

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Simple - Occasionally 4 at 1 level, often 6 at 2 level
Then new suit = F1
Jump fits
UCB = raise with 3 card supp.
2NT = good raise with 4 card support
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /sandwich/protective
15-18/16-19/10-14
Responses – 4 card stayman, TRF, 2♠ = range probe, 2NT = m transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Pre-emptive
Modified Michaels (cue=higher, 2NT=lower; 3♣=others)
Protective 2NT= 18-20 with system on
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Modified Michaels 5/5(see above)
Jump cue – asks for stop
VS. NT (vs. Strong/Weak; Reopening; PH)
2♣ = both Majors
2♦ = 1 Major 6cs
2♥/♠ = that suit + minor
Then 2NT asks with interest 3♣ = pass or correct
2NT = minors
After pass X = both M's or both m's or ♦s 2♣/♦ nat with M
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = TO with Lebensohl
Leaping and non-leaping Michaels
4♠ X = values
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Over 1♣ and 2♣ WJO
Over 1♣ -X = ♥s 1♦ = ♠s; 1♥/♠/NT = CRO
Over 2♣ X = ♥s 2♦ = ♠s; 2♥/♠/NT = CRO
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ no support; bids nat; 2NT = good raise; jump fits
Other raises can be stretched

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th /2 nd	3 rd /5 th	
NT	4 th /2 nd	3 rd /5 th	
Subseq	SP	SP	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	for attitude	for attitude	
King	for count	for count/unblock	
Queen	top of sequence	top of seq. or int. seq.	
Jack	top of seq.	top of seq.	
10	top of int. Seq.	top/2 nd of int. seq.	
9	from 10 9	From 10 9 ...	
Hi-X	doubleton	doubleton	
Lo-X	3+ to honour	3+ to honour	
SIGNALS IN ORDER OF PRIORITY (Att and count are normal) (*3)			
	Partner's Lead	Declarer's Lead	Discarding
1	Att or count.	Count	Att or count
Suit 2	Count	Suit pref.	Count
3	Suit pref.		Suit pref
1	Att. Or count	Count	Att, or count
NT 2	Count	Suit Pref	Suit pref
3	Suit pref.		
Signals (including Trumps):			
Suit Pref.			
V NT Smith Peters – low from either encourages			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Negative through 4♦			
They overcall – opener re-opens in 4 th with shortage or extra values			
By passed hand 1NT X shows both M's both m's or ♦s			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Competitive Xs			
Support doubles at low levels showing 3 card support for responder			
Lightner doubles against slams			
Can ask for short suit V 1NT- 3NT			

W B F CONVENTION CARD
LADY MILNE 2016 WALES
PLAYERS: Maggie Pierce & Gilly Clench
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Cd Majors
Prepared ♣
15-17 NT
Multi 2♦
Lucas 2♥/♠
3♣ = 5/5 minors
2/1 GF (*1)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Bergen Raises over 1♥/♠
Forcing 1NT over 1♥/♠
Weak jump responses to 1m
Inverted minor raises
SPECIAL FORCING PASS SEQUENCES
We X 1NT they bid 2any – pass = F
IMPORTANT NOTES
PSYCHICS: V rare

OPENING	ARTIFICIAL ?	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	☑	2	4♦	If 2 normally weak NT hand	Inverted raises;weak jumps;pre-empt raise; limited splinter ; 2NT=bal nat 11ish	1♣-2♣- then 2♦/2NT=11-12/13-14NT After 1m-1M-1NT then 2♣=checkback ; Support Xs	After 1♦ o'call X = 4♥s 1♥=5♥s 1♠ may be 4 After 1m (1♥) X=4♠s 1♠= 5♠s Jump fits by passed hands 1 any (X) 2NT = 4 cd supp good After interference then system off Halmic over 1NTX'd - XX= 5cs; suit is lower of 2 4cd suits 1 any (o'call) 2 of their suit is F1 They bid at 2 level over 2♦s X=-ve They bid at 3 level over 2♦s X=pen
1♦		4	4♦	As over 1♣	“ “	“ “ “ “	
1♥		5	4♦		1NT F1 (*2) 3♣/♦=7-9/10-12 4cd supp, balanced - ish single raise 7-9 3 cd support	Rebid M with 6; better minor with 5cd M Then new suit weak to play;2NT nat; 2M – weak raise 5-6 with 3 or 6-9 with 2 3M good 3 card raise 10-12 Long suit trial bids	
1♠		5	4♦		Raise to 3=4-6 4+cd supp Limited splinters; 2NT=Jacoby GF may have s'ton		
1NT		15-17		Balanced – can contain 5cd M, 6cd m	5 card stayman (F to 2NT) 2♦/♥transfers(*4); 3 bids inv 2♠/NT minor suits GF + (except 2NT can be weak with 1 minor) 4♣=5/5 Ms weak; 4♠=Blackwood 4♦/♥ TRF can be weak or strong	Transfer breaks direct to suit show min 2/3 NT responses to 2♣ show 2♠s min/max; 3m show max with 6	
2♣	☑	0	4♦	Any strong hand	2♦ -ve or relay with no good 5 cd suit	Jumps by opener = solid suit 2NT second -ve	
2♦	☑	0		Weak M; strong m	2♠=game try in ♥; other M bids = pass or correct but 4♠=to play. minor suits F1	After 2NT 3♣/♦= good with ♥/♠; 3♥/♠=weak; 4♣/♦=str m	
2♥		5		5♥+5(occ 4) m 5-9	3♣/♦ pass or correct, weak; 2NT=enq	3♣/♦=nat weak; 3♥/♠=good with ♣/♦	
2♠		5		5♠+5(occ 4) other 5-9	3♣/♦=pass or correct; 2NT enq	3♣/♦/♥ = nat weak; 3♥/NT=good with ♣/♦	
2NT		20-22		Balanced	5 card stayman; 3♦/♥ transfers 3♠=Trf to 3NT then 4♣/♦ = slam try 4♣=5/5 Ms weak; 4♠=Blackwood 4♦/♥ TRF can be weak or strong		
3♣/♦/♥/♠		6		Pre-emptive	Change of suit F1		
3NT				Long running minor	4♣/5♣=pass or correct		
4♣/♦/♥/♠		7		Pre-emptive			
4NT				Asks specific aces	5♣=none ;5NT=2, 6♣= A♣s		
5♣/♦		8		Pre-emptive			
						HIGH LEVEL BIDDING	
						RKCB14/30 (reversed for ♣s) – D/R01 steps after interference; GSF XX of doubled cue = 1 st round control;pass =2 nd ;bid=no control	

Supplementary Notes

1. 2/1 GF – unless the responder rebids minor eg 1♥-2♣-2♦-3♣ can be passed
2. 1NT shows one of the following:- nat 1NT with <3 cd supp 6-9; weak 3 card raise 5-6; good 3 card raise 10-12; nat 2NT; long weak suit responder in which resp. wishes to play.
3. Count or attitude can vary on a need to know basis
4. After transfer breaks then re-transfers if available.