



WBF Convention Card 2.19

LEADS AND SIGNALS			LEADS AND SIGNALS		
DEFENSIVE AND COMPETITIVE BIDDING			OPENING LEADS STYLE		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)			Lead		
Constructive			Suit	4th, 2nd from 4 bad, MUD	In Partner's Suit
Resp - Unassuming Cue Bid = Constructive Raise			NT	4th, TON, Strong 10's	as above
Raises = pre-emptive			Subseq	lead of A in suit bid and supported	
re-opening - may be lighter than above				asks for SP	
				Ace asks for Rev ATT, King for Count	
			Other:		
1NT OVERCALL (2ND/4TH LIVE; Responses; Reopening)			Other:		
15 - 17			LEADS		
Resp - Stayman & 4 suit transfers, Baron 2♣ - 8+ pts asks for further information			Lead	Vs. Suit	Vs. NT
see note 4			Ace	AKx(+) asks for Rev Attitude	same
re-opening 10 - 14			King	AK, KQx(+) asks for Count	KQx(+) asks for count
Resp - Stayman & 4 suit transfers, Baron 2♣ - 11+ asks for further information			Queen	AQJ(+), QJx(+),	same
JUMP OVERCALLS (Style; Responses; Unusual NT)			Jack	AJTx(+), KJTx(+), JTxx(+)	JTx(+)
1-Suit: weak 6 - 10, Int 11 - 15 in 4th			10	HT6x(+), Txx(+)	AJTx(+), KJTx(+)
Resp - UACB = constructive, Raises - pre-emptive			9	H98x(+), 98x(+), 9x	same
2-Suit: Unusual 2NT - usually m but may be om & M			H-x	even number, 3+ bad	TON
			Lo-x	Hxx, xxx	Hxx, Hxxx, Hxxxx
Reopen:			SIGNALS IN ORDER OF PRIORITY		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead		
Michaels - 1m - 2m = ♠ & ♣ 5/5+			Suit: 1st	low - Encourage	Discarding
1M - 2M = OM & m 5/4+			2nd	Rev Att if Ace led	Odd = Encourage,
6+ NV, 8+ VUL, weak or strong, not usually Inter			3rd	S/P if A of P's suit	Even = S/P
Resp - 2NT asks for strength & information			NT: 1st	low - Encourage	Lebensohl
Vs. NT (vs. Strong / Weak; Reopening: PH)			2nd	Rev Att if Ace led	Extended Helic
Over Strong NT - x - single suited hand 6+ - see note 8			3rd		
2♣ - ♣ and higher suit 5/4+, 2♦ - ♦ and higher suit 5/4+, 2♥ - ♥ & ♠ 5/4+			Signals (including Trumps): reverse CT in Trumps		
2♠ strong 6+ card suit, 2NT - 18+					
Over weak NT - x - penalties, 2♣ - ♥ & ♠ 4/4+, 2♦ - single suited 6+,			DOUBLES		
2♥ - ♥ & m, 2♠ & m 5/4+, 2NT - ♣ & ♦ 5/5+			TAKEOUT DOUBLES (Style; Responses; Reopening)		
			CONST - 15+ or shape		
Vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			RESP - 1level NF, 1NT 5 - 8, jump 9+, 2NT 9 - 12, double jump - pre-emptive		
at 2 level X = TO 15+, next suit = TO <15, 2NT - 15 - 18 balanced			10+ in balancing pos		
at 3 level in 2nd pos - x = pen, in 4th pos - X = OPT 15+, next suit = TO <15			SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
at 4 level X = OPT			Sputnik doubles to 3♠		
Vs. ARTIFICIAL STRONG OPENINGS			Responsive doubles to 3♣		
Truscott v prepared ♣, Acol 2♣ & Benji 2♦ and over relay following these			Support doubles		
♦ = ♦ & ♥, ♥ = ♥ & ♠, ♠ = ♠ & ♣, ♣ = ♣ & ♦,					
X = suit doubled and non-touching suit, NT = other non-touching suits					
OVER OPPONENTS' TAKE OUT DOUBLE					
over m - xx = 9+ no fit					
Raises - pre-emptive, 2NT = good raise to at least 3, new suit = NF					
over M - xx <3 cards 9+, 2♣ - 3card support 10+, 2♦ - 3card support 6 - 9					

Category: Northern Ireland

Country: Lady Milne 2016

Event: Sandie Millership & Ros Young

Players: Sandie Millership & Ros Young

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Benlaminised Acol

5 card Majors, ♦ - 4+, ♣ can be 2

1NT rebid - 12 - 16 followed by Crowhurst

Jacoby 2NT & Bergen Raises

1NT Openings: 15 - 17

2 OVER 1 Responses

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ - 8 PT in suit or 21+ NT

2♦ - GF

2♦/♠ - 6 card suit 6 - 9

2NT - 19 - 20

3NT - Gambling, no more than 1K outside

Lebensohl

Extended Helic

Discarding

Odd = Encourage,

Even = S/P

Odd = Encourage,

Even = S/P

Signals (including Trumps): reverse CT in Trumps

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

CONST - 15+ or shape

RESP - 1level NF, 1NT 5 - 8, jump 9+, 2NT 9 - 12, double jump - pre-emptive

10+ in balancing pos

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES

Sputnik doubles to 3♠

Responsive doubles to 3♣

Support doubles

OVER OPPONENTS' TAKE OUT DOUBLE

over m - xx = 9+ no fit

Raises - pre-emptive, 2NT = good raise to at least 3, new suit = NF

over M - xx <3 cards 9+, 2♣ - 3card support 10+, 2♦ - 3card support 6 - 9

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

4th Suit Forcing = F1, F to game at 3 level

Psychics: