DEFENSIVE AND COMPETITIVE BIDDIN	G
OVERCALLS (Style: Responses: 1/2 Level; Reopenin	ng)
level – 8 – 17 varies with vul/position	
Level – 10 – 17 varies with vul/position	
NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
4-18 2 nd seat and 10-15 in 4th	
System on over any 1NT (including protective)	
TUMP OVERCALLS (Style; Responses; Unusual NT)	
ump overcalls – Weak	
Jnusual 2NT – Lowest 2 suits (Ghestem)	
DIRECT & JUMP CUE BIDS (Style; Response; Reope	en)
Cue = Ghestem $(1x-2x = Highest + lowest)$	
M-2M = OM + clubs; 1 - 2 = Majors; 1 - 2 = Majors; 1 - 3 = hi	ghest suit
-	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2♣ = ♦'s or both Majors	
! ♦ = ♥'s or 4+ ♠'s & 5+ minor	
• = 4+♥'s & 5+minor	
2 = A's	
Obl pen	
, or pen	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Obl = T.O; NT strong balanced	
Leaping Michaels – 4m shows minor and OM (nf)	
/S. ARTIFICIAL STRONG OPENINGS- i.e. 1 * or 2 *	
lble=Majors; 1NT = minors.	
2 / 2 = weak; $3 = $ pre-empt clubs.	
- Hour, 5 - pro empt euros.	
OVER OPPONENTS' TAKEOUT DOUBLE	
2NT = good raise; rdble = values, if Major 2M-1/2M max	min raica

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

 $3 \clubsuit = \text{minors}$, weak

2♣/♦ XY relay over opener's NT type rebids (see below)

Support dbl and redbl

2NT in competition – normally conventional

Transfers over our 1♣ opening

Bergin style over 1L-Major 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/♠ preemt.	Transfer accept with weak NT and 2/3 card supp then XY relays (2♣ Forces 2♦, 2♦ GF relay).	System on after x/1red intervention; over 1 ♠ - 2♣/♦ trans and 2♥/♠ clubs with/without ♠ stopper
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♣ 10-11 and 3♦ 6-9 4 card supp); 2♠ 3-card raise 10-11; 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, Bergen raises (3 ♣ 3-card raise 10-11; 3 ♦ 10-11 and 3 ♥ 6-9 4 card supp) 2NT GF.;		PH - 2♥/2♠ max/min raises; as 1♥.
INT			4◆	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, asks 5-card M;3 ♦ /3♥ = transfers; 3♠ = minor oriented; 3NT to play; 4♣ Majors weak; 4♦/♥ trans; 4♠ minors	3♦ over 3♣ denies 5 card M, may have 4; 3nt 3♠ not 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	