DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE						
1 level – 8 – 17 varies with vul/position			Lead		In Partner's Suit		
2 Level – 10 – 17 varies with vul/position	Suit		2/4	2/4			
Ghestem (– cue extremes; 2NT lowest; 3♣ highest) weak or	NT		2/4	2/4			
strong	_						
Over 1♣ 2♦ shows Majors		Subseq 2/4		2/4			
	Other: Si	nith Pet	er – hi lo = enc				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						
14-18 2 nd seat and 10-15 in 4th	Lead		Vs. Suit		Vs. NT		
System on over any 1NT (including protective)	Ace		Att (Ax, AK)		Att (Ax, AK)		
	King		Count (AK, KQ)		Count (AK, KQ)		
	Queen		Att (KQ or QJ	or AQJT) QJT	Att (K	Q or QJ or AQJT) QJ	
	_	Jack		AJT, KJT, JTx		AJT, KJT, JTx	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10		79x, T9x, Tx		T9x, Tx	
Jump overcalls – Weak		9		H98x, 98x, 9x		98x, 9x	
Unusual 2NT – Lowest 2 suits (Ghestem)		Hi-X		Even			
3♣ - Ghestem highest suits		Lo-X Odd SIGNALS IN ORDER OF PRIORITY		LODIEN.	Odd		
DIDECT & HIMD CHE DIDC (C4-les Demands Deanes)	SIGNAL		r's Lead		1	Discarding	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Cue = Ghestem (1x-2x = Highest + lowest)	┥├──,			Declarer's Lea		Count (Hi/Lo=Even)	
Cue = Gnestem (1x-2x = Hignest + Iowest) 1M-2M = OM + clubs; 1 - 2 = Majors		Suit 2 Suit pre		Lo=Even) Count (Hi/Lo= Suit pref		Suit pref	
IM-2M = OM +ctubs; I ♣-2 ♦ = Majors Jump cue – solid suit stopper ask	Suit 2	Suit pi	C1	Suit prei		Buit piei	
Jump cue sonu suit stoppet ask	+ 	Count	(Hi/Lo-Even)	Count (Hi/Lo=	Even)	Count (Hi/Lo=Even)	
VS. NT (vs. Strong/Weak; Reopening;PH)		2 Suit pr				Suit pref	
Dble is penalty oriented	111 2	2 Suit pi	CI	Suit pici		Suit pici	
2♣ = ♦'s or Majors	Signals (' includin	a Trumps):				
		Signals (including Trumps):					
2 ♦ = ♥'s or 4 ♠'s + longer minor 2 ♥ = 4 ♥'s + longer minor		On partner's A or Q, low encourages; K for count Hi-lo in trumps 3 trumps looking for ruff					
	111-10 III (rumps 2	aumps iooking	DOUBLES			
2♠ = ♠'s				DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	_	TAKEOUT DOUBLES (Style; Responses; Reopening)					
Dbl = T.O.; leaping Michaels	Up to 4	•					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	1 -						
1NT = major/minor. 2♣ = good clubs. 2♦ = majors. $2 \checkmark /2 $ = weak	SPECIA	L, ART	TIFICIAL & C	OMPETITIVE	DBLS	/RDLS	
2NT = minors. 3♣ = weak clubs. Dble = good hand.	Support 1	Dble/Re	double				
OVER OPPONENTS' TAKEOUT DOUBLE	d						
2NT = good raise							
1/3 Level forcing, 2 level NF							

W B F CONVENTION CARD

CATEGORY: Natural

NCBO: Ireland

PLAYERS: Terry Walsh & Derek O'Gorman



SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4-card suits (Major before minor), 15-17 NT, Benjamin Twos,

2/1GF, RKC 4130

4 transfers over 1NT opening

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1NT = 15/17

2 = 20-22 or 8 playing tricks

 $2 \blacklozenge = 23-24 \text{ bal or GF}$

Weak 2♥/2♠ οπενινγσ

NT Opening = minors, weak

Lebenshol - (Slow Arrival No Stop also over reverse)

2♣/♦ (inv/GF) relays over opener's 1NT rebid

1M – 2♣ is nat GF or inv with major support

2NT in competition – good raise

Support dbl and redbl

SPECIAL FORCING PASS SEQUENCES

Over GF sequence Pass Forcing

IMPORTANT NOTES

PSYCHICS: Rare

J.	IF	NO						
OPENING	TICK IF ARTIFICIAL		NEG DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING	
1.		4	4 •	11+ 4+ ♣ 's	Inverted minor; 2 ◆ strong, 2 ♥/ ♠ weak; 2NT natural	After 1NT rebid 2♣/♦inv/GF relays		
1 •		4	4 •	11+ 4+ ♦ 's (with 4/4 minors)	Inverted minor; 3♣ weak; 2M=weak	After 1NT rebid 2♣/♦inv/GF relays		
1♥		4	4 •	4+♥'s 11+ (with 4/4 majors)	1NT – 6-11 NF, 2♣ Nat GF or inv ♥ (9); 2NT = GF support(10); 3NT=13-15; 3♠ = splinter; 4♠ natural	After 1NT rebid 2♣/♦inv/GF relays After 2♣ 2♦ 5+ ♥; 2♥ 4H and 11-14		
1 🛦		4	4 •	4+ ♠ 's 11+	(9)1NT – 6-11 NF, 2♣ Nat GF or inv ♠(9); 2NT = GF support(10); 3NT=13-15;4♥ nat, 1♠ - 3♥ = splinter	After 1NT rebid 2♣/♦inv/GF relays After 2♣ 2♦ 5+ ♠; 2♠ 4S and 11-14		
INT				15-17 may be unbalanced	Non promissory Stayman; 4 way trx's $3x = \text{slam try}$	Break Major transfer= super accept Bid m in response to minor Tx = like suit		
2*	✓			20-22 Bal or 8 playing tricks	2 ♦ = relay; any other bid good suit & natural	2NT = 20-22 (other bids natural nf) Puppet stayman and tramsfers		
2♦	✓			ART Str GF unless rebid 2NT	2♥ = relay; any other bid positive & natural	2NT = 23-24 (other bids natural GF) Puppet Stayman and transfers		
2♥				5+♥'s (weak), normally 6	2NT Ogust enquiry (P before Q) New suit forcing; splinters			
2.				5+♠'s (weak), normally 6	2NT Ogust enquiry (P before Q) New suit forcing; splinters			
2NT	√	5+/5+		Both minors weak	3m to play. 3NT to play; 3M natural 4m forcing			
3 .		6+		6+ ♣ 's 2-10 hcps	3x nat 1RF. 3NT to play			
3♦		6+		6+ ♦ 's 2-10 hcps	3x nat 1RF. 3NT to play			
3♥		(7+)		7+ ♥ 's 2-10 hcps				
3♠		(7+)		7+ A 's 2-10 hcps				
3NT	√	7+		Long solid minor no outside stop	4♣ pass or correct. 4♦ ask for singleton. 4M control ask in Major			
4♣/4♦ 4♥/4♠		7+(8+)		7+ suit, preemptive				
						HIGH LEVEL		
						Key Card Blackwood (14;30) and Exclusion KCB (30;14)		
						ROPI and DOPI over interference with Bl	ackwood	