

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
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 ]
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
16 - 18 .....RESPONSES AS 1NT OPENING
11-15 IN 4th SEAT [ 11 - 16 OVER 1♠ ]
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak, Ghestem (weak or strong) (Note 1)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
<b>Vs WEAK NT X=PENALTIES, 2♣=SINGLE SUITER</b> 2♦=♦ & MAJOR, 2♥=♥ & ♠/♣, 2♠=♠ & ♣, 2NT = MINORS. If INT-Pass-Pass..4th seat reverts as if Strong NT (See below)
<b>Vs STRONG NT.. X = Single Suiter, 2♣=♣ &amp; A.N.O.</b> 2♦=♦ & MAJOR, 2♥=MAJORS ,
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
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
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
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
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = 9+ H.C.P. PENALTY ORIENTATED, EXCEPT OVER 1C - X - XX = 7 to 8 H.C.P.

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE :- Journalist Style.</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & 5 <sup>th</sup> Mud	3 <sup>rd</sup> & 5 <sup>th</sup> Mud	
NT	3 <sup>rd</sup> & 5 <sup>th</sup> Mud	3 <sup>rd</sup> & 5 <sup>th</sup> Mud	
Subseq	3 <sup>rd</sup> & 5 <sup>th</sup> Mud	3 <sup>rd</sup> & 5 <sup>th</sup> Mud	
Other:			
<b>LEADS</b>			
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	HJT <sub>x</sub> , T98 <sub>x</sub> , Tx	HJT <sub>x</sub> , T98 <sub>x</sub> , Tx	
9	HT9 <sub>x</sub> , 987 <sub>x</sub> , 9x	HT9 <sub>x</sub> , 987 <sub>x</sub> , 9x	
Hi-X	even	even	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Aggressive, 1 <sup>st</sup> available suit bid in response = less than 6 hcp			
Protective doubles in 4 <sup>th</sup> seat			
Negative to 4♥,			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
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
<b>CATEGORY: Blue</b>
<b>NCBO: Northern Ireland</b>
<b>PLAYERS: Michael Coffey &amp; Fergal O'Shea</b>
<b>EVENT: Open</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
<b>Modified Precision</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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)
<b>SPECIAL FORCING PASS SEQUENCES</b>
1NT - X - forcing pass (asking for XX) = strong or 2 untouched suits
DOPI, ROPI
After 1♣ - x - xx - any - Pass = Forcing
After 1♣ - overcall - Bid - New Suit - Pass = Forcing to 2NT
<b>IMPORTANT NOTES</b>
On rare occasions NT opening might p singleton Hon
<b>PSYCHICS: Rare NV v Vul in 3<sup>rd</sup> Seat.</b>

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♥					
1♠		5	4♥	11-15,	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 <sup>st</sup> Round Controls, all other bids show `1 <sup>st</sup> Round Control. 4M no slam interest, 1M - X - 2M = weak raise 1M - X - 2♣ = good raise with 3 card support	Natural Bidding, Negative Doubles.	
1NT	14-16	1	4♥	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) Lebensohl (note 2) over opponents intervention	
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				
5♦		8		Pre-empt				
5♥		9		Pre-empt				
<b>HIGH LEVEL BIDDING</b>								
							4NT = RKCB 14/30 if suit agreed, or for last mentioned suit, quantitative over NT	
							4♣ = Gerber over NT	

**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 overall**

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