DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

1 level – 8 – 17 varies with vul/position

2 Level – 10 – 17 varies with vul/position

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

14-18 2nd seat and 10-15 in 4th

System on over any 1NT (including protective)

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcalls – Weak

Unusual 2NT – Lowest 2 suits (Ghestem)

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Cue = Ghestem (1x-2x = Higher + lowest)

1M, 2M = OM +clubs

Jump cue – solid suit stopper ask

VS. NT (vs. Strong/Weak; Reopening;PH)

Anti

2♣ = ♦'s or Majors

2♦ = ♥'s or ♠'s + longer minor

2♥ = ♥'s + longer minor

2♠ = ♠'s

Dbl pen (over weak) or ♣'s (over str)

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Dbl = TO

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Weak Jump overcalls

OVER OPPONENTS' TAKEOUT DOUBLE

2NT = good raise

1/3 Level forcing, 2 level NF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	2/4	2/4
NT	2/4	2/4
Subseq	2/4	2/4

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Att (Ax, AK)	Att (Ax, AK)
King	Count (AK, KQ)	Count (AK, KQ)
Queen	Att (KQ or QJ or AQJT)	Att (KQ or QJ or AQJT)
Jack	AJT, KJT, QJT, JTx	AJT, KJT, QJT, JTx
10	HT9x, T9x, Tx	HT9x, T9x, Tx
9	H98x, 98x, 9x	H98x, 98x, 9x
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
Suit 2	Suit pref	Suit pref	Suit pref
3			
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)
NT 2	Suit pref	Suit pref	Suit pref
3			

Signals (including Trumps):

On partner's lead, low encourages

Hi-lo in trumps 3 trumps looking for ruff

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Up to 4D

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support Dble/Redouble

W B F CONVENTION CARD

CATEGORY:
NCBO:
PLAYERS: Terry Walsh & Derek O'Gorman

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

4-card suits, Strong NT, Benjamin, 2/1GF,

RKC 4130

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1NT = 15/17

2♣ = 20-22 or 8 playing tricks

2♦ = 23+

Weak 2♥/2♠

2NT = minors weak

Lebenshol SANS (also over reverse)

New minor forcing

Support dbl and redbl

SPECIAL FORCING PASS SEQUENCES

Over GF sequence Pass Forcing

IMPORTANT NOTES

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	NO OF	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4	4♦	11+ 2+♣'s	Inverted minor; 2♦ good; 2M weak		
1♦		4	4♦	11+ 2+♦'s	Inverted minor; 3♣ strong; 2M = weak		
1♥		4	4♦	4+♥'s 11+	1NT – 6-11 NF, 2NT = 11/12; 3NT=13-15 3♠ = splinter; 4♠ natural		
1♠		4	4♦	4+♠'s 11+	1NT – 6-11 NF, 2NT = 11/12; 3NT=13-15 1♠ - 4♥ nat, 1♠ - 3♥ = splinter		
INT				15-17 balanced	Stayman, 4 way tx's 3x = slam try	Break Major transfer= super accept Break minor Tx = like suit	
2♣	✓			20-22 Bal or 8 playing tricks	2♦ = relay, any other bid positive & natural	2NT = 20-22	3♣ = Puppet, 3♦ = No 5CM no 3S's, 3NT 3S's no 4H's 3♦/3♥ = transfers, 3♠ = minor(s)
2♦	✓			ART Str GF	2♥ = relay, any other bid positive & natural	2NT = 23-24	3♣ = Puppet, 3♦ = No 5CM no 3S's, 3NT 3S's no 4H's 3♦/3♥ = transfers, 3♠ = minor(s)
2♥				5+♥'s (weak)	2NT Ogust (PQ) New suit forcing, double J splinter		
2♠				5+♠'s (weak)	2NT Ogust (PQ) New suit forcing, double J splinter		
2NT	✓	5+/5+		Both minors weak	3m to play. 3NT to play 3M nat		
3♣		6+		6+♣'s 2-10 hcps	3x nat 1RF. 3NT to play		
3♦		6+		6+♦'s 2-10 hcps	3x nat 1RF. 3NT to play		
3♥		(7+)		7+♥'s 2-10 hcps			
3♠		(7+)		7+♠'s 2-10 hcps			
3NT	✓	7+		Long solid minor no outside stop	4♣ pass or correct. 4♦ ask for singleton. 4M control ask in Major		
4♣/4♦ 4♥/4♠		7+(8+)		7+ suit, weak			
						HIGH LEVEL BIDDING	
						Key Card Blackwood (14;30) and Exclusion KCB	
						ROPI and DOPI over interference with Blackwood	