

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS
General Style: Sound when Vulnerable
Minor Suit O/Call – 6 card suit constructive
Responses: UCB 10+ 3 card support, mixed raise 8-10hcp 4 card support, 3 of suit 4 card support 4-7hcp, new suit forcing one round, 2NT 11+ 4 card support, 1NT 8-11hcp
2NT in protective seat 20-22hcp
1NT OVERCALL (2nd/4th Live; Responses)
15-17hcp: responses non-prom Stayman & 4 Suit Transfers
10-14hcp protective: with non-prom Stayman & Transfers (Majors only)
If NT Overall is Doubled: - Rdbl= unknown 5 card minor
If opener's partner raises his suit to 2 Level – <u>Lebensohl</u> applies
Where 2 suits bid by Opps other 2 suits +5/5
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 6 card suit 6-10hcp but can have opening values in 3 rd and 4 th seat, while in protective seat 16+ (8 playing tricks).
Responses: Natural, Pre-emptive, 2NT range enquiry (if available).
Unusual NT: lowest 2 suits +5/5 unlimited
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels – Over Minor shows majors, over major shows other major
+ unspecified minor - at least 5/5 unlimited.
Responses: Raise= non forcing, 2NT= Enquiry, 3♣ = pass/correct.
Jump cue bid: splinter
V's. NT Cappelletti (Note alternates V'S Weak & Strong NT).
Dbl = Penalty, 2♣ = Single suited hand, 2♦ = Majors,
2♥ = ♥ + Minor, 2♠ = ♠ + Minor, 2NT = Minors.
Responses: 2NT generally range enquiry, Raises pre-emptive.
All as above against Weak NT (12-14) ONLY.
Versus Strong NT: - Dbl = Single Suited Hand, and 2♣ = Minors with rest as above
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = Take Out
3NT = To Play
New Suit = Suit + Values (can be passed)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong 1♣ - Truscott where - 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+♣, Dbl = ♣+♥, 1NT = ♦+♠. Less than 13 HCP.
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 10+hcp denies length in openers suit. Bergen, Inverted minors
Raise = Pre-emptive/Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Leads Standard	In Partner's Suit	
Suit	4/2, top of sequence, MUD	Lowest from 3 to honour, MUD	
NT	As above	As above	
Other: Ace for Attitude, King for Count. (standard on both)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count	
Queen	Attitude	Attitude	
Jack	Count	Count	
Hi-X	Discouraging	Discouraging	
Lo-X	Encouraging	Encouraging	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Attitude	Count	Roman Discards *
2	Count	Suit Preference	Odd = Encouraging
3	Suit Preference	(Only when needed)	Even = Suit preference
NT 1	Attitude	Same as for suit	Same as for suit
2	Count		
* (on first discard only)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: Sound / Natural			
Responses: - Natural, Cue bid points – choose denomination			
Balancing Position: - Treat as 3HCP weaker than in direct seat.			
Negative doubles through to 4♠			
Helvic RDBL over Dbl of 1NT – unknown 5 card suit			
Support Doubles (showing 3 card support for responder's major) up to 2♥♠			

W B F CONVENTION CARD
NCBO: Ireland
PLAYERS: Louise Mitchell & Lucy Phelan
EVENT: Lady Milne 2024
SYSTEM SUMMARY
General approach and style:
2/1
15-17 NT
5 Card Majors with Bergen Raises
XY NT (in response to 1NT rebid from opener 2♣ while generally invitational hand commands 2♦ while 2♦ is artificial g/f)
Inverted minors
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
*After Opps have bid 2 suits, cue bid of Lower/Higher of their suit shows at least 4-6 (lower) / 6-4 (higher) in other suits
SPECIAL FORCING PASS SEQUENCES: n/a
OTHER NOTES: 2 level bids natural non forcing when responding over natural intervention, 1 and 3 level bids forcing (3 being game force)
2NT in protective position = 20-22hcp
2 level jump o/call in protective position=strong 16+Hcp 8+tricks
Trial bids – long suit, 4 th suit Forcing (game).

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4S	Natural	1♦♥♠=5+hcp, 2♣*=5♣ 10+hcp denies major, 3♣≤9hcp 5♣, 1NT= 6-10hcp, 2♦♥♠ = 0-5hcp + 6 card suit, 2NT=11-12hcp	* Where interference other than X then 2♣= 4+card 6-10hcp, UCB 11+	2♣=10-11 5 card, 2NT balanced 10-11
1♦		3	4S	Natural	1♥♠= 5+hcp, 1NT=6-10hcp, 2♦*=4+♦ 10+hcp denies major, 3♦≤9hcp 5♦ denies major, 2♥♠ 0-5hcp + 6 card suit, 2NT=11-12hcp	*Where interference other than X then 2♦= 4+ card 6-10hcp, UCB 11+	2♦=10-11 4 card+, 2NT=10-11 balanced
1♥		5	4S	Natural	Bergen Raises (4 card support), 3♥♠ = 3-6 hcp, 3♦ = 7-9hcp, 3♣=10-12hcp, 2NT= 13+, 3NT= 12-15 bal any 4333, 2♠=0-5hcp 6 card suit, 1NT*= 6-11hcp, 4♥♠=to play dist., 2♣**= natural g/f OR limit raise 3 card support, 2♦♥ (over spades) nat. g/f 2♥♠=6-9hcp 3 card support	After Bergen 2NT, 3 of a new suit = singleton or void, 4♥♠ = min no shortage, 3NT = non min and no shortage, 3H♥♠= non min no shortage, extra length, 4♣♦ = 5 card suit	*= (as limited hand may be passed by opener with min balanced hand) while 2♣**=natural clubs OR limit raise showing 3 card major support generally rebid 4 of major to show limit in response to game try.
1♠		5	4S				
INT				15-17 generally balanced (Can include 5 card major)	2♣ = Non-Promissory Stayman, 2♦♥ = Transfers, 2♠=Transfer to ♣, 2NT=♦ transfer, 3♣= 5521 or 5512 minors weak, 3♦=5-5 minors' g/f, 3♥♠= singleton in suit bid & 5/4 in minors (forcing)	If Opps DBL 1NT Rdbl shows unknown 5 card suit. Super acceptance applies where 2NT is non-max, 3♥♠=max, Smolen.	Lebensohl may apply over interference (FANS)
2♣	/			Artificial: 8 playing tricks or 21-22 or 25-26 balanced (semi)	2♦=normally<8hcp, 2♥♠ show 5 card suit with 2 of top 3 honours, 2NT=8-10hcp bal or not above	2NT= 21-22hcp (not necessarily bal), 3NT=25-26hcp. Suit = 8/9 playing tricks 16+ hcp not game forcing. Puppet Stayman & Transfers over 2NT rebid. Over rebid of NT 4♥/♠= to play	
2♦	/			Artificial: 23+ game force	2♥ relay, 2♠ show 5 card suit with 2 of top 3 honours, 2NT=8-10hcp bal or not above Puppet Stayman & Transfers over 2NT rebid	2NT=23-24 (not necessarily balanced), 3NT=27-28, 2♠/3♣♦♥♠= natural. Over rebid of NT 4♥/♠= to play	
2♥		6		6 card suit 6-10hcp	2NT = range enquiry, new suit= forcing one round (unless doubled) 3♥=barrage, 4♥ = to play	3♣ = 6/7, 3♦ = 7/8, 3♥ = 8/9, 3♠ = 9/10 3NT = Suit headed by AKQ	In third seat can be up to 12 HCP
2♠		6		6 card suit 6-10hcp	2NT = range enquiry, new suit=forcing one round (unless doubled), 3♠=barrage, 4♠ = to play	3♣ = 6/7, 3♦ = 7/8, 3♥ = 8/9, 3♠ = 9/10 3NT = Suit headed by AKQ	As above
2NT				19-20hcp may contain singleton honour/5 card major	3♣ = Puppet Stayman, 3♦/♥ = ♥/♠ transfers, 3♠=transfer to ♣, 3NT= transfer to ♦, 4♣= Gerber, 4NT=quantitative, 4♥/♠= to play	Bidding minor shows useful holding (Any 3, Ax or Kx+)	
3♣♦♥♠		7		7 card suit – pre-emptive			
3NT		7		Long Solid Minor, Q outside most	4♣ / 5♣ / 6♣ = Pass or Correct.	RKCB (14-30)	
4♣/♦		8		Pre-emptive (to play)		Constructive Raise to 4 of a Minor = Slam Invite (requires cue where possible)	
4♥/♠		7 / 8		Pre-emptive (to play)		Keycard DOPI/ROPI, Dbl/Rdbl = 0 or 3, Pass = 1 or 4, etc.	
4NT						Exclusion (14-30)	
5♣/5♦		9		Pre-emptive		Gerber in direct response to 1NT or NT rebid	

