop, except (1♣) - 3♣ natural when 1C is 2+ or Polish style. Reopening cue (all 12+ hcp): of m = 5+/5+ MM, of M = 5+/5+ OM and a m.									
2♣ = Majors (4+/4+, usu. 5+/4+)									
2♦ = 1 unspecified Major (usu. 6-c suit)									
2♥ = 5 hearts and 4+ minor, 2nt asks strength & minor									
2♠ = 5 spades and 4+ minor, 2nt asks strength & minor									
2nt = 5+/5+ in minors									
All above usu. show around 8-14 hcp. DBL = PEN									
VS PREVIOUS DOUBLE (Style Responses: Reopening)									
Against all pre-empts up to 3♣ DBL = T/O									
DBL of 4M is general values with or without trumps									
Lebensohl after dbl. of opps. 2 level pre-empt									
VS AFTER BACKSTRENGTH OPENING									
Jumps pre-emptive, Dbl=both Majors 4+/4+, 1NT=both minors									
4+/5+, less than an opening bid									
PASS may contain opening bid +									
OVER OPENINGS ARE OUT OF BIDDING									
Redouble = 10+ hcp, support unlikely, no clear-cut alternative bid									
3/4-level jump bids = fit-jump									

Note 1: Ghestem (2-suited overcalls)

Ghestem 5+/5+ from 5 hcp up unlimited, strong 16 + hand bids again

2NT = lowest suits, Cue = Extreme suits

After 1Any (except 1♣) : 3♣ shows other 2 suits

After 1♣ : 2♦ = both majors

After 1♣ : 2♠ = ♦ & ♠

After 1♣ - 3♠ = ♣

Note 2: 1M - 2NT (Stenberg)

3♣ = usu. ≤14 HCP, no void (then 3♦ = singleton ask, resp. : 3♥/♠/NT as below with sing., otherwise cue, or 4M if complete min).

3♦ = usu. 15+ HCP, no sing.

3♥/♠/NT = usu. 15+ HCP, sing. ♣/♦/OM

4♣/♦ = void. 4♥ = OM void

Note 3: responses to 2NT opening (and analogous 2NT rebids)

3♣ = enquiry re 4- or 5-c majors

3♦ = no 5M but at least one 4M

3♥ = ask re ♠ holding (denies 4♥)

3♠ = 3 spades, 3NT = <3 spades, 4♣ = 4 spades

3♣ = ask re ♥ holding

3NT = ≤3 hearts, 4♥ = 4 hearts

3NT to play

4♣ = both majors (4/4)

3♥ = no 4- or 5-c major

3♣ = puppet to 3NT, to play

3NT = 5♣ and 3 or 4♥

4♣ = to play

3♣ = 5 spades

3NT = 5 hearts, then 4♦ = transfer to 4♥

3♦ = 5+ hearts

3♥ = 2 or 3 hearts

3♣ = 5 spades and ≤2 hearts

With 4+ hearts, opener makes advance cue-bid or bids 4♥ to play

3♥ = 5+ spades

3♣ = 2 or 3 spades

With 4+ spades, opener makes advance cue-bid or bids 4♣ to play

3♣ = puppet to 3NT, with one or both minors and slam interest

Responder's next bids :

4m = 5m + 4 om

4♥ agrees ♣, is 1430 RKCB

4♣ agrees ♦, is 1430 RKCB

4NT natural, discouraging

4♥ = 6+ ♣

4NT natural, discouraging

5♣ = 1430 RKCB

4♣ = 6+ ♦

4NT natural, discouraging

5♦ = 1430 RKCB

4NT = 5+/5+ mm, no void

5♥ (resp. ♠) = 1430 RKCB in ♣ (resp. ♦)

5M = 5+/5+mm, void M, control in other M

4♣ = Gerber

4m = 17-20 6♥ and 5m

(contd.)

(After 1♥ - 1NT - 2♣ - contd.)

2♥ = 5-7 2-3♥

2♠ = 5-7 5♦ and 4♣

2NT = 5-7 both m (equal length or longer ♣s)

3♣ = 5-7 5+♣

3♦ = 5-7 6+♦

2♦ = 11-16 5♥ and 3+♦

2♥ = 11-16 6♥ (poor suit if 14-16)

2♠ = 17-20 6♥ and 4♣

2NT = 17-20 6♥ and 4m

3♣ = enquiry

3♦ = 4-c ♦ suit

3♥ = 4-c ♣ suit

3m = 14-16 5♥ and 5m (good suits)

3♥ = 14-16 6 good ♥

3♠ = 14-16 6♥ and 5♣

3NT = 14-16 solid 6- or 7-c ♥ suit

4m = 14-16 6♥ and 5m

After 1♠ - 1NT

2♣ = nat. (11-16 5♣ and 3+♠) OR art. with various 17-20pt hands

2♦ = art. 8-11 pts

2♥ = (a) 15-16 5♣ and 4♠ OR (b) 17-20 5♣ and 4 other suit
OR (c) 17-20 6♣ and 3♥

2♠ = enquiry

2NT = 15-16 5♣ and 4♠

3m = 17-20 5♣ and 4m

3♥ = 17-20 5♣ and 4♥

3♠ = 17-20 3♥ and 6♣

2♣ = 11-14 5♣ and 3+♠

2NT = 17 balanced - likely 3♥ and 5♣ and chose to open 1♠

3m = 17-20 5+♠ and 5+m

3♥ = 17-20 5+♠ and 5+♥

3♠ = 17-20 6♣ and ≤2♥

3NT = 18-19 balanced

2♥ = 5-7 5+♥

2♠ = 5-7 2-3♠

2NT = 5-7 both m

3♣ = 5-7 5+♣

3♦ = 5-7 6+♦

3♥ = 9-11 6+♥ and ≤1♠

2♦ = 11-16 5♠ and 3+♦

2♥ = 11-16 5♠ and 4+♥

2♠ = 11-16 6♠ (poor suit if 14-16)

2NT = 14-16 6♠ and 3♥

3m = 14-16 5+♠ and 5+m (good suits)

3♥ = 14-16 5+♠ and 5+♥ (good suits)

3♠ = 14-16 6+♠

3NT = 14-16 solid 6- or 7-c ♠ suit

4m = 14-16 6♠ and 5m

4♥ = 14-16 6♠ and 5♥

Note 5 : Namyats

4♣ = 7+ ♥ no-loser (OR one-loser-opposite-singleton) suit, and 3 of the 5 keycards

4♦ = enquiry

4♥ = one-loser-opp-singleton suit

4♠ = ask re shortage

4NT(5NT) = ♠ singleton (void), 5(6)m = singleton (void) i

4NT = ask re outside kings

5♥ = no outside king

5 other = lowest outside king

4♣, 5m = solid suit, singleton in bid suit

4NT = solid suit, no splinter (7-2-2-2)

5♥ = solid suit, 2 splinters

5♣, 6m = solid suit, void in bid suit

4♥ = to play

4NT = ask re outside kings

5♥ = no outside king

5 other = lowest outside king

4♦ = 7+♠ no-loser (OR one-loser-opposite-singleton) suit, and 3 of the 5 keycards

4♥ = enquiry

4♠ = one-loser-opp-singleton suit

4NT = ask re outside kings

5♠ = no outside king

5 other = lowest outside king

5♣ = ask re shortage

4NT = solid suit, no splinter (7-2-2-2)

5m, 5♥ = solid suit, singleton in bid suit

5♣ = solid suit, 2 splinters

6m, 6♥ = solid suit, void in bid suit

4♠ = to play

4NT = ask re outside kings

5♠ = no outside king

5 other = lowest outside king