

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
One Level 8-17
Two Level 10-17 (varies with VUL & position)
New Suit FIR, UCB with support; or with 12+ and stuck
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 in 2 nd sys on
12-14 in 4 th (10-14 NV) sys on
JUMP OVERCALLS (Style; Responses; Unusual NT)
WJO when non VUL
2NT = 2 lower
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels (Note 2)
Jump cue = stopper ask for NT
VS. NT (vs. Strong/Weak; Reopening; PH)
MultiLandy
2NT = any 2 suiter, usually the minors
3X = pre emptive
X vs WK NT = penalties
X vs STR NT= 4M/5m with reply 2C for M and 2D for minor
VS. PRE (Doubles; Cue-bids; Jumps; NT Bids)
X=T/O with Leb, CUE = stopper ask for NT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
NAT O/C and Jumps
OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ NF, no support, no 5 card suit. Subsequent X = PEN

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th /2 nd , MUD	same	
NT	Same	same	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax		
King	AKQx, AKx, KQJx, KQxx, AK	AKQJxx, KQ10x	
Queen	QJTx, QJ98	QJTx, QJ98	
Jack	JT98	JT98	
10	T98x, T9x, Tx		
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 REV ATT, (K: stnd count)	Count	Odd = Like E = S/P
	2 Count	Suit Pref	Count
	3		
NT	1 Same as above		Same as above
	2		
	3		
Signals (including Trumps): Trump Echo			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Might be light with extra shape. Through to 3S			
1NT (nat RESP by opps) X= T/O			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG X = 6-8 at 1 level, 9+ at 2 level			
X ART bid = L/D			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: CBAI (Ireland)
PLAYERS: John Flavin and Donal O'Keeffe
EVENT: Camrose Trials
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5M, Club can be 2+, Diamond 4+
Strong NT 15-17
3 weak 2s D/H/S
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHS: Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3S	10+HCPs (Rule of 20)	1NT=6-9, 2NT=10/11 Inverted minor 2C = support and 10+ WJS at 2 level only	New minor F after NT	With support and 10+: UCB when opps overcall a suit and 2NT* when opps X
1♦		4	3S	Same	Same as 1C, and 1D 2C is nat	Same as 1C	Same as 1C
1♥		5	3S	Same	SEE NOTE 5	Game try bids. Jacoby2NT replies (Note 5)	With support and 10+ use UCB.
1♠		5	3S	Same	Same as 1H and 1S 3H=Invite in hearts	Same as 1H	Same as 1H
INT				15-17 May have 5cM, no singleton	Stayman, M suit xfers, and	Accept Mj xfer via 2NT(max) or 3Mj(min) Accept minor xfer by bidding it	
2♣	yes			23+ or big hand GF	See NOTE 1		
2♦		6		Weak	2NT enquiry feature reply, new suit FIR		
2♥		6		Weak	Same as with 2D		
2♠		6		Weak	Same as with 2D		
2NT				20-22 BAL, no singleton, may have 5cM	3C puppet stayman, M TRFs,	Xfer replies: 3NT= 3 card supp	
3♣		7		pre-empt	New suit FIR		
3♦		7		pre-empt	Same as with 3C		
3♥		7		pre-empt	Same as with 3C		
3♠		7		pre-empt	Same as with 3C		
3NT	yes	7		Gambling, no Aces or Ks	4/5C pass or correct		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		7		Pre-empt			
4♠		7		Pre-empt			
5♣		7		pre-empt			
5♦		7		pre-empt		KCB 1430,	

HIGH LEVEL BIDDING

Note 1: 2 ♣ opening 23+ or 8 winners. Controls Responses (A=2, K=1) 2D=0-1, 2H=2, 2S=3, 2NT=4, 3C=5

2D = 0 or 1 Control

2H = 2 Controls

2S = 3 Controls

2NT = 4 Controls

3C = 5 or more Controls

3D = 6 card diamond suit, 2 of top 3 honours. No outside controls

3H = 6 card heart suit, 2 of top 3 honours. No outside controls

3S = 6 card spade suit, 2 of top 3 honours. No outside controls

Note 2: Michaels Cue Bids

(1C) - 2C = Both MM 5+/5+

(1D) - 2D = Both MM 5+/5+

(1H) - 2H = 5S + 5m

(1S) - 2S = 5H + 5m

Note 3: Lebensohl response to overcall of 1NT

2NT forces 3C. Responder may pass or make minimum bid in a suit NF

2 level new suit bids are not encouraging. 3 level new suit bids are forcing.

Note 4: Multi Landy (defense v NT opening)

Penalty Double

2C = at least 4/4/ in MM: 2D relay to play in better M

2D = 6+M

2H or 2S = 5 in M, 4 in unspecified m

Note 5: Raises to M openings:

1NT = (6-9)

2M = (3 card support, 6-9)

3C = (4+M, 6-9)

3D = (4+M, 10-11)

3M = (3 card support, 10-11)

3NT = (2 card support, 13-15)

Jacoby 2NT = (4+M, 12+ GF)