

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
5+ card suit and constructive
Unusual 2NT shows two lowest unbid suits at least opening bid
3♣ shows two highest unbid suits at least opening values
Cue bid shows support for partner's suit
Weak jump overcalls – 6+ card suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
INT immediately after opening bid is 14 – 17 pts may have singleton
INT in 4 th position is 15-17 pts if 2 suits bid
INT in 4 th position is protective and 10 – 14 if 1 suit bid
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6 card Major or 6♦s over a ♣
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1m (2m) = highest and lowest at least opening values
1M (2M) = 5 OM 5♣ at least opening values
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VS. NT (vs. Strong/Weak; Reopening;PH)
Double for penalties over weak NT
2♣ - single suited hand
2♦ - both majors, at least 4/4
2♥/2♠ - ♥s and a minor 11+ pts
2NT - minors
Over strong NT see special bids
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Over weak 2s Double – take out or 19+ Responder lebensohl 2NT or 2/3x invitational
Cue – asking in NT Jump over 2♥ = 3♣ = constructive semi solid 15/16 pts
4♣ and 4♦ - 6 card minor and 4 of the other M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ Double C + S 1♦ = D + S 1♥ = H + S 1♠ = 3+ weak (rare)
INT = C + H 2♣ = C + D 2♦ = D + H 2♥/2♠ = 5/6 card suit
OVER OPPONENTS' TAKEOUT DOUBLE
Either support partner's suit or bid own showing 5 card suit
Redouble 9+ pts short in opening suit
Cue their suit 3 card support for partner

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3& 5th	3 rd & 5th	
NT	4 th ; top of sequence; 2 nd	4th	
Subseq	Giving remaining count	Giving remaining count	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	May hold K but asks for count	May promise K	
King	May promise the A but asks for attitude	May promise Q	
Queen	May promise the J	May promise J	
Jack	May promise the 10	May promise the 10 or internal sequence	
10	May promise the 9	Top of sequence or internal sequence; doubleton	
9	Shortage	May be top	
Hi-X	Sx xSxx	Sx xxS xSxx	
Lo-X	xxS HxS HxSx HxxxS+	Hxs HxxS HxxSx +	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude;count;SP	Upside down count	Revolving
Suit 2	Upside down count	Upside down count	Hand protection
3			
1	Upside down count	Upside down count	Revolving
NT 2	Upside down count	Reverse Smith Peters	Hand Protection
3			
Signals (including Trumps):			
Low to encourage			
Trump suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles up to 4♦, Double is shape suitable and too strong to overcall. When 2 suits have been bid by the opposition then double promises the other 2 suits and 10+ pts			
When partner opens and LHO overcalls double shows other two suits			
When partner reopens with a double promises tolerance for unbid suits and			
Shortage in overcalled suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1m – DBL shows at least 4/3 in Ms Opening points or stronger hand			
1M – DBL shows Opening points or shape suitable hand			
DBL – at 3 level t/o			
DBL – at 4♥ level and above is for penalties but partner can still bid			
Support doubles			

W B F CONVENTION CARD
CATEGORY:
NCBO: Northern Ireland
PLAYERS: H Curran A Fitzpatrick
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
14 – 17 NT; 5 Card Majors; 2/1 Game Forcing; Jump fits/splinters Transfers over 1♣
Upside down count and attitude
Multi 2 opening Weak 6 card M or 22/23 NT
2♥weak 5+♥ and 4+minor 2♠ 5+♠ and 5+♥ or 4+ minor
Weak Jump overcalls (6 card); non penalty double to 4♦;
Constructive overcalls
Opening 1♣ can be short as 1 if 4441 with a poor diamond suit
Opening 1♦ will be 4 card Q10xx or better
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Ghestem at least 5/5 2NT= 2 lower suits 3♣ two highest 2X(suit bid) highest and lowest not over 1♣
Lebensohl
Defence to strong NT
Double is single suit
2♣ = Clubs 2♦ = Majors 2NT = Lower 3♣ = Extremes
2♦ = Minors
2♥/2♠ = natural + minor
Defence to 1♣
2♣ = Majors 2♦ = equal length
2♥/2♠ Lucas Over 2♥/2♠ is 6+ card non forcing
2NT 15+ enquiry 3♣pass or correct 3♦ 3+ card support game invitational strength 3NT to play
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Inverted minors off in competition
PSYCHICS:

