

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Constructive
Resp – UACB = constructive raise
Raises – Pre-emptive
Re-Opening – may be lighter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 - 17
Resp – Stayman & 4 suit transfers
10 - 14 in protective
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcalls – Weak – 5 – 9 HCP, 11 – 15 in 4th
Resp – UACB – constructive, Raises – Pre-emptive
Unusual 2NT – usually m's but may be om & M
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue = Michaels (1m, 2m = ♠ + ♥) 5/5
1M, 2M = oM + m
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy- X = penalties
2♣ = at least 44 MM
2♦ - single suited M 6+
2♥ - 5+♥ & 4+m, 2♠ - 5+♠ & 4+m
2NT = mm at least 5/5
3♣/♦ = 6+
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
V weak 2's – X - 15+ TO, Next suit - <15 TO NF, 2NT – 15 – 18 bal
V weak 3's/4's – Opt X
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1♥ or ♠ xx = 9+ no ft, 2♣ = 6 – 9, 2♦ = 10+, 2♥/♠ = 0-6 all with 3 card supp, 2NT – 6+ m, 3 level - Bergin
Over 1♣/♦ - raises Pre-emptive, 2NT good raise to at least 3, New Suit - NF

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from 4 bad, MUD	Small from H, TON	
NT	4 th , TON	As above	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ax, AKx asks rev att	same	
King	AK, KQx(+) asks for count	KQx(+) asks for count	
Queen	AQJ(+), QJx(+)	same	
Jack	AJT(+), KJT(+), JTx(+)	same	
10	HT9x, T9x, Tx	same	
9	H98x(+), 98x(+), 9x	same	
Hi-X	E	E	
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)	Odd - ENC
Suit 2	SP if A of P's Suit	SP	Even - SP
3			
1	Count (Hi/Lo=Even)	Count (Hi/Lo=Even)	As above
NT 2	Rev Att if Ace led		
3			
Signals (including Trumps):			
Roman Odd – ENC, Even - DISC			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Constructive = 15+ or shape			
Resp – 1 level NF, 1NT 5 – 8, Jump 9+, 2NT 9 – 12,			
Double Jump – Pre-emptive			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles – shows 3 card support for partners response when opps interfere			
Sputnick X's to 3♠			
Responsive X's to 3♠			

W B F CONVENTION CARD
CATEGORY:
NCBO: Lady Milne 2024
PLAYERS: Sandie Millership & Anne Hassan
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors, ♦ - 4+, ♣ can be 2
1NT = 15 – 17
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = forcing
2♦/2♥/2♠ = 6; weak: 6-10 HCP
2NT – 19-20
3NT – Gambling, no more than 1K outside
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES – 4SF – F to game at 3 level
Systems on over 1NTX. Lebensohl - SANS
PSYCHICS:

OPENING	TI CK IF AR TI FI CI AL	MIN NO CAR DS	NEG DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣	✓	2+	3♠	11+ or shape	1 level 6+, 1NT 6 – 11 4♣, 2♣ - 5+♣, jump shift -0 – 7 6+card suit			
1♦		4+	3♠	As above	As above but 1NT 6 – 9 and all 2 level – 9+			
1♥		5+	3♠	As above	As above but 2♥ = 6-9 3 card support, 2NT = 13+ 3♣ = 6 - 9, 3♦ = 10 -12, 3♥ 0 – 6 all with 4+♥'s, 2♠ = weak	Over 2NT – 3♥ = 13-14 pts, 3NT = 16+ pts, 4♥ - min, NS at 3 level – non-min singleton or void, 4 level 2 nd 5c suit non-min over 3♣ - 3♦ asks if 9 pts bid 4♥		
1♠		5+	3♠	As above	As above with suit alteration	As above with suit alteration		
INT				15-17 balanced	Stayman, 4 suit Transfers 3x = slam try, 4♣ = Roman Gerber	Break Major TRF = super accept Break minor transfer with Hxx or better		
2♣	✓			GF or 5 QT or 21+NT	2♦ = waiting, 2♥ <4pts, 2♠ - 5+cards 8+ pts, 2NT – 5+ ♥ 8+pts, 3♣/♦ 6+ cards 8+ pts	2NT = 21/23. 3NT =24/25 Followed by puppet stayman & transfers		
2♦		6		6 - 10	2NT enquiry. New suit forcing	3♣ - bad pts/bad pts, 3♦ - bad pts/good suit 3♥ - good pts/bad suit 3♠ - good pts/good suit, 3NT - AKQ		
2♥		6		6 - 10	2NT enquiry. New suit forcing	As above		
2♠		6		6 - 10	2NT enquiry, New suit forcing	As above		
2NT				19 -20 balanced	3♣ = puppet stayman, 3♦/3♥ = transfers, 3♠ = 4♥ + 5♠			
3♣		6+(7+)		Pre-emptive	Change of suit F1			
3♦		7+		Pre-emptive	Change of suit F1			
3♥		7+		Pre-emptive	Change of suit F1			
3♠		7+		Pre-emptive				
3NT	✓	7+		Long solid minor no more than 1K outside	4♣ pass or correct. 4♦ ask for singleton.			
4♣/4♦ 4♥/4♠		7+(8+)		7+ suit, weak				
							HIGH LEVEL BIDDING	
							Splinters, Cue Bids, RKCB 1430	
							Roman Gerber over NT, DOPI. ROPI	

Sandie & Anne Notes 2024

Lebensohl - SANS

1 NT - 2 of a suit - 2 of a suit = Competitive 4+ cards

3 level bids - 5 card suit and forcing.

If responder bids 3 of opps suit - the bid replaces Stayman
opener Bids 4 card major at 3 level with no stop.

opener Bids 3NT with stopper but no 4 card major

3NT - To play with stopper and no 4 cards in other major

2NT asks partner to bid 3♣.

Responder can now pass with ♠(5+) or bid another suit competitively 5+.

3NT shows values for game, no stopper in suit and no 4 cards in the other major.

Double of overcall is optional. It shows at least points to raise to 2NT. Can be passed for penalties.

If overcalled suit is conventional showing at least one anchor suit, bid as if that suit had been overcalled.

Bergen Raises

Over 1M opening and over competition over 1M opening

2♥ or ♠	3 card support & 6 – 9
2NT	4 card support 13+ semi balanced
	With balanced hand – 3♥ or ♠ = 13 -14
	3NT = 15+
	4♥ or ♠ = <13
	With unbalanced hand and non-min,
	3♣/♦/OM – singleton or void
	4♣/♦/OM – good 5+ cards
	Over interference – X = my response or my response bypassed
3♣	4+ card support & 6 -9 – a bid of 3♦ now asks P to bid 4 with 9 pts
3♦	4+ card support & 10 - 12
3♥ or ♠	4 card support & 0 – 5
4♥ or ♠	5 card support & 0 – 5

BROMAD – over 1M - X

Redouble- 9+ points and not suitable for any other bid 2 or less cards in partner's suit

A simple re-bid by opener signifies a light opening

A jump re-bid shows a single suited hand, not suitable for defence - non-forcing.

Pass followed by a jump re-bid is forcing

2 NT re-bid shows a completely solid suit.

New suit At 1 level - 5-8 points 4+ cards

1NT 7-8 points

2♣ - 3 card support & 6 – 9 pts,

a bid of 2♦ now asks P to bid 4 with 9 pts

2♦ - 3 card support & 10+ pts

Single raise 3card support & 0 – 5 pts
2NT 6+ card minor, weak
3 level bids as in uncontested auction except 3♦ = 10+
If partner passes the double and it is passed for penalties,
Pass with 5 card suit unless it is too rropy and you have another biddable
suit that you can show economically.

Over 2♣

2♦ Waiting
 Over 2♦ - 2NT – 21 – 22 balanced followed by Puppet
2♥ <4 pts , can pass any subsequent bid by opener
2♠ 5 card fair suit 8+ or 1A + 1K
2NT 5 card fair ♥ suit 8+ or 1A + 1K
3♣ or 3♦ 6 card fair suit 8+ or 1A + 1K
 Over 2♣ - 3♣/♦ - 4♣/♦ RKCB for ♣/♦
3NT 22+ balanced

Bids over Ghestem

X sputnik with < 3 cards in partners suit
Raise pre-emptive or game as appropriate.

Bids over Michael's Cue Bid

X 3 card support and values
2NT High card raise with 4 trumps
Raise 4 card support, pre-empt or game as appropriate

Against weak 2 openings.

Double Strong Takeout - 15+ points
Next suit weak Take out - <15 points
2NT Natural 15 – 18 balanced
New Suit NF

Defence to Multi 2 ♦

In 2nd position

Pass	if followed by bid of the major at next turn to bid shows good holding in the suit. Jump bid shows extra values, a strong jump overcall
X	13 - 16 Balanced or a strong hand which can handle the subsequent auction. A bid of 4 of the major at the next turn shows an Acol 2 opening.
2♥ or 2♠	Non-forcing Take-Out of an opening bid in the other major. At least 4 cards in the suit bid, a shortage in the other major and values in the minors.
2NT	17 - 20 points, balanced, natural, implying a long suit
3 level bids	6+ cards, constructive but non- forcing, the type of hand worth a jump re-bid
3 NT	19+ points, natural, suggests a long running suit.
4♥/♠	The type of hand which would have opened at the 4 level.

In 4th position

X	Penalties of suit bid
2♠	Non-forcing take out, as before
	all other bids constructive but non-forcing, as before

In 6th position

	All suit overcalls are natural
2NT	Minors
X	Penalties (limited to 16 points by failure to bid before)

Defence to Opening 3's - (natural pre-empts)

In 2nd position

X	Penalty's
Next Suit Up	Non-forcing Take-Out
All others	Natural

In 4th position

X	Take-Out 15+ points - can be converted to penalties
Next Suit Up	Non-forcing Take-Out.
All others	Natural