



**SYSTEM CARD 2022v1.6 - 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>INT 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 shape 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;PH)</b>
2♣ = Majors
2♦ = single suites, usually a major.
Dbl = Penalty
Dble = 4-4 in majors or minors or Diamonds in 4th
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O
Leaping and Non-Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♥♣/NT = Colour / Rank / Odd two suits
X = 5+♥
1♦ = 5+♠ if available
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Bids 1 round force, Jumps = Fit bids without the Ace Suit below partners major is a good 3 card raise..

<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	
Subseq			
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		
3			
1			
NT 2	Rev Count	Rev Count	Rev Count
3	Rev Att on A, Q		
Signals (including Trumps): 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 Dbls & Rdbls, + Rosenkranz Dbl/Rdbl			

<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♦ Weak Pre-Empt in Clubs (in 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> )
3♣ Weak Preempt 5-5 in minors
3NT Good 4 level minor Pre-Empt
Many transfers in Competition
Good / Bad 2NT 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>IMPORTANT NOTES</b>
Will often Double invitational raises when opps limited
<b>PSYCHICS: Very Rare</b>



## SYSTEM CARD 2022v1.6 - Back

OPENING	ART	MIN	NEGD BL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		All weak NT can include 5♦	Transfer Replies, 2♣//♥ weak, 2NT = 5♣/4♦ and 9-11	Transfers after a 1♣ over-call After 1♥ overcall TBC	Good Bad 2NT
1♦		4		Usually 5 in 1 <sup>st</sup> /2 <sup>nd</sup> seat.	2NT = 5♣/4♦ and 9-11, Inverted Minors	2♣ rebid may only be 4 if 1444 shape 1NT Rebid is Forcing	Good Bad 2NT
1♥		5		Usually solid 1 <sup>st</sup> /2 <sup>nd</sup> unless Fav	2NT = Jacoby, Mod Bergen *1	Splinters, Fit Bids by Passed Non Serious 3NT	Good Bad 2NT Some Transfers by Passed Hand
1♠		5		Usually solid 1 <sup>st</sup> /2 <sup>nd</sup> unless Fav	2NT = Jacoby, Mod Bergen *2		Good Bad 2NT
INT				14-17 can have 5M,6m and Singleton Honours	3 level shortage, 4 level transfer 4♣ Both Majors 4♥/♥ = Transfers	Modified Stayman will disclose some 5 card Majors suits in 1NT hand	Some Transfers by Passed Hand Some Forcing Passes after X's
2♣	yes			Big Hand or 9 playing tricks	2♥=4+, 2♥ = 0-4 TBC	Kokish after 2♦ reply TBC	
2♦	yes			6♣ (9-13 1st/2nd)			
				Simply 8-9 playing tricks 4th	2♥/♠ non force. 3♦ artificial ask		
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 ♥/♠. ♥/♠ TBC		
3♣	yes	5		Weak Both Minors			
3♦		6		Weak			
3♥		6		Weak	Jump bids (eg 5♣) are Asking in the suit bid		
3♠		6		Weak			
3NT	yes				4♣ Pass or Correct, 4♦ Asks		
4♣	yes			Solid ♥ or Semi solid with Ace	4♣ Asks		
4♦	yes			Solid ♦ or Semi solid with Ace	4♥ Asks		
4♥				To Play Usually 7 or 8			
4♠				To Play Usually 7 or 8			
4NT				Ace Ask	5♣ None, 6♣ = A♣		
						HIGH LEVEL BIDDING	
					*1 Modified Bergen	RKCB 4130, MinorWood	
					2♣ = 9-11 3 card raise or 3♣ over 1♣	Exclusion 4130, followed by specific king ask 5NT	
					3♣ = 10-12 4 card raise	Dopi / Ropi	
					3♦ = 8-10 4 card raise	5♣5N pick a slam	
						Some high level suit asks (rare)	