DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS						W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE							
Style:- 7-17hcp; sound at the 2 level	Le				In Partner's Suit		CATEGORY: Lady Milne Trials - 2023	
Responses: UCB; Jump UCB = 4 card sup & 7-9; raises = pre- emp, 2NT res to Major = 10+ & 4 cards; new suit F1	Suit		4 <sup>th</sup> , 2 <sup>nd</sup> from weakness		Small likely shows Hon		NCBO: CBAI	
2NT over minor o/call is to play 11-12hcp;	NT	4	4th; 2nd from	4; & MUD			Frances Kelly & Anne Keating	
	Subseq			ts; Att vs NT				
1NT = 8-10hcp; Res X = values or T/O, not PEN	Other: A & Q seeks Attitude (Q or 3 <sup>rd</sup> rd ruff in a suit: King for count & J							
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
2 <sup>nd</sup> pos 15-17/18 & systems on as over 1NT opening	Lead Vs. Suit		Vs. NT		?			
4 <sup>th</sup> 10-14 2C = stayman OR Crowhurst enquiry & systems on	Ace		AKQ, AKJ, AK(x)		AKQ, AKJ10, AK (x)+		GENERAL APPROACH AND STYLE	
1x - P - 1y - 1NT = 16/18 & DBL = T/O  other 2 suits	King KA		KA, KQJ(x)+		KA(x)+KQJ(x)+		15-17 1NT (May have singleton) 5 card majors with reverse Bergen raises.	
2NT = 5/5 in minors	Queen	(	QJ10(x), Q.	J(x) + AQJ(x)	QJ10(2	<b>(</b> )+	1C can be short, non-forcing	
Leb sans	Jack	J	1109(x), KJ	10(x), J 10(x)+	J109(x	)	Benji 2's	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		1098(x), 10x		1098(x)		Puppet stayman over 1NT & 2NT	
5-10 hcp & 6 card suit (Sound when Vul)	9		Эх		Same		New minor forcing	
	Hi-X	2	Xx		Same		Michaels & Leaping Michaels; UCB; Negative DBLs to 4H	
	Lo-X	I	Hxx		Same		LEB-Slow when Opps bid & raise 1M;	
Reopen:	SIGNAI	S IN OR	DER OF P	RIORITY			Long suit trial bids.	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's	s Lead	Declarer's Lea	ıd	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MICHAELS & LEAPING MICHAELS; UNUSUAL NT	1	Reverse	attitude	High/low = ev	en	Odd Enc; even = $S/P$	2NT = 5m/5m < 11hcp	
Also played over WEAK 2'S (STRONG ONLY!) 16+hcp	Suit 2					ĺ	3D = 5M/5M and 5-9 hcp	
	3	3					WEAK JUMP RESPONSES (6 card suit) to 1m opening <5hcp	
	1	As above	e	As above		As above	1M response may bypass 1D, Super-Accepts over transfers	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	2					Non-Promissory Stayman	
Over opps weak $NT = penalty$ (response as $1NT$ )	3	3					4 way transfers	
2C = Majors	Signals (including Trumps): Count; Italian & S/P						Gambling 3NT with little outside	
2D = Long major	, , , , , , , , , , , , , , , , , , , ,						Over opps 1x 1x now 2x of higher suit of opps shows 6 card in higher of other two suits & 4 of other.	
2H = Hearts & minor								
2S = Spades & minor	DOUBLES							
2NT = 5/5 minors								
VS.PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOU	BLES (Styl	le; Responses; l	Reopeni	ng)		
Dbl = T/O. Cue bid of MINOR = Both MAJORS. NT to play	Style: ca	ın be light	with classic	shape. CUE =	F until			
4H X = Strong hand! 4S = 5+ & 4NT = Minors; 5C/D = that minor & Major 5/5	Style: can be light with classic shape. CUE = F until a suit is bid twice.  Response to T/O DBL - JUMP 8-11hcp; CUE = 12+ hcp							
4S opps then X = penalty & 4NT = T/O (2 suits) 5C/D = as above LEB – SLOW after (WK 2's) DBL, vs Multi : DBL = HCP	Response	e to T/O	DBL - 0-7	lowest bid in su	it, 1NT			
Vs. artificial strong openings							SPECIAL FORCING PASS SEQUENCES	
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						If Opps disturb our vul game or sacrifice, DBL = no extras, a bid	
				of responder's		= more distributional, Pass = forcing to DBL or bid,		
	1m - (1H) - DBL = other 2 suits (1S may only be 4) 1m - (1S) - DBL suggests 4+ H's						Pass & Pull partner's DBL = slam interest	
OVER OPPONENTS' TAKEOUT DOUBLE							IMPORTANT NOTES	
Over 1M systems ON ignoring the X: XX = 9+ hcp:								
Over 1 minor, 2NT is natural; jumps to 2D/H/S = < 5hcp							2NT 3S=5S/4H	

16	IF	). OF	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1.	Y	2	4H	11-20 HCP	Natural; 2D/H/S = < 5hcp & 6 card suit	1NT re-bid = 11 -14 & 2NT = 17/18 3NT=19				
1 ♦		4	4H	11–20 HCP	Natural; 2M = < 5hcp & 6 card suit					
1♥		5	4H	11- 20 HCP	2 level resp = 11+ Bergen raises	2NT = 12-14; New suit =F				
1 ♠		5	4H	11-20 HCP	2 level resp = 11+ Bergen raises	As above				
INT				15-17 (May have singleton)	Non prom. stayman & 4 suit t/fers; Puppet; 3D = 5/5Majors; 3M = singleton; 4C Gerber	After 2S - 2NT = Hxx in Clubs; after 2NT-3C's = Hxx in Diamonds				
2.	Y			Weak D/20-22NT/ 8/9 tricks	2D = relay & less than 15hcp	Pass if weak D's or Bid hand type				
2♦	Y			GF	2H = relay; 2S 12-14hcp P/C	Weak H/S; 2NT = 20-22; 2c/d = 8/9 tricks				
2♥		6		5-10hcp (can be 5 card at fav V)	3H/4H = barrage: 2NT strong enquiry	After 2NT OGUST responses				
2.		6		As above	As for 2H	As above				
2NT				5m/5m < 11hcp	3C/3D to play. New suit F1, raises & NT to play.					
3*		6/7(vul)			New suit F1, raises & NT to play	After new suit bid opener will raise with min Qx support or rebid minor				
3♦		6/7(vul)			New suit F1, raises & NT to play	As above				
3♥		7			New suit F1, raises & NT to play					
3♠		7			New suit F1, raises & NT to play					
3NT	Y			Gambling minor	4 C = pass or correct					
4 <b>.</b>	Y	7/8		Pre-empt						
4♦	Y	7/8		Pre-empt						
4♥		7/8		Pre-empt						
<b>4</b> ♠		7/8		Pre-empt						
4NT	Y			Ace asking	5C = 0, $5D/5H/5S/6C$ shows Ace. $5NT = 2$ Aces					
5 <b>.</b>	Y					HIGH LEVEL BI				
5♦	Y					4NT = RKCB 14/30 for Majors & Minorwood	for minors 30/41			
5♥				Bid 6 with 2/3 top honours	P/C	2NT 3S = 5S & 4H				
5♠				Bid 6 with 2/3 top honours	P/C					