DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE				<u> </u>		
Style sound 1 level 8-16 5 card 2level 10-16 5 card		Lead			rtner's Suit	CATEGORY: Green	
Responses jump raises pre-emptive, cue bid is 10+ mixed cue bid is 8-10 and 4 card support, new suit forcing 1 round	Suit	3 rd /5th		3 rd /5t		NCBO: Ireland	
2nt response to 1M overcall is 10+4 card support	NT	2 nd /4 th		2 nd /4	th	PLAYERS: Fiona O'Gorman and Rachel Connellan	
	Subseq Std remaining coun					EVENT Lady Milne Trials Jan 2026	
	Other: K	for count, Ace/0	Queen for reverse atti	tude SCU	JDA	-	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2 nd seat 15-18 systems on	Lead	Vs. Sui	t	Vs. N	JT		
4 th seat 10-14 systems on	Ace	Axxx		AKQ		GENERAL APPROACH AND STYLE	
, and the second	King	AKQx;	AKQx;KQJx;AKx;KQ;KQx(+)			5 card Majors	
	Queen		QJx;QJxx		x;QJ10,QJ10x(+)	Short club 2+NF, 2/1 responses nearly GF IM 1NT response forcing	
	Jack	J10;J10)x(+);KJ10x(+)		igher honours	Bergen raises (on over X off over interference)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		9;109x(+)H109x(+)		igher honours	1M 2NT GF Jacoby 4+ hearts (2NT INV+ Jacoby if interference)	
Weak jump overcall 6 card, Ogust enquiry*	9	9;9x			igher honours	Strong NT 15-17 (may include a 5 card major or 6 card minor)	
Ghestem* 2NT 2 lower suits, 1d/1h/1s-3c is 5/5 in 2 highest suits,	Hi-X	Double	ton,		pleton, 2 nd from xxx	1NT 2S range enquiry, 1NT 3C* puppet, 4 way transfers*	
1c-2d is both majors, cue bid is 5/5 in extemes	Lo-X			4 TH :	from H	3 rd seat opening can be light	
Reopen:	SIGNALS IN ORDER OF PRIORITY					Checkback is New Minor Forcing 1R	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead			Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Ghestem *Direct cue bid is 5/5 in extreme suits		Att reverse	Count Hi-Lo	even	ODD enc, even SP	2NT opening pre-emptive both minors 5/5	
Assymetric cue bid in 4 th seat is 6/4 (1C Pass 1H ? Now 2C is (6d4s) 2H (6s4d) 2NT(5s5d) X take out 44/54)	Suit 2	count				3NT Gambling (long minor nothing outside)	
Over Unusual NT, lower cue bid= invitational support opener, higher cue bid =5+ other suit*	3	Suit pref				Ghestem 2 suited overcalls*	
	1	Att reverse	Count Hi-Lo	even	Odd enc, Even SP	Lebensohl (SANS) *	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Count				Negative double to 3S	
Multi Landy	3	Suit pref				Benji 2C 8 playing tricks, 20-22 bal/25-26 bal	
2D long major, responses relay 2h, 2s good raise in h	Signals (including Trump	os):			Benji 2D GF 9+playing tricks, 23-24 bal/ 27+ bal	
2H/2S 5 card major and a minor, 2NT both minors	Trump echo looking for ruff				Benji 2S weak 6 card suit 6-10, Ogust enquiry*		
X weak NT penalties,	Smith Peter in NT (Hi enc Lo disc in first suit played by declarer shows attitude to p lead)				Benji 2H weak 6 card suit 6-10, Ogust enquiry*		
X strong NT is 10+ pts with long minor or 5 minor & 4 major			DOUBLES		Helvic if 1ntx is penalties		
						Inverted minor suit raises	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLES	(Style; Responses; I	Reopenin	ıg)		
Take out double to 4h	May be light with classic shape						
Leaping /non leaping Michaels* over minor pre empt 2 or 3 level cue bid shows both majors, over 2h/2s/3h/3s cue bid is other major 5+			•				
4NT 2 places to play						SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24] [
Natural overcalls and jump overcalls	SPECIA	L, ARTIFICIA	L & COMPETITIV	E DBLS	/RDLS		
, i			ners suit (2 level)			1	
OVER OPPONENTS' TAKEOUT DOUBLE	X conventional bid lead directing				IMPORTANT NOTES		
Weak jump shift	X strong NT is long minor or 5m/4M						
New suit forcing	21 Strong		- 51 VIII 11/1				
						PSYCHICS: rare	
2nt limit raise 10+						PSYCHICS: rare	

r h	F IAL	OF	,						
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	Х	2	3s	Short club 2+ 11-20	1NT 6-11 no 4 card major, 2C 6-9, 3C 10-12 1D,1H,1S natural 4 card,2H/S 3-5 6 cards	NT rebid=11-14, 2NT=18/19, then new minor forcing.			
1 ♦		4	3s	11-20	1NT 6-11,2D 10+,3D 6-9,1H,1S 4 cards, 2c 4+clubs GF,2H/S 3-5 pts 6 card suit	NT rebid=11-14, 2NT=18/19, then new minor forcing.			
1♥		5	3s	11-20	(see note 2) (see note 2)		Drury* (see note 4)		
1 🛦		5	3s	11-20	As above for hearts (see note 2)	(see note 2)	Drury*(see note 4)		
1NT				15-17 balanced may contain a 5 card M 10-14 in protective seat	See Note 1 for 1NT System		Lebensohl* (see note 5) Helvic* (see note 6)		
2♣	Х			8 playing tricks, balanced 20-22 or 25+	2D relay	2H/2S 8 tricks 16+,2nt 20-22, 3nt 25+, Puppet stayman * (note 7)			
2♦	х			9+playing tricks, balanced 23-24 or 27+	2H relay	2S/3H/3C/3D 9+tricks 23+,2nt 23- 24,3nt 27+Puppet stayman* (note 7)			
2 🗸		6		6 cards 6-10	15+ 2nt Ogust enquiry*	(see note 8)			
2.		6		6 card 6-10	15+ 2nt Ogust enquiry*	(see note 8)			
2NT		5/5		5/5 minors 6-10	(see note 3*)				
3♣		7		Pre-emptive					
3♦		7		Pre-emptive					
3♥		7		Pre-emptive					
3 ♠		7		Pre-emptive					
3NT	X			Long minor 7+ nothing outside	Pass if outside stoppers otherwise bid 4c pass or correct				
4 ♣		8		Pre-emptive					
4 •		8		Pre-emptive					
4♥		8		Pre-emptive					
4 ♠		8		Pre-emptive					
4NT									
5 ♣		9		Pre-emptive		HIGH LEVEL BI	DDING		
5 •		9		Pre-emptive		4NT RKBW 1430, 5c 1/4 5d 3/0, 5h 2/5 1	no Q, 2s 2/5 +Q, Q ask over 5c/d		
5 ♥		9		Pre-emptive		5NT Specific K ask - responder bids lowe	6		
5♠		9		Pre-emptive		Minorwood 1430, Exclusion BW 3014, cu	ue bids 1 st /2 nd round control		

Note 1 1NT System

2 ♦ 2 ♥ 2 ♦ Clu	Transfer Transfer		3♦	no 5 card major says nothing else about the hand denies 4 hearts and shows 4 spades
	Transfer			3 denies 4 hearts and shows 4 spades
2♠ Clu				denies 4 spades and shows 4 hearts NT to play (no interest in 44 major fit)
	ubs or Balanced. Opener continues by showing range:		3M	5 card major
3♣ continue Pass 3 ♣ 3X 3NT 4 ♣ 4M 3 ♦ continue Pass 3M 3NT 4♣	responder can then bal INV hand play 2NT with openers shape unknown! to play 6+ clubs 3X GF splinter with 6+ clubs 3NT to play To Play 6+ clubs GF splinter with 6+ clubs to play Minorwood with 6+ clubs Void exclusion RKC with 6+ clubs any strength with 6 + or both minors d to show their longer minor (bid 3D with equal length) nations: responder is weak with both minors to play responder has 6+ diamonds weak GF splinter with 6+ diamonds to play 4 Minorwood with 5+5+ minors Minorwood with 6+ diamonds void exclusion RKC with 6+ diamonds soid exclusion RKC with 6+ diamonds or both minors GF splinter with 6+ diamonds to play GF splinter with 6+ diamonds	1NT 1NT 1NT 1NT 1NT 1NT 1NT	4♥ tra	Both majors 5+5+ INV+ GF Splinter with both minors 5/4 GF Splinter with both minors 5/4 Gerber ansfer then 4NT RKC and new suit exclusion ansfer then 4NT RKC and new suit exclusion Quantative INV
()3	Pass 3X 3NT 4 4 4X 2NT Opener is asked continue Pass 3 3 3 3NT 4 4 4M S continue Pass 3M 3NT	3NT to play Pass To Play 6+ clubs 3X GF splinter with 6+ clubs 3NT to play ♣ Minorwood with 6+ clubs 2NT any strength with 6 ♦ + or both minors Depener is asked to show their longer minor (bid 3D with equal length) continuations: Pass responder is weak with both minors ♦ to play responder has 6+ diamonds weak 3X GF splinter with 6+ diamonds 3NT to play ♣ Minorwood with 5+5+ minors ♦ Minorwood with 6+ diamonds 4M void exclusion RKC with 6+ diamonds S continuations: Pass responder is weak with 6+ diamonds 3M GF splinter with 6+ diamonds 3NT to play ♣ GF splinter with 6+ diamonds 3NT to play ♣ GF splinter with 6+ diamonds	3X GF splinter with 6+ clubs 3NT to play 1NT Pass To Play 6+ clubs 3X GF splinter with 6+ clubs 3NT to play 4 Minorwood with 6+ clubs 4X Void exclusion RKC with 6+ clubs 2NT any strength with 6 + or both minors Depener is asked to show their longer minor (bid 3D with equal length) 2NT continuations: Pass responder is weak with both minors 3 to play responder has 6+ diamonds weak 3X GF splinter with 6+ diamonds 3NT to play 4 Minorwood with 5+5+ minors 4 Minorwood with 6+ diamonds 4M void exclusion RKC with 6+ diamonds 8 continuations: Pass responder is weak with 6+ diamonds 3NT to play 4 GF splinter with 6+ diamonds 3NT to play 4 GF splinter with 6+ diamonds 3NT to play 4 GF splinter with 6+ diamonds	3X GF splinter with 6+ clubs 3NT to play Pass To Play 6+ clubs 3X GF splinter with 6+ clubs 3X GF splinter with 6+ clubs 3NT to play A Minorwood with 6+ clubs 2NT any strength with 6 + or both minors Opener is asked to show their longer minor (bid 3D with equal length) Continuations: Pass responder is weak with both minors 3 to play responder has 6+ diamonds weak 3X GF splinter with 6+ diamonds 3NT to play A Minorwood with 5+5+ minors 4 Minorwood with 6+ diamonds 4M void exclusion RKC with 6+ diamonds Continuations: Pass responder is weak with 6+ diamonds Minorwood with 6+ diamonds GF splinter with 6+ diamonds That A treating the treating

Note 2 1 Major System 1NT 6-11pts forcing, (may have 3h 10-11) 2♣ 2+ clubs 11-15 pts 2 • 4+d 11-15 pts 2 11-15 pts 6+h 2 **1** 16+ 5h4s 2NT 18/19 bal, 3x GF, 3 **v** 16-17 pts 6+h INV 3NT strong 6h+ solid or semi-solid, source of tricks 2/1 GF clubs or balanced 2* 2 • 11-14 5h4d could be 5 hearts 2 11-14 5h+ 2 11-14 5h4s 2NT 12-14 5h332 3♣ extras GF 15+ 3 ◆ extras GF 15+ 3♥ 6 good hearts extras GF 15+ 3NT 18-19 2/1 GF good suit 2 • 6-9 pts 3 card support 2 🕶 2 3-5 pts weak 6+ suit Jacoby GF 4+ hearts then 3x splinter, 4x good suit etc 2NT 6-9 pts 4 card heart support (Bergen) 3♣ 10-12 pts 4 card heart support (Bergen) **3**♦ Preemptive 3-5 pts 4+ card support 3♥ GF splinter 4+ hearts 3♠ not defined 3NT GF splinter 4+ hearts 4x**4** 🕶 to play

Competitive Bidding after 1♥ opening

- $1 \checkmark (2 \clubsuit) 2 \spadesuit 9 + pts F1$
- 1 ♥ (2♣) 2NT 10+ pts INV+ Jacoby 3+ hearts Opener's 3H = min NF
- 1 **(2♣)** 3♣ ask stop
- 1 ♥ (2♣) negative double (2NT later is 10/12 pts INV)
- 1 ♥ (X) 2NT 10+ pts INV+ Jacoby 3+ hearts Opener's 3H = min NF

Note 3 2NT 6-10 pts both minors

Unless partner is a passed hand, we do not open 2NT with 5530 (3 card major)

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GF = Game Forcing INV = invitational
Responses
      to play
3♣
3 ♦
      to play
3 y
      GF asks shortage game in major possible/Minorwood available
             1255
            3NT to play
            4m Minorwood RKC 1430
            4M to play
            5m to play
       3NT 2155
             4m Minorwood RKC 1430
            4M to play
            5m to play
             natural 1156
             natural 1165
       4 •
              void
       4M
      INV+ relay to 3NT game or slam INV in minor
3
      3NT forced
          4. INV
          4♦ INV
          5♣ SLAM INV
                            agree this shows 3/5 aces
          5♦ SLAM INV
                            agree this shows 3/5 aces
      to play
3NT
      PRE-EMPT
4m
5m
      to play
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Note 4 Drury

Responding to 3rd seat Major opening with 9-11

2♣ asks if opening sound, replies are 2♦ sound, 2 Major light opening

Note 5 Lebensohl (SANS)

3nt stopper showing

3 level bids are GF

2 level bids are competitive

2nt forces 34, 3 level bids are then invitational, slow arrival no stop.

Note 6 Helvic

If x of 1NT is for penalties

XX is 5 card suit asks for 2. from opener

Suit bid is lower of 4/4

Pass asks for xx from opener then suit bid is 4 card non touching suits

Note 7 Puppet Stayman

2*asks for 4/5 card major,

3 ♦ shows 4 card M responder then bids 3 ♠ to show ♥ and 3 ♥ to show ♠ 3nt no 4/5 card major, 4 ♦ shows 2 4 card majors

Note 8 Ogust

After a 2nt enquiry over a weak 2 Major

3♣ is 6-8 poor suit

3♦ is 6-8 good suit

3 ♥ is 8-10 poor suit

 $3 \blacktriangle$ is 8-10 good suit

3NT is AKQxxx