

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide ranging at 1 level, sound at 2 level.
New suit forcing by unpassed hand
Cue shows support with about 10+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 direct or live in 4 th seat. 10-14 in protective position
System on.
10-14 in protective position. 2C is range + major enquiry
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak with respect for vulnerability
2NT in fourth seat is about 19-21
Direct 2N is lowest two unbid suits 5+/5+
4th seat: intermediate 10-13 with 6+suit
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels
Jump cue is stopper ask – usually with a running minor + stopper(s)
Cue of weak 2 is 5/5 2-suiter (Other major +minor or majors)
VS. NT (vs. Strong/Weak; Reopening;PH)
If 1NT range includes 14 or less, X in 2 nd or 4 th seat is 15+. Then takeout double of one suit.
2C both majors; 2D response asks better M; may be invite
2D one suited major; 2M response pass/correct; 2N ask
2H/S show 5 that suit 4+ either minor. 2N enquiry then 3C/D weak, 3H/S good with corresponding minor.. 3C pass/correct
X by passed hand is majors or minors and about 9-11
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X takeout; Jump to 3M is about 15-17 good suit
(2M) 3M is 5OM+5m
(3m) 4m is majors 5+/5+
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Strong club: X/1D show good hands with C/D. 1N/2C/2D=CRO
Strong 2C: X=majors, 2N=minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX=10+ subsequent Xs are penalty; new suit F1
Jumps are fit showing over 1D/H/S (X)
Jumps to 2 and 3 level are weak over 1C (X)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th/2nd From Poor Suits	4th/2nd From Poor Suits	
NT	4th/2nd From Poor Suits	4th/2nd From Poor Suits	
Subseq	Low to encourage continuation/high to discourage.		
Other: Low from Hxx			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK asks attitude	AK asks attitude	
King	AK or KQ asks count	AK or KQ Asks count	
Queen	KQ or QJ asks attitude	same	
Jack	(H)JT(x+)	(H)JT(x+)	
10	(H)T9(x+)	(H)T9(x+)	
9	H98(x+) or 9x	H98(x+) or 9x	
Hi-X	xXx(x+)	xXx(x+)	
Lo-X	HxX HxxX(x+)	HxX HxxX(x+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Standard count	Even enc, Odd SP
Suit 2	Current count	Suit preference	Current count
3	Suit preference		Suit preference
1	Reverse attitude	Standard count	Even enc, Odd SP
NT 2	Current count	Suit preference	Remaining count
3	Suit preference		Suit preference
Signals (including Trumps):			
When following with low trumps we show suit preference			
Hi-low is even or discouraging			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or about 18+ HCP			
Can be as weak as 9 HCP with ideal shape			
First double from both sides is takeout except after preempt or in forcing auctions.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX: opener's X or XX when responder has shown a major shows 3 cards if we can still play at the 1 or 2 level.			
Game try X - if we've bid and raised a major, and there's no space for game try (eg 1S (P) 2S (3H) - X is a game try.			

W B F CONVENTION CARD
CATEGORY: Open
NCBO: CBAI
PLAYERS:
Ciaran Coyne David Walsh
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Mini NT (10-13) non vul, strong NT vul and 4th seat.
1C =clubs or balanced
1D=natural, unbalanced
2/1 Game Forcing
Third in hand openings are wide ranging and can be light with a good suit
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT 10-13 non vul in seats 1,2,3
2D = both majors weak or 18/19 balanced
Transfer rebids after 1D (P) 1M
SPECIAL FORCING PASS SEQUENCES
When we're in a GF. When we bid game constructively.
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TI CK IF AR TI FI CI AL	MIN . NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	5S	Clubs or a balanced hand		Support X, XX. 1C-1X-2N=6C3X forcing	New suit F1, Support X/XX of 1M if we can still play 2M
1♦		4	5S	4+diamonds unbalanced	Natural	Transfer rebids after 1D (P) 1M	“
1♥/♠		5	5S	5 cards in 1/2/4 seat, can be good 4 in third seat	2m=nat GF. 1H2S or 1S/3H=3 card limit. Single raise 3 card 6-9, jump raise weak, 3C/D=4 card raise 10-11/7-9. 2N 4 card support GF		2C/2D by passed hand is 9+ with 3 or 4 card support
INT			4H	10-13 non vul in 1,2,3 seat	Stayman, 2D/H/S/3C=NF, 2N=GF. 3D/H/S=GF	X=penalty	After overcall 2NT, 3C, 3D, 3H invitational transfers. X=TO/cards.
				15-17 vulnerable and 4th seat	Stayman, 4suit transfers. 3m=55 minors inv/GF 3H 3=1=(4-5) GF; 3S 1=3=(4-5) GF	Break M transfer with good support. Accept m transfer with fit.	2N=leb, X=takeout
2♣	x			weak with diamonds or 22+ balanced or any GF	2D=to play if weak, 2N=inv+ ask 2H/2S/3C=inv 3D/H/S = nat GF	If opener rebids a suit, next suit up shows misfit with <6 points	After overcall, X=penalty, new suit = F.
2♦		5		weak both majors or 18/19 balanced	2M to play opposite the weak hand, 3M=inv, 4M to play. 2NT inv+ enquiry	2D-2M-2N=18/19 bal	After X pass is to play 2DX After overcall, X penalty
2♥		5		3-10 HCP	2S constructive, 3new suit F1. 2N ask	Over 2N show feature if good. 4new=65	After overcall, X penalty
2♠		5		3-10 HCP	New suit F1. 2N ask	Over 2N show feature if good. 4new=65	After overcall, X penalty
2NT				20-21	Baron, transfers, 3S minor ask, Gerber		
3♣		6		Preempt	New suit F1	-	
3♦		6		Preempt	New suit F1		
3♥/♠		6		Preempt	New suit F1		
3NT				Solid minor in 1 or 2 seat. To play in 3 or 4 seat	4C pass/correct. 4D asks singleton. 4M to play 4N asks length	Over 4D, 4H no shortage, then show in steps. Over 4N, 5C=7, 5D=8.	
4♣/♦		7		Usually 7-4 or 8 cards with 3 or fewer controls (A=2 K=1)	4M to play. 4N keycard		
4♥		7					
4♠		7					
4NT				Specific ace ask	5C none 5D/H/S that Ace. 5N=CA. 6C=2Aces		
5♣		7		Preempt	New suit = cue	HIGH LEVEL BIDDING	
5♦		7		Preempt	New suit = cue	RKCB 1430	
5♥		7		11 trick hand missing top 2	Raise with top honour	After interference, X or XX is the first step	
5♠		7		11 trick hand missing top 2	Raise with top honour	When no space to show steps, X shows 1/3 and pass shows 0/2/4	