

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Usually 5 Cards 7-16hcp	
New Suit F1; Jump New Suit Response = Support & shortage	
Weak Jump overcalls 6 – 10 (Intermediate in 4 th)	
Ghestem	
Minor suit overcalls - constructive 12+ & 6 card suit	
UCB = 3 card support limit raise. Mixed raises.	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
2 nd pos. = 15-17 hcp	
4 th pos. = 10-14 hcp	
VERSUS WEAK 2 BIDS	
Leaping Michaels	
Over 2♥/♠: 4♣ = ♣ +M; 4♦ = ♦ + M 5/5 (weak or strong)	
Over 2♦: 4♣ = ♥ +m; 4♦ = ♠ +m ♠ 5/5 (weak or strong)	
4NT = both minors	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Ghestem (6-10 or 15+); cue = extremes, 2NT = lower 2	
Minor over a minor = majors, but over 1♣ 2♣ = natural	
Jump Cue = Stop ask for NT	
VS. NT (vs. Strong/Weak; Re-opening;PH)	
Cappelletti: X weak NT= penalty, X Strong NT = single suited	
2♣ over weak NT= single suited over strong NT = minors 5/5	
2♦ = Both Majors at least 4/4	
2♥/♠ = Hearts/Spades & Minor (5/4+)	
2NT over weak NT = Both Minors 5/5	
3♣♦ = natural constructive 7 card suit 12-15 (ish)	
3♥♠ = pre-emptive 7 card suit 8 -11 (ish)	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
X= take out 3 suits in principle 13+	
3NT = 17+ & Stops	
Cue bids = Strong Single Suit hand; 4NT = 2 Suiter hands	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Double = Take-out, stronger than our usual take-out double	
Suits bid are good, Standard pre-emptive bids	
OVER OPPONENTS' TAKEOUT DOUBLE	
XX 9+ Points	
System on over X and 1 level bids (except over minor openings)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd /4 th	2 nd /4 th	
NT	"	"	
Subset	MUD	MUD	
Other: A/Q = Reverse attitude, K/J = Reverse count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax(+)	AKx(+) Ax(+)	
King	AKx(+) KQ(J/10)x(+)KQ	AKx(+) KQ(J/10)x(+) KQ	
Queen	QJ10(+), Qx,	KQJ10(x), Qx, KQ10(+)	
Jack	Denies a higher honour	Same	
10 OR 9	0 or 2 higher honours	0 or 2 higher honours	
x	xxXx, HxxX, Xx	As v suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	A,Q att., K J count	Reverse count	Italian odd = like
Suit 2	Hi Lo = Odd	Reverse count	Reverse count
3	Suit Pref		
1	A,Q att., K J count	Reverse count	Italian
NT 2	Reverse count	Reverse count	Reverse count
Signals (including Trumps): Reverse attitude/Reverse count			
Discarding: Italian: Odd = Encourages, Even= SP on 1 st discard only			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard negative to 4♥, X of 4S= penalty in principal			
Transfers in response to X of 1♣ where no interference			
V Multi X=16+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles			
Responsive X up to and including 3♠			
Lead directing			
Lightner			

W B F CONVENTION CARD	
Category: Green Event: Lady Milne Trials 2021 NCBO: Ireland Players: Maureen Pattinson & Louise Mitchell	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 Game Forcing,	
1♣ = 2+ & may have 5♦ if Bal, 1♦ (Unbalanced)= 5+ (unless 4441)	
Transfers in response to 1♣ opening and over X of 1♣	
5 card majors	
1NT=15-17	
Multi 2♦, 2♣ = Acol	
2♥/♠= 5+♥/♠ & 4+♣/♦ 6-10hcp	
Bergen raises	
Inverted minors	
Non-promissory and puppet stayman	
Smolen	
2C in response to a major = either limit raise in major or natural GF	
Long & short suit trial bids	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Walsh Transfers	
Multi 2♦:	
SPECIAL FORCING PASS SEQUENCES	
N/A	
Other notes: Lebensohl (SANS)	

OPENING	ARTIFICIAL Y/N	MIN. NO. OF CARD	NEG.DBL TO				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	Natural 11+hcp, can contain 5♦	Inverted minors: 2♣ = 12+ & 5+ cards, 3♣ = 9-11 & 6 cards & 2NT = 4-8 & 6 cards	Opener can Pass 3♣; 2NT has a forced relay of 3♣ (PASS if 6♣ and 4-8, 3NT = 17+) : Over 2♣:2NT 11-13, 3NT 17+, new suit or cheapest stop13+ 3♣ = NF	Same
1♦					Walsh Trans:1♦=4+♥;1♥=4+♠;1♠=6-8hcp NT transfer (usually 4♣), 1NT=9-11hcp (usually 4♣), 2♦/2♥/2♠ = 6 card suit 3-6hcp; 3NT = Play 3♦/3♥/3♠ = Splinters (6+♣) 4♣ direct = Key card	1 level accept transfer =3+ cards, 2 level=4 cards & 15-16 hcp, 1NT= 12-14, 2NT = 18, 3NT = To play 4♣ = Key card 3 level accept = 17-18 hcp & 4 card support	
		4	4♥	Unbalanced 11+hcp	2♣; 10+ NOT g/f, 2♦= 4+♦ 12+hcp GF; 2NT = 4-8hcp & 4+♦ 3♣=9-11hcp 6♣; 3♦ = 9-11hcp 4+♦, 4♦=Key card 2♥/2♠ = weak 6 card suit 3-6hcp 1NT = 6-10hcp	2♦ = 6♦ 11-14hcp, 1NT = 12-14hcp, 2NT = 18hcp	
1♥/♠		5	4♥♠	Natural 11+hcp	Bergen Raises: 3♥♠ = 3-6 hcp+4 card sup., 3♣ = 7-9 hcp 4 card support, 3♦=10--12hcp 4 card support, 2NT= 13+ 4 card sup., 3NT= 12-15 bal. 3+ card support, 1NT = 6-11 hcp may have 3 card support but no shortage, 4♥♠=to play distributional., 2♣= nat g/f OR limit raise 3 card support, 2♦♥ (over spades) nat g/f, 2♥♠=6-9hcp 3 card support. Over 1♥ - 2♠= weak 6 card suit <6 hcp	After Bergen 2NT, 3 of a new suit = singleton or void, 4♥♠ = min no shortage, 3NT = 13/14 hcp and no shortage, 3H♥♠= 15+ hcp no shortage, extra length, 4♣♦= Good 5 card suit. Response to 2♣ = 2♦ artificial g/f, 2♥♠= min (maybe 5), 2NT = 18-19hcp, 3NT=12-14hcp	Over 2D artificial g/f: 3♣= natural, 2M= limit raise, 3M= 5♣+3M 15+, 4M=5♣ +3M to play 11-14
INT				15-17 hcp	2♣ = Stayman (Non Promissory) 2♦/2♥ = Transfers ♥ & ♠(Super-accepts apply) 2♠ = Transfer to 3♣ (Super Accept with 2NT) 2NT = Transfer to 3♦ or 5/5m weak (partner bid longest) 3♣♦ = 6 card suit 6-8hcp 2 of top 3 honours non forcing 3♥♠= 5/5 in minors with singleton or void as bid GF, 4♣=Gerber, 4♦/4♥ = 6 card transfers to play in ♥ or ♠	Over 2♣: 2♦ = No major; 2♥/2♠= 4 cards; 2♠ = Denies 4♥, 2NT = 5M & Min; 3M = 5M & Max 1NT -2♣-2♦ (Smolen) 3♥ = 5♠ & 4♥; 3♠ = 5♥ & 4♠ Over 2♦♥ accept transfer with 2-3; Max bid either 2NT = with 3 good hand, 3M = weak 4 card support or 3 with 2 top honours 3♣♦ = Max & Doubleton in suit bid	
2♣	Yes	0		Acol	2♦ = 0-1 Control; 2H=2 Controls; 2S = A & K 2NT= 3Ks; 3♣ = 4 Controls, 4NT/4♠/4♦ = key card	2NT = 23-24 Suits bid = 9 playing tricks or maybe a two-suiter	Where interference control in steps (P=0)
2♦	Yes	0		Multi: either: 6-10hcp - 6 card major, bal. 19-20 hcp, 8 playing tricks any suit	2♥ = Pass/convert, 2♠ willing to play in spades but interested in game in hearts, 2NT = Enquiry	Over 2NT enquiry: 3♣ = 8-10 in ♥/♠ (3♦ = suit enquiry & bid the one we don't have); 3♦/3♥ =Trans to ♥/♠ & 6-7 hcp, 3NT :19-20hcp, 3♠/4♠/♠/♥ = 8 play tricks	
2♥♠	Yes	5		5♥/♠ & 4+ ♣/♦ 6-10 hcp	2NT = enquiry 3C = pass or correct	Ogust responses to 2NT where 3♣/♦ = weak with minor bid, 3♥= strong with ♣, 3♠ = strong with ♦	
2NT				21-22	3♣ = Puppet Stayman; 3♦/3♥ = Transfers 3♠ = 5♠&4♥ 4♣= Gerber; 4♦/♥= 6 card transfer 4NT= Quant.	Response to Puppet: 3♦ = 1 or both majors 4 card, 3♥/3♠= 5 card suit, 3NT denies major (note in response to 3D bid major don't hold)	
3♣		7		Natural pre-empt	3NT Play, Suit Bid= forcing , 4NT =key card		
3♦		7		As above	3NT Play, Suit Bid= forcing , 4NT =key card	High Level Bidding	
3♥		7		As above	3NT Play, Suit Bid= forcing , 4NT =key card	RKCB – 1430	
3♠		7		As above	3NT Play, Suit Bid= forcing , 4NT =key card	EXCLUSION: Step 1=1/4; Step 2 = 0/3, Step 3=2 no Q	
3NT				Long solid minor, no outside stop	4/5/6/7♣ pass or convert; 4♦ = Enquiry: bid	Kickback – Same Minor steps as above	
4♣♦		7/8		NAMYATS – 3 Key cards	4♦ - Enquiry stronger than 4♥ 4NT; Key card	DOPI; ROPI	
4♥♠		7/8		To play < 3 Key cards	4NT Key card	Splinter Bids	
4NT				Specific Aces	5♣ = 0; 5♦ = ♦Ace; 5♥ = ♥Ace 5♠ = ♠Ace: 6♣ = ♣Ace & 6NT = 2 Aces		

