

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
AGGRESSIVE = REASONABLE SUIT
RAISES = PRE - EMPT [OVER 1 MAJOR 3♣ / 3♦ = LIMIT RAISE]
CUE BID = SUPPORT or GOOD HAND
JUMP SHIFT = GOOD SUIT 2/3 TOP HONOURS & SUPPORT
NEW SUIT = FORCE 1 ROUND [SELF SUPPORTING IF NO FIT]
INT OVERCALL (2nd/4th Live; Responses; Reopening)
16 - 18RESPONSES AS INT OPENING
11-15 IN 4th SEAT [11 - 16 OVER 1♠]
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, Ghestem (weak or strong) (Note 1)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs WEAK NT X=PENALTIES, 2♣=SINGLE SUITER 2♦=♦ & MAJOR, 2♥=♥ & ♠/♣, 2♠=♠ & ♣, 2NT = MINORS. If INT-Pass-Pass..4th seat reverts as if Strong NT (See below)
Vs STRONG NT.. X = Single Suiter, 2♣=♣ & A.N.O. 2♦=♦ & MAJOR, 2♥=MAJORS ,
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O. Lebensohl on after X (Note 2.1)
NT = natural 15-18 HCP
Cue = asking for stopper usually no 4 cards in other M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣... X=♥'s, 1♦=♠'s, 1♥=2 same COLOUR, 1♠=2 same Rank, 1NT=2 Odd Suits
Vs 2♣... X=♥'s, 2♦=♠'s, 2♥=2 same colour, 2♠=2 same Rank, 2NT= 2 Odd
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ H.C.P. PENALTY ORIENTATED, EXCEPT OVER 1C - X - XX = 7 to 8 H.C.P.

LEADS AND SIGNALS			
OPENING LEADS STYLE :- Journalist Style.			
	Lead	In Partner's Suit	
Suit	3 rd & 5 th Mud	3 rd & 5 th Mud	
NT	3 rd & 5 th Mud	3 rd & 5 th Mud	
Subseq	3 rd & 5 th Mud	3 rd & 5 th Mud	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count (Standard)	Count (Standard)	
Queen	KQJx, QJ9x, Qx	KQJx, QJ9x, Qx	
Jack	JT9x, Jx	JT9x, Jx	
10	HJTx, T98x, Tx	HJTx, T98x, Tx	
9	HT9x, 987x, 9x	HT9x, 987x, 9x	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude (odd enc)	Attitude (odd enc)	Attitude (odd enc)
2	Count	Count	Count
3	Suit Pref	Suit Pref	Suit Pref
NT 1	Attitude (odd enc)	Attitude (odd enc)	Attitude (odd enc)
2	Count	Count	Count
3	Suit Pref	Suit Pref	Suit Pref
Signals (including Trumps): Count mainly			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Aggressive, 1 st available suit bid in response = less than 6 hep			
Protective doubles in 4 th seat			
Negative to 4♥,			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Over partners 1NT - X - Extended Helvic. (see note 5)			
DOPI, ROPI in Key Card & Various asking bids			
RKCB = 1430			
Over opponents 4♠ Pre-empt...X=Penalty, 4NT=Take Out			

W B F CONVENTION CARD
CATEGORY: Blue
NCBO: Northern Ireland
PLAYERS: Michael Coffey & Fergal O'Shea
EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Modified Precision
5 card Majors,
NT = 14-16, May have 5 Card Major
Carding: normal count,
Specialised 2 Level Openings
Aggressive Competitive Style
Diamond Opening can be short Diamond.
2 over 1 Response:- 12+ HCP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♦ may be 4405 or 6♣ 11-12 or 6♦ 11-12
Extended Helvic (Note 3)
XY- After 1♦ - 1M - 1NT (2♣ forces 2♦..2♦ forces to 2NT)
2♣ =13-15 6♣'s (may have 4 Card Major) or Weak ♦'s
2♦ =13-15 6♦'s (may have other 4 Card Suit) or Weak ♥'s
2♥ = Weak 5♥'s plus 5 any X
2♠ = 5/6 ♠'s Weak
2NT = 5+♠ plus 5/6 any minor.
After opps 1NT weak..Double = Penalty, 2♣ = Single Suited
After opps 1NT (15/17) Double = Single Suited.
GHESTEM (Note 1)
Lebensohl (Note 2, 2.1 & 2.2)
SPECIAL FORCING PASS SEQUENCES
1NT - X - forcing pass (asking for XX) = strong or 2 untouching suits
DOPI, ROPI
After 1♣ - x - xx - any - Pass = Forcing
After 1♣ - overcall - Bid - New Suit - Pass = Forcing to 2NT
IMPORTANT NOTES
On rare occasions NT opening might p singleton Hon
PSYCHICS: Rare NV v Vul in 3rd Seat.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	4♥	16+ Unbalanced, 17+ Balanced	1♦ = Negative (0-7pts) ; 1♥ = 5+♥; 1♠ = 8-15 Balanced, 1NT = 5+♠'s; 2m = 5+m, 2M 8-11 & 4414 (singleton in bid Major, 2NT=8-11 & 4414 (singleton in minor), 3mM shows 12+HCP and Singleton in Suit above bid suit.	Various relays to ask for Controls, Quality of suit bid and Holdings in other suits. (see note 4)	
1♦	x	0	4♥	11-15. Denies 5 Card Major or 6 Card minor (13-15).	1♥/♠ = 8+HCP, 4Suit; 1NT=8-11HCP; 2m=11+HCP 4+Suit. 2♥/♠ = G.F. 14+ pts (2/3 Hon): 2NT= 16+Balanced 3NT = 14/15 Bal No 4M or 5m	After 1♦ - 1M - 1NT..2♣ forces 2♦, 2♦ is Game Forcing. After 1♦ - 1M - 2M...2NT is asking for holdings in other Suits...	
1♥		5	4♥		Simple raise (8-10), weak jump = 4 Card Support 0-6, 4 Level 5 Card Support, 2NT gf with 4+ support, 3♣ = 4+ support, 7-10, 3♦ = 4+ support 11-13, 3NT = 4333 14-15hcp	1M - 2M - New Suit = Long Suit Trial Bid. After 2NT 3M denies 1 st Round Controls, all other bids show 1 st Round Control. 4M no slam interest, 1M - X - 2M = weak raise 1M - X - 2♣ = good raise with 3 card support	Natural Bidding, Negative Doubles.
1♠		5	4♥	11-15,			
1NT	14-16	1		Normally Balanced can have 5 card Major	2♣ = Non Prom Stayman only route to 2NT All other bids below 3♣'s are transfers. 3m/M = TRF Linked M/m Slam Interest 4NT = Quantitative	Super accept with relevant holding in the transfer suit. (see note 3)	Helvic / Extended Helvic as required (see note 5)
2♣	x	0		13-15 6♣ or 4-10 5/6♦	2♦ = NF; 2M = NF opp ♦'s; 2NT = GF opp ♣'s: 3/4/5m = PC	After 2NT.. 3♣ = 13-16, 3♦ = Weak, 3M = ♣'s + M, 3NT = ♣'s Max	
2♦	x	0		13-15 6♦ or 4 -10 5/6	2♥ = NF; 2♠ = Nat NF opp ♥'s 2NT = Enquiry, 3♦ = PC, 3♥ = PC	After 2NT.. 3♣ = Weak ♥'s, Otherwise 13-16 ♦'s and Suit Bid, 3NT = ♦ + ♣	
2♥	x	6		4-10 5+Hearts & any 5X	2♠ = NF; 2NT F Enq; 3♣ = PC; 3♦ = inv Maj.		
2♠	x	5/6		4-10 5+♠NV	2NT = Forcing Enquiry; 4♠ = Weak or No Slam Int	After 2NT NV.. 3♣ = min 5♠'s, 3♦ = Max 5♠'s, 3♥ = min 6♠'s, 3♠ = Max 6♠'s After 2NT Vul(6♠'s).. 3♣ = min poor suit, 3♦ = max poor suit, 3♥ = min good suit, 3♠ = max and good suit	
2NT	x	1		4-10 5+Spades & 5+ either Min	3/4 m = P/C: 3♠/4m = P/C: 3♥ = Forcing Relay	After ♥.. 3♠ = min, 4 Minor = Max ♠'s + Bid Minor	
3♣		7		Pre-empt	New suit forcing		
3♦		7		Pre-empt	New suit forcing		
3♥		7		Pre-empt	New suit forcing		
3♠		7		Pre-empt	New suit forcing		
3NT	x	0		Gambling, long running minor, max K on side	4♣ or 5♣ = pass correct, 5♦ = to play 4♦ = M shortage ask		
4♣	x	7		Pre-empt			
4♦	x	7		Pre-empt			
4♥		8		Pre-empt			
4♠		8		Pre-empt			
4NT	x	0		Specific A asking	5♣ = none, 5♦/♥/♠ = ♦/♥/♠ A, 5NT = 2, 6♣ = ♣A		
5♣		8		Pre-empt		HIGH LEVEL BIDDING	
5♦		8		Pre-empt		4NT = RKCB 14/30 if suit agreed, or for last mentioned suit, quantitative over NT	
5♥		9		Pre-empt		4♣ = Gerber over NT	
5♠		9		Pre-empt			

Note 1: Ghestem

After opps opening 1 level bid cue bid of their suit shows extremes example 1♥-2♥ (showing ♠ and ♣, 5-5 at least), 2NT = two lower suits, 3♣ = two higher suits

Exemption: 1♣ (opp) – 2♣ = to play
- 2♦ = Majors
- 2NT = ♥ + ♦
- 3♣ = ♠ + ♦

Note 2: Lebensohl after opps w2 overcall

X = negative

New suit at 2 level = to play

New suit at 3 level = GF

Direct cuebid=Stayman with a stop in opponents' suit

3NT=to play, with stopper

2NT forces 3♣ after which:

Pass or bid of a lower suit= to play

Bid of a higher suit=invite

Cue bid=Stayman without stop in opponents' suit

3NT= want to play there, but no stop

1♥ – (2♠) – system ON as explained on responses to major opening

Note 2.1: Lebensohl after opps w2 opening and partners X (e.g. 2♦/♥/♠-X-pass-)

New suit at 2 level = to play

New suit at 3 level = GF

Direct cuebid=Stayman with a stop in opponent's suit

3NT=to play, with stopper

2NT forces 3♣ after which:

Pass or bid of a lower suit= to play

Bid of a higher suit=invite

Cuebid=Stayman without stop in opponent's suit

3NT= want to play there, but no stop

Note 2.2: Lebensohl after 1NT opening (e.g. after 1NT-2♥ by opps)

X = penalty

New suit at 2 level = to play

New suit at 3 level = GF

Direct cuebid=Stayman with a stop in opponent's suit

3NT=to play, with stopper

2NT forces 3♣ after which:

Pass or bid of a lower suit= to play

Bid of a higher suit=invite

Cue bid=Stayman without stop in opponent's suit

3NT= want to play there, but no stop

Note 3: Super accepts after a transfer e.g. 1NT-2D (showing hearts)

2♠/2NT/3♣/3♦ – max, 4 card support and potential source of tricks in ♠/split points/♣/♦ respectively

3♥ = minimum with 4 card support (but not 3433)

2♥ = all other hands

1NT-2♠ (showing clubs) ...Accept transfer with Hx or xxx

1NT-2NT (showing diamonds)...Accept transfer with Hx or xxx

Note 4: Asking Bids

Trump ask:

1 step = 0/3 top honours, 5 card suit

2 steps = 1 top honour, 5 card suit

3 steps = 2 top honours, 5 card suit

4 steps = 0/3 top honours, 6 card suit

5 steps = 1 top honour, 6 card suit

6 steps = 2 top honours, 6 card suit.

Suit ask.

1 step = 0/1 in the suit

2 steps = 2/3 in the suit

3 steps = 4+ in the suit or Q(x,xx)

4 steps = A(x) or K(x) i.e. top honour to 1 or 2

5 steps = Axx(x) or Kxx(x) i.e. top honour to 3 or 4

6 steps = 2 top honours to 5+

Controls ask, where A=2, K=1

1 step = less than 3 Controls

2 steps = 3 Controls

3 steps = 4 Controls

4 steps = 5 Controls

5 steps = 6 + Controls

Note 5: Helvic / extended Helvic

1NT – (x) – pass = forcing xx from p (strong or weak with two 4 cards suits)

- xx = Transfer to Clubs

- All other bids are transfers.

1NT – p – p – (x)

As above