

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS</b>
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
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses)</b>
15-17hcp: responses non- prom Stayman & 4 Suit Transfers
10-14hcp protective: with non-prom Stayman & Transfers (Majors only)
If NT Overcall 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
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak 6 card suit 6-10hcp but can have opening values in 3 <sup>rd</sup> and 4 <sup>th</sup> 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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>Michaels</b> – 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
<b>V's. NT Cappelletti (Note alternates V'S Weak &amp; Strong NT).</b>
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
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL = Take Out
3NT = To Play
New Suit = Suit + Values (can be passed)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>Vs Strong 1♣ - Truscott where</b> - 1♦ = ♦+♥, 1♥ = ♥+♠, 1♠ = ♠+♣, Dbl = ♣+♥, 1NT = ♦+♠. Less than 13 HCP.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+hcp denies length in openers suit. Bergen, Inverted minors
Raise = Pre-emptive/Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	<b>Leads Standard</b>	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			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	AK asks attitude	AK asks attitude	
King	AK or KQ asks count	AK or KQ asks count	
Queen	KQ or QJ asks attitude	KQ or QJ asks attitude	
Jack	(H)J10(x+), Jx	(H)J10(x+), Jx	
Hi-X	xXx(x+)	xXx(x+)	
Lo-X	HxX HxxX(x+)	HxX HxxX(x+)	
10/9	Standard – do not play strong	As v suit	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	<b>Discarding</b>
Suit 1	Attitude	Count	Italian 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
<p><b>NCBO:</b> Ireland</p> <p><b>PLAYERS:</b> Louise Mitchell &amp; Lucy Phelan</p> <p><b>EVENT:</b> Lady Milne Trials 2026</p>
<b>SYSTEM SUMMARY</b>
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
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
*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
After 1C/D opening where 1NT is overcalled 2C/D = both majors +4/4
<b>SPECIAL FORCING PASS SEQUENCES: n/a</b>
<b>OTHER NOTES:</b> 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 <sup>th</sup> suit Forcing (game). Splinters.

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♣ inverted (GF), 3♣=5♣ 5-9hcp, 1NT=6-11hcp, 2♦=5♣ 9-11hcp, 2♥♠=0-5hcp + 6 card suit, 2NT=5♣ 2-5hcp, 3♦♥♠=5♣ splinter	* Where interference other than X then 2♣=4+card 6-10hcp, UCB 11+. Stop show in response to responders 2♣ GF as possible for NT	2♣=10-11 5 card, 2NT balanced 10-11
1♦		3	4S	Natural	1♥♠=5+hcp, 1NT=6-11hcp, 2♦=5♦ inverted (GF), 3♣=5♦ 9-11hcp, 3♦=5♦ 5-9hcp, 2♥♠ 0-5hcp + 6 card suit, 2NT=5♦ 2-5hcp, 3♥♠/4♣=5♦ splinter	*Where interference other than X then 2♦=4+card 6-10hcp, UCB 11+. Stop show in response to responders 2♦ GF as possible for NT	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+, 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	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
1♠		5	4S		2♥♠=6-9hcp 3 card support, 3NT=bal 4333 12-15hcp		
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), Suit = 8/9 playing tricks 16+ hcp not game forcing. Stayman & Transfers over 2NT rebid. Kokish relay-either suit/s or 25-26hcp 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	2NT=23-24 (not necessarily balanced), 3NT=27-28, 2♠/3♣♦♥♠=natural. Over rebid of NT 4♥/♠=to play, Stayman & Transfers over 2NT rebid	
2♥		6		6 card suit 6-10hcp	2NT = range enquiry, new suit=forcing one round (unless doubled) 3♥=barrage, 4♥=to play	3♣=6/7hcp, 3♦=7/8hcp, 3♥=8/9hcp, 3♠=9/10hcp, 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♣=Stayman, 3♦/♥=♥/♠ transfers, 3♠=forces 3NT, 3NT=transfer to ♣, 4♣=transfer to ♦, 4NT=quantitative, 4♥/♠=to play	Over forced 3NT 4♣=5♣4♦, 4♦=5♦4♣, 4♥/♠=5-5 minors' (with control in major bid). Smolen.	
3♣♦♥♠		7		7 card suit – pre-emptive			
3NT		7		Long Solid Minor, Q outside most	4♣ / 5♣ / 6♣ = Pass or Correct.	RKCB (Roman Key Card Blackwood) 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 NT or NT rebid	

