

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position. Jump fit
2 level – 10 – 17 varies with vul/position
Ghestem (2) (cue=extremes, 2NT=lowest, 3C=highest)
Except 1C – 2D = majors and 1C – 2C nat, 1C – 3C extremes
Weak or Strong hands
Defence – bid of lower suit = 4 th suit good hand
INT OVERCALL (2nd/4th Live; Responses; Reopening)
(14)15 – 17 (18) 2 nd seat and 10-14 4 th seat
System on over any 1NT incl protective. Redble = weak minor
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – weak
Ghestem – any strength
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Ghestem. Any strength
Jump cue=solid suit stopper ask
4 level cue after weak 2 opening = void in suit
VS. NT (vs. Strong/Weak; Reopening;PH)
Dble=pens
2C = MM
2D = M
2H = H/m
2S = S/m
4 th hand X = C and Major
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dble = take out
Dble of weak jump O/call = GF
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1NT = major/minor. 2C = good C. 2D = majors. 2H/2S = weak
2NT = minors. 3C = weak C. Dble = good hand.
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = supportive raise
New suit F1 after overcall

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2/4	2/4	
NT	2/4	2/4	
Subseq	2/4	2/4	
Other: Rev Att			
Smith Peter – hi lo = like			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Rev Att (Ax, AK)	Rev Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Rev Att (KQ, QJ, AQJT)	Rev Att (KQ, QJ, AQJT)	
Jack	AJT, KJT, JT _x	AJT, KJT, JT _x	
10	HT9 _x , T9 _x , 9 _x	HT9 _x , T9 _x , 9 _x	
9	H98 _x , 9 _x	H98 _x , 9 _x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Normal count	Normal count	Normal count
Suit 2	Suit Pref	Suit Pref	Suit Pref
3			
1	Normal count	Normal count	Normal count
NT 2	Suit Pref	Suit Pref	Suit Pref
3			
Signals (including Trumps):			
Rev Att, Normal Count. A or Q = att. K = count			
Hi-lo trumps = looking for a ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4D			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dble/Redble			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Ireland
PLAYERS: Peter Pigot Derek O'Gorman
EVENT (Camrose 2024) 13 Oct 2023
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
4 card suits (major before minor) except 3 x 4 card suits with single H, then open 1D
15/17 NT, 2D Ekrens or 18/19 bal. 2H/2S weak
2/1 GF. 1430 RKC
4 suit transfers over 1NT opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT = (14)15 – 17(18), can have a singleton, 6 card m, 5 card M
2D, weak Ekrens or 18/19 bal
Weak 2H, 2S openings
Lebensohl = SANS (also after reverse)
2C/2D weak D or (inv/GF)(XY) relays over opener's 1NT rebid
2NT in competition = good/bad. 11+ or relay to 3C (weak hand)
Support dble/redble
Fit jumps in competition = 5m and 4 card support
SPECIAL FORCING PASS SEQUENCES
Over GF sequence, Pass = F
IMPORTANT NOTES
PSYCHICS: Very rare. Can be light 3rd in hand NV vs V

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4D	11+ nat	2D/2H/2S = weak (3)4 – 6(7) 2NT = nat 11/12 2C = GF (NF after interference)	After 1NT rebid, 2C/2D = art or weak D/GF Relay. After response, 2C = Gazilli	1C (1NT) 2C = majors
1♦		4	4D	11+ nat (with 4/4 minors)	3H/2S = weak (3)4 - 6(7) 3C=6+ 3NT game try 2NT = nat 11/12 2D = GF (NF after interference)	After 1NT rebid, 2C/2D = art or weak D/GF After response, 2C = Gazilli	1D (1NT) 2C = majors
1♥		4	4D	11+ nat (with 4/4 majors)	1NT = 6/11 NF. 2NT = H GF. 3NT = 13/15 4H. 3m = 6+inv 3H/3S/4C/4D = spl. 2NT = good/bad after overcall.	After 1NT rebid, 2C/2D = art or weak D/GF relay. After response, 2C = Gazilli	
1♠		4	4D	11+ nat	4S = nat. 2C Drury after 1H 3 rd in hand 1NT = 6/11 NF. 2NT= S GF.3NT = 13/15 4S. 3m = 6+inv. 3H/4C/4D = spl. 4H = nat. 2C Drury after 1S in 3 rd seat. 2NT = good/bad after overcall	After 1NT rebid, 2C/2D = art or weak D/GF relay. After response, 2C = Gazilli	
INT				15 – 17 may be unbalanced	Non prom Stayman. 4 way transfers. 4D/4H = xfers	Break M = super accept.	
					3x = slam try 4C = gerber 4S = minors Smollen.	Bid m in response to m transfer = like suit	
2♣	✓			23-24 Bal or 9 playing tricks. Kokish	2D = relay. Any other bid = good 6 card suit and Nat	Over 2NT rebid, 3C = puppet, transfers and 3S/3NT = minor slam try. 4C = ace ask. 4D/4H = transfers	Dble after o/call = 6+. Pass = < 6
2♦	✓			Weak both majors or 18/19 bal	2M = to play. 2NT = enq.	After (X) XX = no pref and 3C = to play After 2NT response (same as our 2NT open)	
2♥		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3H with min. New suit = F1. Splinters		
2♠		(5)6		Weak (5)6 – 10 pts	2NT = feature ask, bid 3S with min. New suit = F1. Splinters		
2NT	✓			20-22 Bal	3C = puppet, xfers and 3S/3NT = minor slam try 4C = ace ask. 4D/4H = transfers. 4NT = quan		
3♣		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♦		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♥		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3♠		(6)7		6+ 2-10 HCP	New suit = F1. 3NT to play		
3NT	✓	7+		Long solid minor, no outside stop	4C = pass/correct. 4D = asks for singleton. 4M = to play	4NT = singleton minor	
4♣		(7)8		Pre emptive in style			
4♦		(7)8		Pre emptive in style			
4♥		(7)8		Pre emptive in style			
4♠		(7)8		Pre emptive in style			
4NT				Specific Ace ask	5C = no Ace 5NT = CA. 6C = 2 Aces		
5♣		8+		Pre emptive in style		HIGH LEVEL BIDDING	
5♦		8+		Pre emptive in style		RKC Majors (1430) and Minors / Exclusion KC (1430)	
5♥		8+		Pre emptive in style		DOPE (odd/even) and ROPI (0,1) over interference after RKC	
5♠		8+		Pre emptive in style		And XX = 1 st round. Pass = tell me more	

