

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position 4+ cards
2 Level – 10 – 17 varies with vul/position 4+ cards
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
2 <sup>nd</sup> seat = 14 – bad 18 (system on)
4 <sup>th</sup> seat is balanced 10 –15 (system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = 1m, 2m = ♠ + another not openers suit
1M 2M = Other Major + minor)
Jump cue – solid suit stopper ask
VS. NT (vs. Strong/Weak; Reopening;PH)
Hello (see notes)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs multi, weak two Rubenshol
World
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Crash vs strong club
OVER OPPONENTS' TAKEOUT DOUBLE
1 Level forcing, 2 level NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4/2	4/2	
NT	4/2	4/2	
Subseq	4/2	4/2	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)	
Jack	AJT, KJT, QJT, JT <sub>x</sub>	AJT, KJT, QJT, JT <sub>x</sub>	
10	HT9 <sub>x</sub> , T9 <sub>x</sub> , Tx	HT9 <sub>x</sub> , T9 <sub>x</sub> , Tx	
9	H98 <sub>x</sub> , 98 <sub>x</sub> , 9 <sub>x</sub>	H98 <sub>x</sub> , 98 <sub>x</sub> , 9 <sub>x</sub>	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
Suit 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
1	O/E (O=Enc)	Count (Hi/Lo=Even)	O/E (O=Enc)
NT 2	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
3	Lavinthal/Suit pref	Lavinthal/Suit pref	Lavinthal/Suit pref
Signals (including Trumps):			
Parity (hi/lo) = 1 even suit (lo/hi) = 1 odd			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Upto 4♦/ (4♥ is highly suggestive)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Redouble			
Rdbl of a cue shows 1 <sup>st</sup> round control			

W B F CONVENTION CARD
CATEGORY: general
NCBO: CBAI (Ireland)
PLAYERS: Anna Onishuk (11O2149)
Cian Holland (08H258)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1, Aggressive
Transfer Walsh over 1♣
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Strong hand
2♦ multi (4/4/4/1 strong option)
2♥ tartan H+m
2♠ tartan S+m
2NT = 20/22
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
RKC 4130, DOPI/ROPI ((re)Double Zero Pass One)
PSYCHICS:

[illegible]

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Re-opening) Sound Natural and wide-ranging 6-16 HCP. *New Suit forcing for one round * if un-passed hand Jump suit response is fit and game try Unassuming cue-bid is generally game try I round force Immediate bid of INT over opps opening is 15+ 18 System ON ie Transfers used by responder Protective position is 11-16 HCP System ON 2♣ asks range ) Opener rebid at 2 level min but 2NT is 15/16		OPENING LEADS STYLE Highest from touching hons K from AK only 4 <sup>th</sup> highest from length from 5 small second From specific holdings as shown. Same v suits Low from Honour Mud Doubleton (High/Low)			Category Green NCBO Ireland  Players M. McGloughlin & Heidi Lillis	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		LEADS Standard Generally same against Suit and No-Trumps			SYSTEM SUMMARY GENERAL APPROACH AND STYLE	
Modified Ghestem over Major opening in both 2 <sup>nd</sup> 3 <sup>rd</sup> and 4 <sup>th</sup> seats Jump overcalls, other than Cue-bid, are weak but tricks See Notes 3 Level Cue-bid asks for 3NT Against weak 2♥ 2♠ openings we employ Leaping Michael where bids of 4 of minor will promise 5+ in bid suit and 5 in other major. Against 2♦ A bid of 4 minor promises 5 in bid suit and a 5 Major After 1♣ opening by opps 2♣ is good clubs or both majors and 2D is Diamonds or Sibgke suited najor *Mullti style		10 9 x H x x x A K x K Q x Q J 10 A J 10 9	Vs. Suit As underlined    Usually J but maybe A	Vs. NT As underlined A J 10 9 10xxxx	Natural 5 card majors; 15-17NT Transfers Multi style 2 D Opening 2H/2S 5 in bid suit and 4+minor INT response to I Major opening Forcing 90% 2NT is Minors and < 12 HCP weak 2 OVER 1 Response: Forcing to Game Modified Bergen Raises of Major suit opening	
SPECIAL FORCING PASS SEQUENCES		Ace		Attitude		
Whenever we bid Vulnerable Game / Slam in expectation of making we must bid again if opponents out-bid us. After a XX showing 9+ we must bid again. If we X INT we must take some action if opponents manoeuvre showing weakness		King		Count		
VS. NT (vs. Strong/Weak; Re-opening;		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
We use 2♣ over INT as showing either ♣ or ♥ and ♠ 2♦ is Single-suited major or goo d Diamonsa and 2♥ 2♠ show the bid suit and a minor		1 Count 2 Attitude	Count	Generally count when discarding and if we deem it to be important will give suit pref	2♥ 2♠ and 2NT openings are weak 2 2 suiter 5/4+ 2♦ is Multi Weak Majors or 20/22 balanced or strong minor	
We retain the same approach against either weak or Strong						
Passed hand Double is two minors				We discard what we can jafford		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)					All variable opposite Passed Partner	
Double of Weak Two's, Weak Threes and most 4 bids is take-out		Count	Count			
OVER OPPONENTS' TAKEOUT DOUBLE		Signals (including Trumps):			IMPORTANT NOTES	
Redouble is 9+HCP, New suit natural non-forcing, raises natural but may be pre-emptive, No-Trumps Natural Splinters etc apply. No Inverted minors but 2NT over I major (if available) still big raise to always 4 trumps 10/11 HCP		Count High-low even holding, Low-low odd holding Suit preference especially where it is considered to be important to defenders. Hi-Low Trumps when defending suggests possible ruff available			We have considerable flexibility as regards opening bids at the 2 level in 3 <sup>rd</sup> seat esp Non-Vul. We may have sound opening (up to 13 HCP	
All low level doubles tend to be take-out simply saying values please bid unless you have their suit Negative Doubles to the levels indicated on opposite page 4 ♥/ 4♦ Responsive Double to 4♥ Always plenty of values over 3 level bids by opponents		Take-out Doubles promise 11+ HCP or compensating shape in 2 <sup>nd</sup> 3 <sup>rd</sup> or 4 <sup>th</sup> seat; (shaded) Double 4♠ take-out but penalty likely; Protective Double may be light 10 HCP Suit bid after Negative Double are forcing . Free bid rather than negative double shows suit and non-forcing			Slam Bidding Roman (5 Ace ) Key-Card Blackwood 5♣ 14 5♦ 0/3 5♥ 2 No Q 5♠ 2 + Q Cue-bids first or second round control Exclusion Key Card Blackwood if appropriate DOP1 in Competitive Auction	

Opening	Artificial	MIN. CARD	NEG.DBL TO				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING Same as for un-passed but most bids not forcing
1♣	NO	2	4♦	Usually 11-14 balanced (Not 4♦) Generally a Weak NT type 11 - 16 HCP, 4 4 1 4	At Natural 4+ Cards and no major 2♣ is 12+ no major 1♦ 1♥♠ 4+ cards 7+ HCP; 1NT 6-9 2NT 10/12 3NT 13/15 Balanced. No Major 2♦ Multi styke or GF with Diamonds 2♥♠ 12 HCP with bid suit and forcing 3 level Pre-emptive 4♥/4♠ to play;	After 2♦ system On Any bid by Opener after weak bid by responder is a game try or likely slam interest 17+ HCP	As far as possible we bid the same but no bid is forcing No Inverted Minors See Notes re responding by Passed hand to Opening
1♦	No	4	4♦	11-20 and always 4 + cards	1♥♠ Natural 4+ cards 7+ HCP; 1NT=6-9; 2NT 10/12 3NT 13/15 Balanced. No Major 2♣♦ Strong 12+ natural 4+ in bid suit 2♥♠ Weak Jump Shift 6/7 Cards and 6/8 HCP	Single raise is minimum opening and support INT Re-bid is 11-16 and 2♣ Asks Jump raise is 4 card support and 15/17 2NT is game try	See System Notes
1♥	No	5	4♦	11-20 HCP Balanced or unbalanced	1NT 5-10/11HCP Forcing unless by passed hand 3♣/3♦ Bergen 4 trump 9/11 or 6/8 Raise to 2 a noise and to 3/4 largely pre-emptive 2NT 4 Trumps Game Force 3♣ 4♣♦ Splinters, RKCB 3NT 13/15 ballanced 2♣ Weak jump shift No Fit good suit	INT re-bid is 11-16 and Responder uses Crowhurst to establish range etc Reverse is 15-17+ HCP and Natural Splinters. Single raise of responders suit will generally be 4 card support but can be choice with 3	As far as possible we bid the same but no bids forcing No Forcing No Trump and No Weak jump Shifts Jump bids are 5 suit+ fit Hxx
1♠	No	5	4♦	11-20 HCP As with 1♥	Much the same as for 1♥	Same as for 1♥	Same as for 1♥
INT				15-17 Semi- balanced Can have 6 card minor /5 card major	2♦ 2♥ Transfers to ♥/♠ 2C Demands 2D if not max with 5 Major (can be slam try) 2♠ Asks four range 2NT transfers to ♣♦ 3C and 3D Invite good suits 3♥/3♠ Splinters 4Clubs and 4D Strong transfers to Hearts/Spades	See Notes re Auction over INT and responders various bids	As from Un-passed hand
2♣	No	None			2♦ Relay/Negative Less than 2 Controls responses here 2♥ is 2 2♠ is 3 2NT is 3 Kings 3 level bids show suits but < than 3 controls	See detailed Notes re further auction	As from Un=Passed Hand
2♦	Yes	0		MULTI weak in either major or strong balanced 20/22 or strong in minor	2♥♠ to play if this is openers suit 2NT forcing enquiry See Notes re development of Auction		Same as un-passed. Transfers, Baron over 20/22 re-bid
2♥	No			6/7 Playing tricks in ♥ 13/15HCP OR 2 Suiter wiith 5 ♥/4/5 minor	2NT Forcing enquiry 2♠ 3♦ A better place to play 4♣ Modified RKCB		Same as un-passed
2♠	No	6		6/7 playing tricks ♠ 13/15 HCP or 2 suiter with SS and 4/5 Minor 8-11 Hcp	As for 2♥ 3♣ for shortage 2NT asks 3♥ Invites		Same as un-passed
2NT	Yes	5/5		5♣ 5♦+ in minors 7-12 HCP	Raises natural, 3 major Asking 4♣♦ RKCB	Length showing responses to major ask	Same as un-passed
3♣ 3♦	No			Pre-emptive 7 card suit but might be opened 6			Same as un-passed
3♥/3♠	No	7		Pre-emptive 7 card suit	Natural 4 minor Cue-bid 4NT RKCB		
3NT	No	7		Solid Minor No Outside stop	Responder passes with at least 1 in minors and side cards in other suits, 4♣ for conversion		
4♣ 4♦	Yes to ♥/♠	7		Always exactly 3 key-cards	4♥/4♠ are to play 4NT is RKCB (modified) Over 4♣ 4♦ is Cue bid and slam interest	HIGH LEVEL BIDDING Cue-bidding(First or second round control)	Defence to interference over RKCB DOP/ (Double = even; Pass = odd
4♥/♠	No	7/8					
4NT	Yes	7		Ace Ask	5♣=0; 5♦/♥/♠ 6♣ specific Ace; 5NT=2 Aces	Exclusion Key Card Blackwood 5NT King Ask – Promises all 5 key cards. 6♣=K♣; 6♦=K♦, etc but with 2 we bid the missing Quantitative NT only directly over opening 1NT opening or specific bid.	

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: <18 HCP
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
Immediate =15/18 systems on: Protective =10/16 (2C enquiry: responses: 2D = 10/12, 2H/S/NT = 13/14 nat, 3x= 15/16, 3 of their suit = stayman)
Sandwich 1NT = 16/18 systems off
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak except in 4 <sup>th</sup> seat
2NT = Lower 2 suits
(1x) - 3♣ or (1♠) -2♦ = Higher 2 suits Ghestem
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue = Extremes
Jump Cue asks for NT stopper
3C natural over short club (2+)
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL=Penalty over weak NT: 4M/5+ minor over Strong
2♠ = majors
2♦ = Long M (2NT=Enq: 3C=6/10,3D=11/13,3H/S=14+, 2 Major= Suit + minor
2NT=2-suiter
Reopening DBL by Passed Hand = Majors or minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O: 2NT=15/18
Cue = Strong T/O or stop ask
Leaping/Non-Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣
Dbl = Majors
1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
Transfer responses, Bergen and Drury responses apply

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	Low Attitude or 3 <sup>rd</sup> //5 <sup>th</sup>		
Other: K for Rev Count/UB: A/Q for Rev ATT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A or AK	A or AK	
King	A or AK or KQ or Kx	AK or KQ	
Queen	KQ or QJ	KQ or QJ or AQJ	
Jack	J10x: (K)J10x	J10x: (H)J10x	
10	10x: 109x H109x	10x:1098(x) (H)109:(x)	
9	:9x, H98x, (H)98x	9x (H)98x:	
Hi-X	even		
	odd		
Lo-X			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Count (ex A/Q)	Rev Count	Rev Count
Suit 2	S.P.	Suit Preference	
3	Low = Enc		
1	Rev Count (ex A/Q)	Rev Count	Rev Count
NT 2	S.P.	SP	
3	Low = Enc		
Signals (including Trumps):			
UDCA, SP, Rev Smith Peters			
Signals only used when helpful to partner			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
T/O to 4H			
Support DBL/RDBL= 3 of responder's suit (2-level)			
Lead directing			
Lightner			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DOPI: Dbl= 0; Pass= 1 1 <sup>st</sup> step = 2 no Q, 2 <sup>nd</sup> step = 2+Q			
ROPI:Rdbl= 0; Pass= 1, 1 <sup>st</sup> step = 2 no Q.....			

W B F CONVENTION CARD
CATEGORY: Natural Green
NCBO: Ireland
PLAYERS: Teresa Rigney Gay Keaveney
• EVENT: Sept 2018
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors, 2/1 GF
1NT=15/17 (may include 5M, 6m)
1♣ = 2+
Inverted Minors (also on over X )
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = weak: (6)
2♥ = weak
2♠ = weak
SPECIAL FORCING PASS SEQUENCES
After 2/1 response
After inv minor
After 2C opening
IMPORTANT NOTES
Lebensohl (Fast Arrival No Stop): over 1NT interference
Over DBL of preempts; when 2NT can't be natural
GOOD-Bad 2NT: After RHO overcalls at 2-level shows a desire to compete at the 3-level. (other bid shows extras)
PSYCHICS:

OPENING	ARTIFICIAL TICK IF		NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11 – 22 HCP	1NT=6/11, 2C=11+ , 2NT< 8 HCP with 5+clubs, 3C=9/10 with clubs, 2 D/H/S <8 6-cd suit	1♣ - 2♣, 4♣ RKCB 0314	
1♦		4	4♥	11 – 22 HCP	1NT=6/11, 2D=12+, 2NT<8HCP with D,, 3D =9/10 with D, 2H/S<8HCP 6-cd suit	1♦ - 2♦, 4♦ RKCB 0314	
1♥		5	4♥	11 -22 HCP	2NT=GF: 3♣=10/11 HCP, 3♦= 7/9: (4+♥) 3♠= SPL	1♥ - 2NT, 3C=Min. 3D=Non-Min no singl. 3H/S=Sgltm C/D,3NT=Sgtn M,4H=voidM	Drury: 10+HCP 3+♥s (2♣) While 2D promises 4
1♠		5	4♥	11 -22 HCP	2NT=gf, 3♣=10/11HCP, 3♦= 7/9: (4+♠) 3NT=13/15 with 3-cd	1S-2NT, 3C=min, 3D=non -min no spl, 3H/S=Sng C/D, 3NT=Sng M,4H=void M	Drury: 10+HCP 3+♠s
INT				15 – 17 HCP [5]	2C=Non-Prom Stayman: 2♦=♥TFR	SMOLEN: 1NT- 2♣, 2♦ - 3♥(4+♥ longer ♠s)	
				5-card Major possible	2♥ =♠TFR: 2♠ = ♣TFR (or strong both minors)	1NT – Dbl – Transfers (Rdbl = C or D/M)	
					2NT = ♦TFR (or wk both minors)	2C = D or M/M ; 2D = H; 2H = S; 2S = GF	
					3♣/ ♦ = slam-try:	Asks opener to bid suits up line. 2NT = 5/5	m/m
					3♥/♠ = Singleton: 4♠/♦ = ♥/♠, 4♥/♠= ♣/♦	.1NT – 2C – 2H – 4C = KC in H. 1NT – 2C – 2S – 4C = KC in S	
2♣	Yes			23+ bal or big hands	2♦ =4+hcp, 2♥=0/3, 2♠=8+ nat, 2NT=8+hcp 5+♥ 3♣/3♦=8+ hcp 6+cd suit	Jump by Opener sets suit	
2♦	Yes	6		Weak 6/10	Response at 2 level NF; At 3 level is forcing.	2NT Enq	
2♥		6		6/10 hcp			
2♠		6		6/10 HCP	2NT= INQ,		
2NT				20/2 HCP	3♣ = suits upwards 3♦/♥ = TFR: 3♠ = 5S+4H 4 C/4♦ =♥/♠ TFR(spare bid=cue):4H/S = C/D	2NT-3C, 3x – 4c/d = slam-try in bid suit	
3♣		6		Preempt	New suit = F1		
3♦		6		Preempt	New suit = F1		
3♥		7		Preempt	New suit = F1		
3♠		7		Preempt	New suit = F1		
3NT		7		Solid minor	4D shortage enq then 4H/S/5Om shows, 4NT no	3NT-5D = P/C	
4♣		7		preempt			
4♦		7		preempt			
4♥		7		preempt			
4♠		7		preempt			
4NT				Specific A ask	5C = 0; D/H/S = A; 5NT = 2; 6C = CA		
5♣				Nat Preempt		HIGH LEVEL BIDDING	
5♦				Nat Preempt		RKCB = 1430: Exclusion/Minorwood RKCB=0314	
5♥				Nat	6H = A/K, 7H= AK	DOPI, ROPI	
5♠				Nat	6S = A/K, 7S = AK	Cues: 1 <sup>st</sup> & 2 <sup>nd</sup> equally below game	
5NT				Minor 2- suiter			