

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
1-level: 8+, 7L in direct seat, 4 card suits are possible
2-level: 10+ 7L in direct seat, 6+ otherwise
New suit below Q = F, jump raise = 0-8, jump Q = F raise
1NT OVERCALL
14+-18 in direct seat, 10-14 in balacing seat, System on
Off shape possible
JUMP OVERCALLS
Jump to 2 level = 5+ suit 0-12HCP,2NT resp = Bargust [A5]
Jump to 2NT direct = Unusual, 2 lowest, 5L (4L VUL v NV)
Jump to 3-level: SOLID 9-15HCP, like 3 opening
Reopen: Intermediate, 2NT = NAT 19-22
DIRECT & JUMP CUE BIDS
Direct Cue:
(1m)-2m = 5/5+MM, 5L (4L VUL), Strong
(1M)-2M = 5oM/5m+, 5L (4L VUL), Strong
Jump Cue: Asking for stopper, normally 7+ cashing suit
VS. NT
Against any NT direct seat: Featherston [A1]
2♣ = 4+♣ & 4+♥, 2♦ = 4+♦ & 4+♠, 2M = Nat, 6+
3m = Nat, 6+, X = 2 touching suits, 4/4+
2NT = 5/6+mm or 5/5+MM & very strong
Reopen:
2♣ = ♥; 2♦ = ♠; 2♥ = ♣; 2♠ = ♦; X = Any 2 suits or 5332 9+
VS. PREEMPTS
X = T/O, NAT overcalls, new suit F, Q = majors oriented,
Over 3♠: 3♦ = T/O L/T 13HCP, X = T/O 14+
vs Weak Twos:
(2M) - 4m = 5oM/5m+ 5L; 2NT LEB resp to X.
VS. ARTIFICIAL STRONG OPENINGS
Whirlwind [A2]: X = BAL/SEMIBAL 13+;
1suit = two touching suits, suit+higher 0-13 OR suit+lower 10-17
1NT = ♥&♣ OR ♠&♦; Jump bids NAT and weak
OVER OPPONENTS' TAKEOUT DOUBLE
New suit 1-level F, 2-level NF;
Jump to 2-level = WEAK, Jump to 3-level = FIT JUMP
2NT = Limit Raise (over m + M), XX = 10+ implies no fit.
Other:
1♠-(X)-XX = any hand 0 or 1 ♠,
P-(P)-1M-(X)-XX = any hand 0 or 1 in M EXCEPT Weak 6+♠.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	LO = ENC	Same	
Notrump	LO = ENC	Same	
Subsequent	LO = ENC & S/P	Same	
Other: HI from xx, MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AKQx(+), AKJT(+)	
King	AK(+), AK, KQ(+)	KQJ(+), KQT(+), AKJx(+)	
Queen	QJ(+), KQT(+),	QJ(+), KQT(+)	
Jack	JT(+), QJ9(+)	HJTx(+), JT(+), QJ((+)	
10	T9(+), JT8(+)	HT9x(+), T9(+), JT8(+),	
9	9x, 9	9x	
Hi-X	Xx, xXx(+)	Xx, xXx(+), Xxx(+)	
Lo-X	Hx(+)	Hxx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	COUNT	COUNT	COUNT,
2 Suit	S/P	S/P	
3			
1	COUNT	HI=EVEN	COUNT
2 NT	S/P	COUNT	S/P
3		S/P	
Signals: HI = EVEN			
First discard: HI = EVEN or S/P & DISC; AKQJT discard ENC			
Lead A for S/P, K for COUNT, QJT surround leads: Q = QJ+,KQT+ or shortness; same for J/T			
DOUBLES			
TAKEOUT DOUBLES			
Min offshape possible, Equal Level Conversion [A3]			
Responses:			
1x = 0-11 4c supp, 2x = 0-11 5+c supp;			
Q = F up to suit agreement;			
Single raise by T/O doubler does not promise extras.			
MISCELLANEOUS DOUBLES/REDOUBLES			
Most doubles are T/O. [A4]			
Negative double thru ALL			
Responsive double, Maximal double			
Card showing			
Anti-Lead Directional doubles			
DBL = two fast losers in GF auctions			

WBF CONVENTION CARD
CATEGORY: Green
NCBO: Team Ireland
EVENT: European Youth Teams 2019
PLAYERS:
John Connolly and Stephen Barr
Nathan Doyle and Michael Donnelly
Jarlath McDonell and Conor Farrell
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Pressure 2/1, Natural Style
7L 14+-17 1NT opening (6cm/singleton possible)
1♥ = 4+ in all seats, 1♠ = 5+ 1st/2nd
Light initial action: may open 7 losers w/ 8+HCP
Two Over One: Game Forcing
Forcing Openings:
2♣ = Any GF or 23+BAL, 4♣/4♦ = ♥/♠
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak Two openings 2♦, 2♥ and 2♠
Intermediate 3 level openings in 1st/2nd: 3x = 9-15HCP, 6+ suit with 2 of top 3 honours, no more than 1 outside suit stopped, 6L (5L VUL vs NV).
Over we/your 1♠/1♦ opening: 4♣ = TRF to 4♥, 4♦ = 4♠
Over opps 1M opening: 4♣ = ♣ + oM, 4♦ = TRF to oM
SPECIAL FORCING PASS SEQUENCES
When a GF has been established
When game has been constructively bid
IMPORTANT NOTES
May open light (8+) with 7L, light responses possible, third seat open-ings may be light, pass then bid could have up to 13HCP
Opening 1♥ may be 4♥5m with L/T reverse strength
3rd/4th Seat Opening 1♠ may be 4♠5x with L/T reverse strength
Equal Level Negative Freebids
Against two suited bids: higher Q bid shows higher suit
PSYCHICS: RARE but POSSIBLE.
Past psychics have included: 3rd seat opening, response to PRE-EMPT

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & HAND BIDDING	PASSED
1♣		2	All	NF 8+HCP, 2+♣, may contain 4♦, 11-14/18-20 BAL	1♦ = NAT or 3-7 BAL or 6-9 FIT, 1♥/♠= 4+ maybe longer ♦, INT = 8-11 BAL 2♣ = WEAK 0-6, 3♣ = F, strong; WJS, SPL, 4♣/♦ = TRF to ♥/♠	NAT, INT = 12-14, 2NT = 18-19(20). 1♣-1♦; 2♦ = F 3+♦, 3♦ = 4+♦ and AKQxxx+ ♣		
1♦		4	All	8+HCP, QTxx or better or 5+, might be BAL (11-14/18-20)	NAT, INT = 4-11 NF, 2♦ = WEAK 0-6, 2NT = 13-15 F, 3♦ = F, strong; WJS, SPL	1♦-1♥/♠- 1NT = 11-14, 2C = ART [A6], 2x = NAT, 2NT = 18-19(20) BAL, 3♣ = 5/5+ NF, 10-15		
1♥		4	All	8+HCP, 4+ in all seats, if L/T reverse may be 4♥/5m	1♠ NAT, INT = 4-11 F, 2/1 NAT GF, 2NT = GF 4+ supp, 2♥ = 4+ supp, 6-10, 3♥ = 4+ supp, 10-12 INV SPL, 3♣/♦ = FIT JUMP	1NT = 11-14/18-19 then 2♣ = ♦ sign-off or ART INV, 2♦ = GF, 2NT = ♣ sign-off/others	Odd/Even Drury: 2♣ = Lim+ 3/5, 2♦ = Lim+ 4/6	
1♠		(4)5	All	8+HCP, 5+ in 1st/2nd, may be 4 in 3rd/4th, if only 4♠ may have other 5 card suit	1NT = 4-11 F, 2/1 = GF, 2♠ = 6-10 3+ supp, 2NT = GF w/ 4+supp, 3♣/♦ = FIT JUMP, 3♠ = 10-12 4+supp INV, SPL		Odd/Even Drury: 2♣ = Lim+ 3/5, 2♦ = Lim+ 4/6	
1NT				14+-17, freq. 5 card M, 6cm or singleton possible	2♣ = STAY, 2♦/♥ = TRF, deny other M, 2♠ = MSS or ♦ weak, 2NT = Weak ♣/4x1/others [A7], 3♣/♦ = 6+ INV, 3♥/♠ = 6+ SlamTry, 4♦/♥ TRF 4♣ = 5/5+mm SlamTry, 4♠ = 23(44) Quantitive, 4NT = 33(43) Quantitive.	1NT-2♣-2♦-3M = 5+oM does not promise 5/4MM	Negative Doubles, Transfer LEB	
2♣	X			23+BAL or any GF (16+ L/T 4L)	2♦ = Waiting 3+HCP; 2♥ = Double NEG 0-2HCP, 2♠ = 5/5mm+ 0-2HCP, 2NT = A or K in 3 suits, 3♣ = 5+♣/5+M, 0-2HCP, 3♦ = AKxx or shorter in some suit and not much else		X = GF, Pass = Neg or Trap Pass	
2♦		5		5-11HCP, 5-7 cards, 2/3 honours in 1st/2nd seat	2♥/♠ = NF, 2NT = F, 3♣ = ASKS 4cM, GF			
2♥		5		5-11HCP, 5-7 cards, 2/3 honours in 1st/2nd seat	New suit F, 2NT = F feature ask		Bargust 2NT [A5] over 3rd/4th opening	
2♠		6		5-11HCP, 6-7 cards, 2/3 honours in 1st/2nd seat	New suit F, 2NT = F feature ask		Bargust 2NT [A5] over 3rd/4th opening	
2NT				19+-22 5L	3♣ = STAY, 3♦/♥ = TRF, 3♠ = 5+m SlamTry, 4♣ = 5/5+mm SlamTry			
3x		7		9-15HCP, 6+ 2/3 top honours, not more than 1 outside suits stopped. 6L (5L VUL vs NV)	New suit F			
3NT				23-26HCP, 4432 or 4333 no 4cM	4♣ = 5/5+MM, 4♦/♥ = TRF, 4♠ = 23(44) Quantitive, 4NT = 33(43) Quantitive			
4♣	X			TRF to 4♥, same as 4♥ opening				
4♦	X			TRF to 4♠, same as 4♠ opening				
4♥		7		L/T 12HCP, Promises AK, To play, may be 6 card suit with distribution, no slam interest	4♠ = To Play, 4NT = RKCB			
4♠		7		As above	4NT = RKCB			
4NT	X			6/6+ minors	5♥ = 1430KC♣, 5♠ = 1430KC♦			
5m		7		PRE-EMPT, TO PLAY				
5M		7		PRE-EMPT, TO PLAY				

HIGH LEVEL BIDDING

1430 RKCB & Queen ask, Minorwood, Jump to 5 = voidwood 0314

5NT = specific king ask. Jump to 5NT = Pick a slam

ROPI, DOP1

Cue bid A/K/shortness, A/KQ/shortness by respd.

Lightner doubles