


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level – 8 – 17 varies with vul/position
2 Level – 10 – 17 varies with vul/position
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
14-18 2 nd seat and 10-15 in 4th
System on over any 1NT (including protective)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak
Unusual 2NT – Lowest 2 suits (Ghestem)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Ghestem (1x-2x = Highest + lowest)
1M-2M = OM +clubs; 1♣-2♦ = Majors
2♣ = GF or 23-24 bal
2♦ = ♣ pre-empt
VS. NT (vs. Strong/Weak; Reopening;PH)
Anti (5)
2♣ = ♦'s or Majors
2♦ = ♥'s or 4+♠'s & 5+ minor
2♥ = 4+♥'s & 5+minor
2♠ = ♠'s
Dbl pen
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T.O.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1NT/2♣/2♦ Two suits of same colour, rank, shape.
2♥/2♠ = weak 2NT = minors. 3♣ = weak clubs. Dble = good hand.
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = good raise
1m F, minor NF; rdbl = values

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	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Att (Ax, AK)	Att (Ax, AK)	
King	Count (AK, KQ)	Count (AK, KQ)	
Queen	Att (KQ or QJ or AQJT) QJT	Att (KQ or QJ or AQJT) QJT	
Jack	AJT, KJT, JTx	AJT, KJT, JTx	
10	HT9x, T9x, Tx	HT9x, T9x, Tx	
9	H98x, 98x, 9x	H98x, 98x, 9x	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
Suit 2	Suit pref	Suit pref	Suit pref
3			
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
NT 2	Suit pref	Suit pref	Suit pref
3			
Signals (including Trumps):			
On partner's lead of A or Q, low encourages			
Hi-lo in trumps 3 trumps looking for ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4 ♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dble/Redouble			

W B F CONVENTION CARD
CATEGORY: Natural
NCBO: Ireland
PLAYERS: Terry Walsh & Peter Goodman

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors; ♣ may be short; Strong NT; Benjamin 2Ms; 2/1GF;
RKC 4130
Transfers over our 1♣ opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = ♣ pre-empt
3♣ = minors, weak
2♣/♦ XY relay over opener's 1NT rebid
Support dbl and redbl
2NT in competition – good raise
Transfers over our 1♣ opening
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN NO	NEG DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♦	11+ 2+♣'s	1♦/♥ transfer; 1♠ minor oriented with no major; 1NT 8-11; 2♣ 12+ 5♣; 2♦ 12+ 5+♦ 4+M; 2♥/♠ weak; 2NT minors 9-11	Use XY relays	
1♦		4	4♦	11+ 4+♦'s, unbalanced	Inverted minor; 3♣ natural inv/weak; 2M=weak	Use XY relays	
1♥		5	4♦	5+♥'s 11+	1NT semi-forcing; 2NT = GF strong raise; 3NT=13-15; Bergen raises; 3♠ = splinter; 4♠ natural	Use XY relays	2♦ and 2♥ both raises; also over dble
1♠		5	4♦	5+♠'s 11+	1NT semi-forcing; 2NT = GF strong raise; 3NT=13-15; 1♠ - 4♥ splinter, 1♠ - 3♥ = nat nf		2♥ and 2♠ both raises; also over dble
INT				15-17 balanced	Non promissory Stayman; 4 way trx's;	Break Major transfer= super accept	
					3x = natural slam try	Bid m in response to minor Tx = like suit	
2♣	✓			GF or 23-24 bal	2♦ = relay; any other bid positive & natural	2NT = 23-24; 3♣ = puppet;	
						3♦/3♥ = transfers; 3♠ = minors	
2♦	✓			Pre-empt in ♣	2♥/♠ = natural, inv; 3♦ = Art Forcing		
2♥				5+♥'s (weak), normally 6	2NT feature ask; New suit forcing; splinters		
2♠				5+♠'s (weak), normally 6	2NT feature ask; New suit forcing; splinters		
2NT				20-22 balanced	3♣ = puppet; 3♦/3♥ = transfers; 3♠ = minors		
3♣		5+/5+		minors 2-10 hcps	3M nat 1RF. 3NT to play; 4m forcing		
3♦		6+		6+♦'s 2-10 hcps	3M nat 1RF. 3NT to play		
3♥		(7+)		7+♥'s 2-10 hcps			
3♠		(7+)		7+♠'s 2-10 hcps			
3NT	✓	7+		Long solid minor no outside stop	4♣ pass or correct. 4♦ ask for singleton. 4M natural		
4♣/4♦		7+(8+)		Strong ♥/♠	4 of intervening suit is shortage ask		
4♥/4♠		6+		natural			
						HIGH LEVEL BIDDING	
						Key Card Blackwood (14;30) and Exclusion KCB (30;14)	
						ROPI and DOPI over interference with Blackwood	

