


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
INT OVERCALL (2nd/4th 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 – Weak
Unusual 2NT – Lowest 2 suits (Ghestem)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Ghestem (1x-2x = Highest + lowest)
1M-2M = OM +clubs; 1♣-2♦ = Majors
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = ♦'s or both Majors
2♦ = ♥'s or 4+♠'s & 5+ minor
2♥ = 4+♥'s & 5+minor
2♠ = ♠'s
Dbl pen
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T.O; NT strong balanced
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
dble=Majors; 1NT = minors.
2♥/2♠ = weak; 3♣ = pre-empt clubs.
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = good raise; rdbl = values, if Major 2M-1/2M max/min raise
Bids natural, 1RF

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			

CONVENTION CARD
CATEGORY: Natural
NCBO: Ireland
PLAYERS: Terry Walsh & Peter Goodman

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors; 1♣ is 2+; 1♦ normally unbalanced; 15-17 NT; 2♣ 23-24 bal or GF; 2♦ ♣ Pre-empt; 2♥/♠ (6 card, weak); 2/1GF; 3♣ minors weak
Transfers over our 1♣ opening
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ = ♣ pre-empt
3♣ = minors, weak
2♣/♦ XY relay over opener's weak NT type rebids
Support dbl and redbl
2NT in competition – normally conventional
Transfers over our 1♣ opening
SPECIAL FORCING PASS SEQUENCES
Over GF sequence Pass Forcing
IMPORTANT NOTES
X/Y Relay (over weak NT type rebids):
2♣ Forces 2♦ then bids inv,
2♦ game forcing relay
2♥/♠ natural
2NT 6 card in other minor
3L GF good suits
PSYCHICS:

OPENING	ARTIFICIAL	NO CARDS	NEG DBLE THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE AND PASSED HAND BIDDING
1♣		2	4♦	11+; 2+♣'s	1♦/♥ transfer; 1♠ no major; 1NT 8-11; 2♣ 12+ 5♣; 2♦ 12+ 5+♦ GF; 2♥/♠ weak; 2NT 5♣/4♦ minors 9-11; 3/♣ preempt.	Transfer accept with weak NT and 2/3 card supp then XY relays (2♣ Forces 2♦, 2♦ GF relay).	System on after 1level intervention
1♦		4	4♦	11+; 4+♦'s, unbalanced	2♣ 12+ 5♣; 2♦ 12+ GF; 3♣ natural inv; 2M=weak; 2NT 5♣/4♦ minors 9-11; 3♥/♠ splinter.	Use XY relays over 1NT rebid	
1♥		5	4♦	5+♥'s; 11+	1NT 6-11; 2NT = GF strong raise; 3NT=13-15; Bergen raise (3♣ 6-9 and 3♦ 10-11 4 card supp); 2NT GF; 3♠ = splinter; 4♠ natural.	Use XY relays after 1NT rebid	PH - 2♦/2♥ max/min raises; also over dble; fit jumps; 2NT 4 card raise.
1♠		5	4♦	5+♠'s; 11+	1NT 6-11; 2NT = GF strong raise; 3NT=13-15; 1♠ - 4♥ splinter, 1♠ - 3♥ = nat nf; Bergen raises; 2NT GF.		PH - 2♥/2♠ max/min raises; as 1♥.
1NT				15-17 balanced	Non promissory Stayman; 4 way trx's; 3x=natural slam try; 4♣ Majors weak; 4♦/♥ trans; 4♠ minors; 4NT quant.	2♣ - 2NT 5♥'s min, 3♣ 5 Major max. Break Major transfer= super accept. Bid suit after minor Tx = like suit.	After intervention 2NT forces 3♣, bids natural, dble values. PH 3x shortage
2♣	✓			GF or 23-24 bal	2♦ = relay; any other bid good suit.	2♥ Kokish relay forces 2♠; then 2NT 25-26 other bids natural and ♥s also. 2NT = 23-24 then as over 2NT opening	
2♦	✓			Pre-empt in ♣	2♥/♠ = natural, nf; 3♦ = Artificial Forcing		
2♥/♠		5+		5+♥/♠'s (weak), normally 6	2NT feature ask; New suit forcing; splinters		
2NT				20-22 balanced	3♣ = puppet; 3♦/3♥ = transfers; 3♠ = minors; 3NT to play; 4♣ Majors weak; 4♦/♥ trans; 4♠ minors	3♦ over 3♣ denies 5 card M, may have 4.	
3♣	✓	5+/5+		minors 2-10 hcps	3M nat 1RF. 3NT to play;		
3♦		6+		6+♦'s 2-10 hcps	3M nat 1RF. 3NT to play		
3♥/♠		(7+)		7+♥'s/♠'s 2-10 hcps			
3NT	✓			Long solid minor no outside stop	4♣ pass or correct; 4♦ ask for singleton. 4M natural		
4♣/♦	✓			Strong ♥/♠	4 of intervening suit is shortage ask		
4♥/♠		6+		natural			
5♣/♦				Natural' reasonable		HIGH LEVEL BIDDING Key Card Blackwood (14;30) and Exclusion KCB (30;14) ROPI and DOPI over interference with Blackwood	