

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
WIDE RANGING CONTINGENT ON POSITION, LEVEL, VUL AND SUIT QUALITY
CHANGE OF SUIT FORCING BY NON-PASSED HAND
WITHOUT INTERFERENCE
CUE SHOWS PRIMARY SUPPORT AND VALUE RAISE TO NEXT LEVEL+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18 WITH STAYMAN AND TRANSFER RESPONSES
11-15 IN 4 <sup>TH</sup>
TREAT LIKE 1NT OPENING
2♣ RANGE/MAJOR ENQUIRY AFTER PROTECTIVE 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK EXCEPT STRONG WHEN VUL -V- NON
2NT NATURAL IN 4TH
Reopen: INTERMEDIATE
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
MICHAELS – EITHER COMPETITIVE OR G.F.; 2NT ENQUIRY
RESPONSE PASS/CONVERT; 2NT NATURAL
LEAPING MICHAELS
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ SHOWS BOTH MAJORS; 2♦ RESPONSE ASKS BETTER M
2♦ 1-SUITED M; 2M RESPONSE PASS/CONVERT (GAME TRY OM)
2♥/♠ - 5 THAT SUIT 4+ EITHER MINOR, P/CONV; 2NT NAT
X OF STRONG NT = PENALTY ORIENTATED
X BY PASSED HAND IS MAJORS OR MINORS
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DOUBLE FOR TAKE/OUT
LEAPING MICHAELS/NON-LEAPING MICHAELS
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = ♥s; 1♦ = ♠s; 1♥ = 2 SUITS OF SAME COLOUR, 1♠ = 2
SUITS OF SAME RANK, 1NT = 2 ODD SUITS; 1♣ 2♣ =
NATURAL, 1♦ 2♦ = NATURAL
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX 9+ PENALTY SEEKING
NEW SUIT = NON-FORCING
1♥ - X - 1♠ and 1♠ - X - 2♥ SHOW GOOD RAISE TO 2♥/♠

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	4 <sup>th</sup> /2 <sup>nd</sup> FROM POOR SUITS	LOW FROM 3 SMALL	
NT	4 <sup>th</sup> /2 <sup>nd</sup> FROM POOR SUITS	SAME	
Subseq		Attitude	
Other: 2 <sup>nd</sup> HIGHEST FROM POOR SUITS, MUD			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	ASKS ATTITUDE	ASKS ATTITUDE	
King	ASKS COUNT	ASKS UNBLOCK/COUNT	
Queen	QJx+	KQ9x/ QJ10/QJ9	
Jack	J10x+	J10x	
10	109x/SHORTAGE	H109x	
9	SHORTAGE	SHORTAGE	
Hi-X	DOUBLETON	DOUBLETON	
Lo-X	HONOUR OR AS ABOVE	HONOUR OR AS ABOVE	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HI=ODD/DISC.	HI = DIS./ODD NO.	LO = ENC./EVEN NO.
Suit 2	AS ABOVE	AS ABOVE	AS ABOVE
3			
1			
NT 2			
3			
Signals (including Trumps): INFREQUENT COUNT			
SMITH PETERS AT NT			
TRUMP PETER IMPLIES RUFF/ODD NUMBER			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
SHAPE SUITABLE OR TOO STRONG FOR AN OVERCALL			
CUE RESPONSE FORCING TO SUIT AGREEMENT			
MAY BE WEAKER IN PROTECTIVE POSITION			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
NEGATIVE DOUBLES TO 3♠; FREE BIDS AT 2-LEVEL N.F.			
MOST LOW LEVEL DOUBLES ARE T/O/STRENGTH SHOWING			
DOUBLES ARE PENALTY AFTER A REDOUBLE OR IN 'DEAD'			
AUCTIONS.			
COMPETITIVE DOUBLE SHOWS SOME TOLERANCE + UNBID SUIT.			

W B F CONVENTION CARD
<b>2019</b>
<b>CATEGORY: GREEN</b>
<b>NCBO: NORTHERN IRELAND</b>
<b>PLAYERS: DAVID GREENWOOD - DIANE GREENWOOD</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5 CARD MAJORS; PREPARED 1♣ OPENING (2+ cards)
2/1 GF
14-16 1NT OPENING MAY BE OFF-SHAPE
1♥ - 1NT = 5+ SPADES; 1♥ - 1♠ = F1NT TYPE
WALSH
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♥ - 1NT = 5+ SPADES; 1♥ - 1♠ = F1NT RESPONSE
2♦ MULTI – WEAK 2M; STRONG 2m; 21-22 BALANCED
2♥ FLANNERY 4+-5+ MAJORS 11-15HCPs
2♠ - 5/6 SPADES 5MINOR LESS THAN OPENING VALUES
4♣/4♦ OPENINGS = GOOD 4♥/4♠ OPENING
JUMP RAISES ARE PRE-EMPTIVE
1♥x1♠ AND 1♠x2♥ SHOW GOOD RAISES TO 2M
WEAK JUMPS
<b>SPECIAL FORCING PASS SEQUENCES</b>
WHERE WE HAVE SHOWN THE BALANCE OF
STRENGTH eg. THROUGH AN UNASSUMING CUEBID.
WHEN OBVIOUS 'SAVE' SITUATIONS.
<b>IMPORTANT NOTES</b>
LEBENSÖHL OVER WEAK 2s AND 1NT (SLOW ARRIVAL
NO STOP)
1M-2M-P-2NT = GAME TRY WITH SPADES
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEGDBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	NATURAL OR BALANCED	1M MAY HAVE LONGER m IF WEAK; 2♣ = F	2/3♣ CHECKBACK AFTER NT REBID	
				OPEN 1♣ 4/4m USUALLY	TO 2NT/3♣; 2NT 16+ BAL.; 3 ANY PRE-EMPT	OVER 2♣, 2♦ RELAY ANY MIN (2)	
1♦		4	3♠		AS ABOVE	AS ABOVE	
1♥		5	3♠	NATURAL	1♠ = FNT STYLE; 1NT 5+♠s, 2♥ 8-10HCP	1NT-2m MAY BE 3;	2♣ = 8-10HCP 3 CARD SUPP.
					2NT 16+ BAL.	2ANY-2NT 11-13 BAL; LONG SUIT TRIES;	2♦ = 7-11 HCP 4 CARD SUPP
					2 ANY GF; 3♣/♦ 6 CARDS INV. TO 3NT; 3/4♥ WEAK		
1♠		5	3♥	NATURAL	1NT FORCING; OTHERS AS ABOVE	AS ABOVE	AS ABOVE
INT			2♠	(13)14-16	2♣ ASKS M/RAISE 2NT(4); 2♦/♥ TRF; 2♠ 15+	1NT-2♦/♥; 3♥/♠ SLAM TRY	
				OCCASIONAL SINGLETON	BAL; 2NT - 3♣ (WEAK OR STRONG); 3 ANY		
				OCCASIONAL GOOD 13PTS	INVITATIONAL; 4♣ TEXAS		
2♣	√	0	2♠	GAME FORCING UNLESS	2♦ -VE; 2NT = BALANCED POSITIVE, 8-10;		
				2NT REBID	3NT=10-12		
2♦	√	0	2♠	WEAK M; STRONG MINOR;	2NT ENQUIRY; 2♥ TO PLAY FACING WEAK	OVER 2NT 3m SHOWS CIPHER M; THEN	
				21-22 BALANCED	♥; 3MINOR NATURAL & F.; 3M PRE-EMPT	3♦/♥ ASKS; 3M=ACOL 2 CYPHER MINOR;	
						PUPPET AFTER 2NT REBID; 3NT FROM	
						RESPONDER SHOWS 4/4 MAJORS	
2♥	√	5		4+♠/5+♥, 11-15 HCPS	2NT ENQUIRY	3m = NAT; 3♥ = MIN 4-5-2-2; 3♠=4-6; 3NT = MAX	
2♠	√	5		5+♠/5+m 5-10 HCPS	2NT ENQUIRY	3m = NAT + MIN; 3♥=♣+♠MAX; 3♠=6/5; 3NT=♦+♠MAX	
2NT	√			19+/20 HCPS BALANCED	3♣=PUPPET STAYMAN; TXFS; 3♠=MINORS	OVER 3♣, 3NT=NO 4-CARD MAJOR	
3♣		6		NATURAL AND WEAK	CHANGE OF SUIT FORCING		
3♦		6		AS ABOVE	AS ABOVE		
3♥		6		AS ABOVE	AS ABOVE		
3♠		6		AS ABOVE	AS ABOVE		
3NT	√			SOLID MINOR <K OUTSIDE	4♣ PASS/CONVERT; 4♦ SINGLETON ASK		
4♣	√	0		GOOD 4♥ OPENING	4♦=SLAM TRY		
4♦	√	0		GOOD 4♠ OPENING	4♥=SLAM TRY		
4♥		6		LESS STRENGTH THAN 4♣	NEW SUIT IS CONTROL ASK		
4♠		6		LESS STRENGTH THAN 4♦	NEW SUIT IS CONTROL ASK		
4NT				SPECIFIC ACE ASK	5♣ = NONE; 5NT = ♣A		
5♣				NATURAL		<b>HIGH LEVEL BIDDING</b>	
5♦				NATURAL		KCB 30/41; DOUBLE KCB WHERE TWO SUITS ARE SUPPORTED	
5♥						SPLINTERS	