

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Up to 17hcp
Responses: New suit is forcing
UCB with 3 card support & 10+ pts; 2NT with 4+ support & 10+ pts
(1nt) – P – (xfer) : xfersuit is takeout
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos: 15-17 sys on
4 th pos: 10-14 sys on
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: weak
2-Suit: Ghestem weak or v. strong; 4 th suit nat, forcing; After artificial club 2d for M and 2c is c suit
Reopen: 11-15 hcp, 6+card
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue is Ghestem, except 1C-2C = Nat
Jump Cue initially asks for stopper for NT Cue in balancing position shows strong 2 suiter hand
VS. NT (vs. Strong/Weak; Reopening;PH)
ANTI: 2C= 5+D or both majors; 2D = 5+H or 4S and longer minor; 2H = 4Hs and longer minor; 2S = Spade suit
X is penalties
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Vs weak2: leb after X; 2NT 16-18 sys on; leaping Michaels
Vs multi 2D: 2M 4+, 2NT 16-18 sys on
Vs 2-Suit overcalls e.g. Michaels: X pen, Inv cue bids
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DONT with X = one suit and any bis is that suit + one higher
OVER OPPONENTS' TAKEOUT DOUBLE
XX hand ownership; 8/9+ points
New suit non forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and 5 th , MUD	Count or Honour	
NT	4 th , MUD	Count or Honour	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	AK+; KQ+	AK+; KQ+	
Queen	KQ+	KQJ+; KQT+	
Jack	QJ+	QJ10+; AQJ+	
10	J109+; KJ109+	J109+; A/KJ109+	
9	109x; 9x	109x; 9x	
Hi-X	Doubleton	Doubleton	
Lo-X	Mud or 4th	Mud or 4 th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Attitude	Standard Count	O+2=Enc; E-2=S/P
Suit 2	Standard Count	Suit Pref	
3	Suit Pref		
1	Rev Attitude	Standard Count	O+2=Enc; E-2=S/P
NT 2	Standard Count		
3			
Signals (including Trumps):			
Re Att, Standard Count , Odds+2 & Even-2, rev smith peters, suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 5Ds			
7 loser hands or better			
Resp: cue is GF, system on over NT resps.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X through 5D (1 level 6+pts, 2 level 8+pts, 3 level 10+pts)			
SOS XX			
X of artificial bid shows that suit			
Lightner X for slams			

W B F CONVENTION CARD
CATEGORY: NATURAL (Green)
NCBO: Ireland
PLAYERS: Hilary McDonagh & Peter Stewart
October 2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors (semi-F 1NT), open heavy 1-bids; respond very light; 2/1 GF
Weak NT; 11-14;
Inverted minors
2C – 9+ playing tricks, balanced 23+
2D/2H/2S – weak; < opening bid
2NT – balanced, 20-22
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Opening bid of 4C = strong 4H; 4D = strong 4S. 8 or 8.5 playing tricks: with 3 keycards
LEBENSÖHL-SAOM direct cue no stop no other M. direct 3N is stop no other M. through 2N then 3N is stop and other M. Cue through 3N shows other M but no stop
ESCAPING FROM 1NT DOUBLED - DONT
SPECIAL FORCING PASS SEQUENCES
Opps overcall a suit (or X) over our Cue/SPLinter/Art. Bid
X (or R) 1 st round control of the opp's suit
IMPORTANT NOTES

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1C		3	5D		1D 3+ cards ;1NT 8-10; Inv minor, 2NT 13-15; 3NT 16-18	1 NT 15-17.; 2C then inv and 2D GF, 2NT 18-19	
1D		3	5D		1M 3+ cards 1NT 8-10; 2D inv minor, 2C F1; 2NT 13-15;		
1H		5	5D		1NT 6-12; 2x GF; 2NT limit +	New suit by opener below 3M game try looking for help / shortage in that suit, above 3M cue=	All inv hands with hearts bid 2C and any non 2H response shows real opening
1S		5	5D		As for 1H	As For 1H	As above
INT				11-14, maybe single honour; 6 card minor; 5 card major	4 suit transfers; texas	Lebensohl-Slow shows OM over interference	
2C	✓	0	N\A	All strong hands inc 9+ playing tricks and 23+ balanced	2D 0/1 control, 2H 2 controls, 2S 3+ controls, 2NT good suit with 4 of top 5 honours, 3x= solid suit	2C-2D-2H GF; puppet stayman over 2NT 2C – 2NT – 3C enquiry	
2D		5	N\A	Weak with 5+ ♦; usually 6+	2NT enquiry; new suit is F1R 3C singleton ask	Feature showing	
2H		5	N\A	Weak with 5+ ♥; usually 6+	2NT enquiry; new suit is F1R 3C singleton ask	Feature showing	
2S		5	N\A	Weak with 5+ ♠; usually 6+	2NT enquiry; new suit is F1R 3C singleton ask	Feature showing	
2NT			N\A	20-22 Balanced	3C-puppet, 3D\H – Trx, 3S – both minors or minor slam try		
3C		6	N\A	Weak with 6+ ♣; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3D		6	N\A	Weak with 6+ ♦; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3H		6	N\A	Weak with 6+ ♥; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3S		6	N\A	Weak with 6+ ♠; usually 7+	New suit – 6+ suit F1R; jump to any game to play		
3NT	✓		N\A	Long minor with at most one outside stopper			
4C	✓			Namyats with 3 keycards			
4D	✓			Namyats with 3 keycards			
4H				Pre-empt		HIGH LEVEL BIDDING	
4S				Pre-empt		RKC-M 1430 inc void responses	
4NT	✓			Specific Ace Ask		RKC-m 3014 inc void responses	
5C				To Play		5NT specific K ask	
5D				To Play		1m – 2m – 4m RKC; 1m- 2m – any – 4m RKC	
5H				Bid 6 with 2 of top 3 Hon		Gerber 1 st bid over NT	
5S				As for 5H		Cues 1 st 2 nd below game; 1 st above game	
						Forcing Pass	