

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
1 level: 7-17; 2 level: 10-17 (vul 12+); 3 level: 12-17		
X and rebid suit = 18+		
<b>Responses:</b> Raise to level of fit=weak; UCB = 3cs+10+; Mixed raise: jump Cue bid = 4cs+7-9; 1NT = no fit, stopper, 9-11pts; 2NT = no fit, stopper, 12-13pts; Change suit – forcing 1 round		
Overcallers rebid to UCB: rebid suit = 7-11; any other bid shows 12+		
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		
15-17 with stopper; systems on		
X and rebid 1NT 18-19; systems on		
Protective NT 10-14; systems on		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak jump overcalls: raise to level of fit or Ougst 2NT enquiry 15+ 2cs		
Response to enquiry: 3♣=PP/PS; 3♦=PP/GS; 3♥=GP/PS; 3♠=GP/GS		
2NT = lower 2 suits (Ghestem)		
(1x)-3♣ or (1♣)-2♦ = higher 2 suits (Ghestem)		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Cue bid opps overcalled suit to support opener's suit 10+pts 3cs;		
Cue bid opps opening bid = highest and lowest of other suits (Ghestem)		
(1x)-p-(1y)-2x = 6 of lower unbid suit and 4 of higher, 6+pts (Asymm cb)		
(1x)-p-(1y)-2y = 6 of higher unbid suit and 4 of lower, 6+pts (Asymm cb)		
<b>Vs. Nt (Vs. Strong/Weak; Reopening; Ph)</b>		
X weak = penalty – bid by p = weak takeout; X strong = Woolsey		
2♣ = both M 5/4, 10+pts; 2♦ enq = choose M; 2M signoff; 3M inv 10-12pts; 2NT enquiry 11+pts = more info (wk♥ wk♣ str♥ str♣)		
2♦=long M, 10+pts; relay 2H p/c; 2NT enq 11+ response to enquiry: (3♣=min♥; 3♦=min♣; 3♥=good♥; 3♠=good♦)		
2M = 5+M and 4+m, 10+pts. Response: 3♣ p/c; 2NT enquiry 11+ response to enquiry: (3♣=min♣; 3♦=min♦; 3♥=good♦; 3♠=good♦); 3M = invitational		
2NT = both minor, 10+pts: response best minor		
3x = strong, 6cs		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
Systems on, except 2/1		

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	<b>Lead</b>	<b>In Partner's Suit</b>	
Suit	4 <sup>th</sup> good suit / 2 <sup>nd</sup> bad suit	4 <sup>th</sup> good suit / 2 <sup>nd</sup> bad suit	
NT	4 <sup>th</sup> ; top of sequence of 3	4 <sup>th</sup> ; top of sequence of 3	
Subseq			
Other:			
LEADS			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	AK(Q), AKx, Ax	AKQ(xxx), AKJT9	
King	AK, KQ, Kx	KQJ(xxx)	
Queen	QJT, QJx, Qx	QJT	
Jack	JTx, (K)JTx, Jx	JT9(x), KJT(x)	
10	T9, T98, HT9(x), Tx	T98, HT98	
9	9, 9x	987(x)	
Hi-X	Xx, xxX(xx)	Xx, xxX(xx)	
Lo-X	Hxx(x)X	Hxx(x)X	
SIGNALS IN ORDER OF PRIORITY			
<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
Suit 1	Att on A, or else count	count	
Suit 2	Suit preference	<b>Odds and evens</b> Odds = like; Even = dislike; suit pref between remaining 2 suits	
Suit 3			
NT 1	Att on A, else count		
NT 2	Suit preference		
NT 3			
<b>Signals (including Trumps):</b>			
Standard count (high-low = even). Reverse attitude (low encouraging)			
DOUBLES			
Takeout X: Up to 4♥. Opening hand but may be light in prot. seat			
Penalty X			
Double of strong NT = Woolsey			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX – over RHOs overcall - X or XX = 3cs for partners suit			
Negative X			
Maximal X: inviting to game, otherwise suit raise is competitive			
Lead directing X – double of artificial bid			
Lightner – over slam or 3NT lead dummy's first bid suit			
DOPI/ROPI: X/XX=0/3; Pass=1/4; nxt suit=2 w/o Q; 2nd nxt suit = 2 w Q			

WBF CONVENTION CARD		
<b>CATEGORY:</b> Green		
<b>NCBO:</b> Ireland		
<b>PLAYERS:</b> Niamh Harty / Sue Power		
<b>EVENT:</b> EBL January 2026		
SYSTEM SUMMARY		
GENERAL APPROACH AND STYLE		
5 Card Majors, 1♣ =2+, Non-Forcing		
1NT = 15-17 balanced; may include 5-card major		
Multi 2♦ Three way, Tartan and Unusual NT – 6-10pts		
Openers rebids: 1NT 12-14, 2NT 18-19, 3NT 18-19 and 6+cs		
Systems ON over X, (except 2/1); OFF after overcall except Jacoby/Splinter/4NT		
2/1 GF – except over 1♣ opening, passed hand or interference		
3 <sup>rd</sup> seat opening may be light – 9+ depending on vul		
Rule of 20 in any seat		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
2♦ = Multi: weak two M; 20-22 or 25-26 bal; 8 playing trick suit		
2♥ = ♥ + minor, 6-10pts, 5+/5+		
2♠ = ♠ + minor, 6-10pts, 5+/5+		
2NT = 5/5 in minors or long diamond suit, 6-10pts		
Inverted minors – on over X		
Splinters – 8-11 + 4cs		
4NT overcall (over 4M by opps) = 2 places to play – respond better minor		
4432 – open 1♦		
XY checkback		
4 <sup>th</sup> suit forcing to game		
RKCB 1430		
Gerber 04/1/2/3		
SPECIAL FORCING PASS SEQUENCES		
Opps overcall our constructive game contract		
IMPORTANT NOTES		
Lebensohl SANS: X of weak 2; interference of our 1NT; our reverse		
PSYCHICS: not used		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL,THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3 ♠	12+ pts, 2+ ♠ Non forcing	1NT=6-9 n/f; 2♦=5cs 10+; 3♦=5cs 6-9; 1♦/♥/♠=6+; 2♦/♥/♠=WJSR; 2NT=10-12; 3NT=13-15	1♦-1x-1y=4+♦+4y; 1NT=12-14; 2NT=18-19; 1♦-2♦-4♦= M'wood; 1♦-2♦-2x = stopper x	
1♦		4	3 ♠	12+ pts	1NT=6-9 n/f; 2♦=10+; 3♦=6-9; 1♥/♠=6+; 2♣=2/1 GF 12+; 2♥/♠=WJSR; 2NT=10-12; 3NT=13-15	1♦-1x-1y=4+♦+4y; 1NT=12-14; 2NT=18-19; 1♦-2♦- 4♦=M'wood; 1♦-2♦-2x = stopper x	
1♥		5	3 ♠	12+ pts	1NT=6-11 s/f; 2NT= 4cs GF; 3NT=3cs 13+ bal; 2♥=3/ 4cs 6-9; 3♣=3cs 10-12; 3♦=4cs 10-12; 3♥=4cs 0-5; 4♥=5cs 0-5; 3♣/4♣/4♦= splinter; 2♣/2♦ GF; 2♣=WJSR	After 2NT: 3♥ = 16+; 4♥ = <15; 3♣/3♦/3♠= singleton/void; 4♣/4♦= side suit. 1♥-3NT-4NT=keycard in ♥; 1♥-3NT- 4x = control	Drury: 3 <sup>rd</sup> seat light opening 1♥-2♣ (3cs +10+); opener rebids: 2♥=light; 3♥=12-14; 4♥=15+
1♠		5	3 ♠	12+ pts	As above but for ♠ 4♣/4♦/4♥=splinter – 10-11pts	As above but for ♠	Drury: as for 1♥
INT				15-17 pts; Balanced - 5card major possible	2♣ prom; 2♦=♥xfr; 2♥=♠xfr; 2♠=range ask or ♣xfr; 2NT = both m or ♦xfr; Texas 4♦/4♥; 3♣=modified Puppet; 3M=sing in M, 5/4 in m Quantitative 4NT; Gerber	Superaccept M: 2NT= 4cs+max; 3x=4cs+max+2 quick losers; 3M =4cs min. 1NT-2♠-2NT=min; 1NT-2♠-3♣=max; 1NT-2NT-longer m; 1NT-3♣-3M=5cs; 1NT-2♣-2♥-3♠=slam interest in ♥; 1NT-2♣-2♠-3♥=slam interest in ♠	
2♣	Yes			Strongest hand - 23-24 bal or 27+bal or 9+ tricks	2♦ = relay	2♣-2♦-2NT (23-24) / 3NT (27+); 2♣-2♦-2x/3x = 9+ playing tricks in x; 2♣-2♦-2x-2NT = 0-3pts. After NT rebid by opener: Puppet and xfers to M apply; 3♠ = 5♠+4♥.	
2♦	Yes			2♥/♠ 6cs 6-10 or 8 playing tricks or 20-22 bal or 25-26 bal	2♥ = relay; 2NT enquiry 16+; 3♥=3cs both majors 11-12; 2♠=interest in game in ♥	2♦-2♥: p/c with weak 2♥/♠; 2NT=20-22 bal; 3NT=25-26 bal; 3♥/♠=8 playing tricks. 2♦-3♥: p/c. After 2NT rebid by opener: Puppet and xfers to M apply; 3♠ = 5♠+4♥. 2♦-2♠: pass with weak ♠; 3♥ invite; 4♥ game. 2♦-2NT: transfer to suit	
2♥		5+5		5♥ + 5 minor 6-10pts	3♣ p/c; 3♥=3cs 12-14; 2NT enquiry 16+	2NT enq response: 3♣=6-8 with ♣; 3♦=6-8 with ♦; 3♥=8-10 with ♣; 3♠=8-10 with ♦	
2♠		5+5		5♠ + 5 minor 6-10pts	3♣p/c; 3♠=3cs 12-14; 2NT enquiry 16+	As for 2♥	
2NT	Yes	5+5		5♣ + 5♦ or 6+ ♦ 6-10pts	3/5♣/♦/3NT=play; 4♣/♦=16+; 4NT RKCB in ♣		
3x				Pre-empt 6+cs 6-9pts			
3NT		7		Solid minor no outside stop	P=outside stoppers +2cs; 4♣/5♣ no stops, p/c		
4x		8		Pre-empt - 8 cs			
4NT				n/a			
5m				Natural	<b>HIGH LEVEL BIDDING</b>		
					Slam bidding RCKB 1430; Minorwood; cue bids; DOPI/ROPI; King ask = bid first K you have, partner bids K they are looking for		