

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
General Style:- Sound when Vulnerable
Minor Suit O/Call - always good suit (lead directing)
Responses:- Direct Raise primarily barrage/pre-emptive
Unassuming Cue Bid 6 used as Invite.
Change of Suit/NT - Constructive
Jump Cue Bid:- Mixed Raise
INT OVERCALL (2nd/4th Live; Responses)
2 nd Pos 15-17 - Responses: Stayman & 4 Suit Transfers
4 th Pos 10-14 - Responses: Stayman & 4 Suit Transfers
If NT Overcall is Doubled:- BASIC Helvic applies.
If openers partner raises his suit to 2 Level – Lebensohl applies
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6 Pre-emptive, but can be up to minimum opening values in 3 rd Seat if partner has passed opening.
Responses: Natural, Pre-emptive, 2NT range enquiry (if available).
Unusual NT 6 Lower 2 Suits -or other suits (if opps bid 2 suits).
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct:- Michaels 6 Over Minor shows majors, Over major shows Other major + unspecified minor - at least 5/5).
Responses:- Raise 6 Barrage, 2NT 6 Enquiry, 3C 6 pass/correct.
Jump Cue Bid:- Splinter.
VS. NT (Note alternates VS Weak & Strong NT).
Capelletti:- Dbl = Penalty, 2C = Single suited hand, 2D = Majors, 2H = H + Minor, 2S = S + Minor, 2NT = Minors.
Responses:- 2NT generally range enquiry, Raises pre-emptive. All as above against Weak NT (12-14) ONLY.
Versus Strong NT:- Dbl = Single Suited Hand, and 2C=Minors.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = Take Out / Optional
3NT = To Play
New Suit = Suit + Values.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong 1C - Truscott.
1D = D+H, 1H = H+S, 1S = S+C, Dbl = C+H, 1NT = D+S
All of the above with less than 13HCP.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+ HCP 6 denies length in openers suit.
Normal Bergen raises of Majors.
Raise = Preemptive / Natural
New Suit = Natural and FIR (1 Level), GF (2 Level not passed hand)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , Top Sequence,	If supported in auction	
NT	MUD, Second highest	Lead highest from 3 rags	
Subseq	From 4 Small. (All same)	Lowest from 3 otherwise.	
Other: Ace for Attitude, King for Count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count	
Queen	Attitude	Attitude	
Jack	∅	∅	
10	∅	∅	
9	Doubleton or Singleton	Doubleton or Singleton	
Hi-X	Discouraging	Discouraging	
Lo-X	Encouraging	Encouraging	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Roman Discards
Suit 2	Count	Suit Preference	Odd = Encourage
3	Suit Preference	(Only when needed)	Even = Suit Pref
1	Attitude		
NT 2	Count	Same as for Suit	Same as for Suit
3	Suit Preference		
Signals (including Trumps): Suit Preference where appropriate.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style : Sound / Natural			
Responses:- Natural, Cuebid opener suit to request doubler to Choose demonination.			
Balancing Position:- Treat as 3HCP weaker than in direct seat.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Doubles up to 4S			
Helvic RDBL over Dbl of 1NT			
Support Doubles (showing 3 card support for responders major) up to 2H.			

W B F CONVENTION CARD
NCBO: C.B.A.I.
PLAYERS: DIARMUID REDDAN
JOHN PHELAN
Draft 07 – 17th January '20
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 OVER 1, 15-17 NT, 5 Card Majors, Benjamin 2♠.
Inverted Minors.
1C Can be 3-Card Suit.
1D Can be 3-Card Suit (only if exactly 4-4-3-2 shape).
XYNT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
6XYNT6 - After Opener Rebids 1NT:-
2C = Puppet to 2D (either invitational or weak with D)
2D = Game Forcing
2NT= Puppet to 3C (various GF hands or weak with C)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: VERY RARE

