

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 (2 nd /4 th Live; Responses; Reopening)	
14-18 2 nd seat and 10-15 in 4th	
System on over any 1NT (including protective)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Jump overcalls – preemptive	
Unusual 2NT – Lowest 2 suits	
3♣ (over 1♦/♥/♠) Highest 2 suits	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Cue = Ghestem (1x-2x = Highest + lowest)	
1M-2M = OM +clubs; 1♣–2♦ = Majors; 1♣–3♣ show clubs	
Jump cue – solid suit stopper ask	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2♣ = ♦’s or Majors	
2♦ = ♥’s or 4+ ♠’s + 5+ minor	
2♥ = ♥’s + longer minor	
2♠ = ♠’s	
Dbl pen	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Dbl = T.O.	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Dble=diamonds; 1♦ hearts or 4+S and 5+m;	
1♥ 4+H and 5+m; 1♠ nat	
2♣ = nat. 2♦ = majors. 2♥/2♠ = weak 2NT = minors.	
3♣/♦/♥/♠ = preempt.	
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	
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) QJT	Att (KQ or QJ or AQJT) QJT	
Jack	AJT, KJT, JTx	AJT, KJT, 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 of A or Q, low encourages			
Hi-lo in trumps 3 trumps looking for ruff			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Up to 4 ♦			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Dble/Redouble			

W B F CONVENTION CARD	
CATEGORY: Natural	
NCBO: Ireland	
PLAYERS: BJ O’Brien & Terry Walsh	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
4-card suits, 15-17 NT, Benjamin (see below), 2/1 GameForce, inverted minors	
RKCB 4130	
Negative and Responsive doubles	
4 way transfers over NT with super accept	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1NT = 15/17	
2♣ = 20-22 or 8 playing tricks	
2♦ = 23-24 bal or GF	
Weak 2♥/2♠	
2NT = minors, weak	
Lebenshol SANS(Slow Arrival No Stop) (also over reverse)	
2♣/♦ (inv/GF) relays over opener’s 1NT rebid (XY)	
Support dbl and redbl	
2NT in competition – good 4-card raise	
Inverted minors (does not deny Major)	
1M – 2♣ is nat GameForce or invite with major support	
SPECIAL FORCING PASS SEQUENCES	
Over GF sequence, Pass Forcing	
IMPORTANT NOTES	
PSYCHICS: Very Rare	

OPENING	TICK IF ARTIFICIAL	NO OF	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4	4♦	11+ 4+♣'s	Inverted minor; 2♦ strong 2♥/♠ weak; 2NT natural	After 1NT rebid 2♣/♦ inv/GF relays (X/Y)	2NT over interference good raise
1♦		4	4♦	11+ 4+♦'s	Inverted minor; 3♣ weak; 2M=weak	After 1NT rebid 2♣/♦ inv/GF relays	2NT over interference good raise
1♥		4	4♦	4+♥'s 11+	1NT – 6-11 NF, 2NT = GF support; 3NT=13-15; 3♠ = splinter; 4♠ natural; 2♣ nat GF or inv in ♥	After 1NT rebid 2♣/♦ inv/GF relays After 2♣ 2♦ 5+ ♥; 2♥ 4H and 11-13	2NT over interference good raise
1♠		4	4♦	4+♠'s 11+	1NT – 6-11 NF, 2NT = GF support; 3NT=13-15; 1♠ - 4♥ nat, 1♠ - 3♥ = splinter; 2♣ nat GF or inv ♠	After 1NT rebid 2♣/♦ inv/GF relays After 2♣ 2♦ 5+ ♥; 2♥ 4S and 11-13	2NT over interference good raise
INT				15-17 may have singleton	2♣ Non promissory Stayman; 2♦/♥/♠/2NT transfers 3x = slam try	Break Major transfer= super accept Bid m in response to minor Tx = like suit	
2♣	✓			20-22 Bal or 8 playing tricks	2♦ = relay; any other bid positive & natural	2NT = 20-22 Puppet stayman, transfers, 3♠ minors Suit rebid by opener non forcing	Over 3♣Puppet, 3♦ = No 5CM 3M 5 card, 3NT 3S's no 4H's 3♦/3♥ = transfers, 3♠ = minor(s)
2♦	✓			ART 23-24 bal or GF	2♥ = relay; any other bid positive & natural	2NT = 23-24 Puppet stayman, transfers, 3♠ minors Suit rebid by opener Game Force	Over 3♣ Puppet, 3♦ = No 5CM 3M 5 card, 3NT 3S's no 4H's 3♦/3♥ = transfers, 3♠ = minor(s)
2♥				weak, normally 6	2NT asks -; new suit forcing; splinters		
2♠				weak, normally 6	2NT asks -; New suit forcing; splinters		
2NT	✓	5+/5+		Both minors weak	3m to play. 3NT to play; 3M natural 1RF		
3♣		6+		6+♣'s 2-10 hcps	3x nat 1RF. 3NT to play		
3♦		6+		6+♦'s 2-10 hcps	3M 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 (30;14)	
						ROPI and DOPI over interference with Blackwood	