

DEFENSIVE AND COMPETITIVE BIDDING
Natural wide ranging
Jump raises are pre-emptive
Change of suit forcing except by a passed hand; 2NT response to an overcall shows 4+ support/10+ HCPs
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15+ - 18 HCP (bid as over 1NT opener)
11-15 in protective (bid as over 1NT opener)
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: Weak
2-Suit: Michaels - Pass or convert
Unusual 2NT (2 lowest unbid suits)
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels - Pass or convert; Responses – 2NT = F; 3♣/♦ = P/C; cue bid = F;
VS. NT (vs. Strong/Weak; Reopening;PH)
2♠ = Majors; 2♦ = 1-suited Major; 2M = 5M/4+m; 3 of a minor = natural; X = penalty of weak NT;
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take-out double
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Double=Majors 1NT=Minors
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 9+, other bids NF; 2NT = good raise +; weak jumps

LEADS AND SIGNALS			
	Lead	In Partner's Suit	
Suit	4 th /2 nd from bad suits	Same	
NT	Same	Same	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx	
King	KQx	Asks Unblock	
Queen	QJx	Weak KQ Strong QJ	
Jack	(H)J10x	Same	
10	(H)109x	Same	
9	Shortage	Same	
Hi-X	Normal	Same	
Lo-X	Normal/MUD	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Upside down count	Upside down count	Upside down count & attit.
Suit 2	Upside down attitude	Upside down attitude	
3	Suit Preference	Suit Preference	
1	As Above	As Above	As Above
NT 2			
3	Lead of an Ace asks for attitude	Lead of a King asks for count or unblock	
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Shape suitable or too strong for an overcall			
Unassuming Cue Bids			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative Doubles to 3♠			
Responsive Doubles to 4♦			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: IRELAND
PLAYERS: DIANE GREENWOOD AND IAN HAMILTON
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-Card Majors
1NT Opening: 15-17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦/♥/♠ - Weak
Jump responses – weak, including over opps. X
SPECIAL FORCING PASS SEQUENCES
When our side has bid constructively to game or shown game going values
IMPORTANT NOTES
Psyches – Rare, if at all

OPE NING	TICK IF ARTI FICIAL	MIN · NO. OF CARD S	NEG.D BL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	Only 2 if 4-4-3-2	1M may conceal longer minor if weak; all jump responses – weak (3/4-7)	2/3♣ = Checkback after NT rebid; 4 th suit forcing – forcing to game, except at 1-level	
1♦		4	3♠	Natural	As above 1♦ - 3♠ = weak	As above	
1♥		5	3♠	Natural	Jacoby; 3NT = 13-15, natural; Splinters	Over 2NT 3 bids = shortage, 4 = void but 3NT = void ♠	Drury = 2♣ = 3-card support 2♦ = 4-card support
1♠		5	3♥	Natural	As above		As above
INT			2♠	12-14	2♣ Stayman/raise to 2NT; 2♦/2♥/2♠/2NT txfs.; 4♣ = Gerber	After 1NT-2♣-2♦, 2♥ now shows weak with (4)/(5) in majors; 2♠ shows weak with (5)/(4); after 2♠ 2NT denies	
2♣	Yes			23+ or G.F.	2NT = 9-14; 3NT = 8-10	Over intervention responder bids = natural/5+ HCPs, X = 5+ bal.	
2♦	Yes	6		Weak with ♦s	2NT enquiry; raises weak	After 2NT 3♣ = weak/weak, 3♦ = weak points good suit, 3♥ = weak suit good points, 3♠ = good good	
2♥	Yes	6		Weak with ♥s	As above	As above	
2♠	Yes	6		Weak with ♠s	As above	As above	
2NT				20-22 balanced	Puppet Stayman		
3♣		6		Normal pre-empt			
3♦		6		“			
3♥		6		“			
3♠		6		“		HIGH LEVEL BIDDING	
						4NT RKCB (03/14)	5NT = void + odd number
3NT	Yes			7+ solid minor; <K outside		DOPI/ROPI	6♣/♦ = void + even number
4♣		7		Good 4♥ opener			
4♦		7		Good 4♠ opener			