

# SYSTEM CARD 2023v2 – Front

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Less space taken up the better the suit in general. Often use 2NT to show good 4 card raise
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18
11-14
System as over 1NT, Transfer into their suit usually 5431 shapes with 3 good cards in the other major.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Reopen: 14-17
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels or ask for stop
<b>VS. NT (vs. Strong/Weak; Reopening)</b>
2♣ = Majors, 2♦ = single suited major
2♥ = 5♥4m. Double = Penalty
Double = 4-4 in majors or minors or Diamonds by passed hand
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O, Leaping and Non-Leaping Michaels
VS. STRONG 1♣ or 2♣. X = 4+ 4+ in Majors, 1NT 4+ 4+ Minors

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> & 4th	same	
NT	2 <sup>nd</sup> & 4th	same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x)	AK	
King	AK(x)(x)	Strong headed by A or K	
Queen	KQ	KQ Or QJ even AKQx	
Jack	J10	HJ10, J10(x)	
10	1098, 10x, H109	H109, 1098	
9	J9x, 109x(x), 9x	H98, 9x	
Hi-X	2 or 4	2 or 4	
Lo-X	Often 3	Often 3	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Count	Rev Count	Rev Count
Suit 2	Rev Att on A, Q		rare rev attitude
NT 1	Rev Count	Rev Count	Rev Count
2	Rev Att on A, Q		rare rev attitude
Signals: Smith Peters (Hi Disc form opener, Lo Disc responders)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
9+ in 4th			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Doubles & Redoubles,			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: / G R E E N</b>
<b>NCBO: / IRELAND</b>
<b>PLAYERS: Peter Goodman / Dan McIntosh</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1 Game forcing
5 Card Majors / Semi Forcing 1NT
1NT = 15(14+) to 17, may have singleton honour.
1♣ = 2+ Cards bid on all weak NTs 1 <sup>st</sup> /2 <sup>nd</sup> seat.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2♦ 9-13 with 6+ Clubs (maybe weaker in 3rd)
3♣ Weak Pre-empt 5-5 in minors
3NT Good 4 level minor Pre-Empt
Good / Bad 2NT in competition
Many transfers in Competition
Modified Bergen Responses to 1 of Major
<b>SPECIAL FORCING PASS SEQUENCES</b>
When we have bid or committed to game in a constructive manner
<b>PSYCHICS: Very Rare</b>

SYSTEM CARD 2023v2 – Back

	ART	MIN	NEG DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	All weak NT can include 5♦	Transfer Replies, 2♣//♥ weak, 2NT = 5♣/4♦ and 9-11	Transfers after 1/♥ / 1♣ over-call 2♣ rebid may only be 4 if 1444 shape	Good Bad 2NT / usually 5c/4d rather than 6c.
1♦		4	4♣	Usually 5 in 1s <sup>t</sup> /2 <sup>nd</sup> seat.	2NT = 5♣/4♦ and 9-11, Inverted Minors	1NT Rebid is Forcing, 2NT rebid 4 is a good 4 card raise. Transfers with 2♣/♦ rebids	Good Bad 2NT
1♥		5	4♣	Usually sound 1 <sup>st</sup> /2 <sup>nd</sup> unless Fav	2NT = Jacoby, Mod Bergen *1	Splinters, Fit Bids by Passed hand	Good Bad 2NT
1♠		5	4♣	Usually sound 1 <sup>st</sup> /2 <sup>nd</sup> unless Fav	2NT = Jacoby, Mod Bergen *2		Good Bad 2NT
					2♣ Drury. Fit jumps	Non-Serious 3NT	Some Transfers in comp
INT				14+ to 17 can have 5M,6m and Singleton Honours	3 level shortage, 4 level transfers 4♣/♦ Transfer to ♥/♠	Modified Stayman will disclose some 5 card Major suits or max with good 4 card suits	Some Transfers by Passed Hand
2♣	yes			Big Hand or 9 playing tricks	2♦ Negative or balanced	Reverse Kokish after 2♦ replies	
2♦	yes			6♣ (9-13)	3♦ FG enquiry looking for major fit, 2N Enq		
				Can be weaker in 3 <sup>rd</sup> seat	2♥/♠ non force		
2♥		5		5-11 (good at Red)	2N Enquiry for feature		
2♠		5		5-11 (good at Red)	2N Enquiry for feature		
2NT				20-22	3♣ Puppet, 3♠ relay to 3N minor suited hand 4♣/♦ Transfer to ♥/♠		
3♣	yes	5		Weak Both Minors			
3 level		6		Weak	Jump bids (eg 5♣) are Asking in the suit bid		
3NT	yes			Good minor suit	4♣ Pass or Correct, 4♦ Asks		
4♣/♦				Nat 7+			
4♥/♠				To Play Usually 7 or 8			
4NT				Ace Ask	5♣ None, 6♣ = A♣		
					<b>NOTES</b>	<b>HIGH LEVEL BIDDING</b>	
					*1 / *2 Modified Bergen	RKCB 4130, Minor Wood	
					Over 1♥	over 1♠	Exclusion 4130, followed by specific king ask 5NT
					2♣ 9-11 3 card raise 3♣ 10-12 4 card raise 3♦ 8-10 4 card raise	3♣ 9-11 3 card raise 3♦ 10-12 4 card raise 3♥ 8-10 4 card raise	Dopi / Ropi 5♣5N pick a slam Some high-level suit asks (rare) 3♥5♣