DEFENSIVE AND COMPETITIVE BIDDING		IF	A DC A ND CICN	TATC		W B F CONVENTION CARD
	LEADS AND SIGNALS OPENING LEADS STYLE			IALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Re-opening)	OPENING	Lead Lead		In Part	mer's Suit	1
Overcalls = sound and natural; WJO; Truscott over strong club	Suit	3 rd & 5th		3 rd & 5	5th	1
New suit advance = transfer advance when RHO passes, natural otherwise F1	NT	2 nd & 4th		2 nd & 4		PLAYERS: Roisin de Jong & Mairead Haugh
UCB if not transfer advance, shows 3 card support	Subseq	UDCA				EVENT Lady Milne trials 2024
Mixed raises	Subseq	OBCH				EVENT Eddy White drais 2024
2NT= 4card support for major, when passed hand	Other: Smit	h peters; coded 9	and 10			_ _
Reopen: any strength	LEADC					CNYCODERA CNIRARA A DNY
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS	V- C:4		17- NT	Γ	SYSTEM SUMMARY
2/3 seat 15-18, system on, transferring into their major = artificial 4 th seat= 10-14/15 (spades) Protective	Lead Ace	Vs. Suit Attitude		Vs. N		GENERAL APPROACH AND STYLE
Truscott over strong club	King	Count		Count	ie	Natural 5CM (14) 15-17, 1C 2+, Transfer responses over 1C
By passed hand = 2 suited	Queen	Attitude		Attitud	le	1NT response to 1M semi-F
by pulsed hand — 2 suited	Jack	Top of sequence doubleton	ience or		sequence or	Three W 2, sound when vul
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Coded		Coded		2C over 1M is either balanced GF or clubs and forcing to 3m; 2 diamonds generally 5+
JO= pre-emptive ,	9	Coded		Coded		many transfers and relays
2 suited = michaels/UNT (weak or strong)	Hi-X	Doubleton		Second	d highest from rags	Inverted minors = invit ++, off after interference
2NT 4 th seat: strong	Lo-X	From 3+		From 3	3+	XYZ
	SIGNALS	IN ORDER OF I	PRIORITY			Gazzilli over 1M
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead	Declarer's Lea	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct = Michaels; over 1C=2+ then 2D= majors		lev att	Count		Rev att	
Jump cue = stopper asking 3nt	Suit 2					Transfer responses to 1c
After 1 level overcall of our 1m, jump cue = transfer to 3nt	3					W. C. J. C. W. C. M. C.
TIG NITE (G) MY I D I DYY	l NITE OF E		G i		D	Transfer advances after we overcall if 3rd hand passes
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 R	lev att	Count		Rev att	Gambling 3nt in ½ seat
Multi Landy vs Weak and Str NT; exception vs WNT DBL in direct seat=Pen and Pass out seat dbl= t/o (with opening bid)	3					
Re-opening DBl as passed hand is t/o		eluding Trumps): I here relevant.	Reverse attitude;	Smith po	eters; Trump echo =	*Reverse Flannery: 2H/2S jump response to 1m = weak/invitational, respectively, showing 5S + 4H
						SPECIAL FORCING PASS SEQUENCES
	DOUBLES				After 2c opening, pass shows controls if opps intervene Pass = F when we bid to game to make; part of Dopi/Ropi. Part of defence to Michael's/UNT, if responder bids	
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	T DOUBLES (Sty	le; Responses;	Reopeni	ng)	
Dbl= T/O,; 2NT 15-18, then 3c = xfer to 3d and 3d = xfer to our major; all bids artificial except NT Normal system on after weak 2d; 3d = majors	DBL=short	in bid suit or v str	ong (often follow	ved by c	ue bid)	(WNT) -X -FP through 2H After 2/1 bid, forcing pass when opp intervene
Jumps are two suited; cue-bid over 2M = non-gameforce Michaels		uits then DBL = T	O other two			
3NT = to play; then 4c = size ask; other continuations and transfers; 4NT = two suited		X any strength;				

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠ Truscott, dbl =C&H, NT=D&S, Bid suit= that suit and one above	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
Jumps = natural	Support Dbls and Re doubles inc Diamonds; Responsive X; dopi/ropi/depo	
Similar treatment for 2D response	competitive X; game invite X; transfer Xs & XXs, e.g. if our W2 doubled	
OVER OPPONENTS' TAKEOUT DOUBLE Support XX by opener	Truscott over strong club (double is clubs and H etc.)	IMPORTANT NOTES Bids after 1D – 2C: 1D – 2C – 2D (May only have 4); Bids after 2 over 1: 1M – 2m – 2nt = gf from either side. After 1m – 1M – 2m 2NT = art. Asking shortage. 3m = inv After 1C – 1X – 2C, 2D by responder asks majors; forcing to 3C Lebensohl (next suit up) after opener's reverse
After 1minor (X): transfer responses on; 1NT = nat; also fit jumps and pre-empts and mixed raises		After splinter (shortage)ask, we show (balanced), high, middle, low
After 1M (X): ReDbl=values, otherwise transfers; 2NT = Truscottagree M, inv.+ 3M-1 = mixed raise; also fit jumps and pre-empts		
		PSYCHICS:NO

OPENI	TIC K IF	MIN. NO. OF CAR DS	NEG. DBL THR U						
NG	ART IFIC IAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1♣		2		Bal 12-19 pts/ unbal 11-20	Transfer responses,1NT=6-10, 2C=inverted, 2D=mixed raise; 4D/H = Texas; 4S = minors; 2NT= GF, balanced (then stayman etc)	Accept transfer with 3; Jump with 4+; 3M - 1 = 17+; other bids natural; 4SF Leb after reverse	Inverted minors show max as passed hand; Texas off in comp 1C (1S), 2D = H, 2H = D.		
					2H=5S4H weak 2S=5S/4H invite (= Rev. Flannery)	2nt =leb, 3m GF	Off in comp; PH on		
1♦		4		Bal 12-19 pts/unbal 11-20	1M=4+ 6+pts, 1NT= 6-11, 2C =11+ pts 2D=inverted, 2M as above; 3C=mixed raise; 2NT = GF, balanced (then stayman etc)	1D-2C-2D/H = min (may not have 5D); then next suit up = art. Min; rebid of 2c can be 4/5 After 2NT Rebid, then Wolff (= checkback+)	1D(1S), 2C=H, 2H=C		
					After $1m - 1M - 2m - 2NT = \text{shape ask GF}$				
1 ∀ /1S		5		Bal 11-19 pts	1NT Semi F, 2C= clubs or bal game invite, 2D=5+; 2NT = Jacoby, 3m= Bergen (3C = stronger); 3M+1= min splinter; normal splinter stronger	After Jacoby, bids art. showing min/max; shortage etc. FSF (to game); Lebensohl after opener's reverse if weak. Short/long suit trial bids (art.)	Drury in 3 rd and 4 th seat: 2D = 3 card support; 3c = 4+ support, 8- 11 hcp; off in comp; then short/long suit trial bids (art.)		

				1-20 unbal	Jump in other major= limit raise; 2 over 1 forcing only to 3m After 1M-1NT-2NT (18-19), then transfers	After 1H/S-1nt, 2c is gazzilli = weak with C or 17+ art. 2NT (jump) rebid = 18-19, then checkback+ Junk raise continuations after 1M-2M (game invites or showing shortage)	V. Multi: X = 13-15 bal or any 19+; X followed by Leb 2M = nat (in reply, other M is cue, jump in OM is nat) 2nt = nat, system on (2 suited over 1M-2M); 3m nat; 2s = S and m; 3nt = nat; 4c = c & H; 4d = d & h; 4M = nat v. W2M or 1M-2M:3M = nongame force Michaels; 4m = leaping Michaels Over 2d or 1d-2d: X followed by leb;As above, but 3d = Majors Two-train. Where we show a strong 2 suiter, the most economical cue bid agrees the next suit up.
		5			After 1x and 1Nt rebid, then XYZ	2NT (jump) rebid = 18-19 (then checkback+)	
INT			(r	5-17 maybe unbal 6Cm rarely) or two doubletons; can ave 5M	Stayman, 4way transfers, 2D= transfer/ Walsh transfers. 2NT = puppet; Invitational Smolen	After Major agreed, 3OM = slam inv. If H agreed, 4c = bal slam inv.	Vs 2NT for minors, weak: 3c – majors strong; 3d = majors weaker; 3M = nat; 4c = 6h & 4S; 4D=6S & 4H; 4Nt = BW Leb
							Vs Ekrens 2D: 2♥ strong t/o for
							minors; 2♠ weaker; 4H = 6c &
							4D; $4S = 6D \& 4C$. Pass then $X =$ pen Vs 3D Majors: $X = t/o$, 3H nat; $3S =$ minors; $X = t/o$ and $X =$ pen; pass and $X = t/o$
2♣	yes		G	Game if unbal or 23+ balanced	Controls responses. 2NT = long suit, 3x transfers	After 2D then 2H= Kokish 25+ or H	Vs 3 M pre-empts or 1M – 3M: 4m = Leaping M; cue = 1 suiter
							Vs 4 C pre: 4D = Majors; 5C = non-leaping M; 4NT = BW. VS 4D same, but 5D = majors Vs 4M: X = t/o; 4NT = 2-suited
2♦		6	W	Veak 2	2X= NF, 2NT=range ask, 3X FF1	After + response to 2nt, next bid up asks for shortage	Vs gambling 3nt: X = points; 4c = strong 1 suiter; 4d = majors; 4M = non-leaping M; 4Nt = BW
							Vs 3 m pre-empts or 1m-3m: 4C = majors, 4D = strong 1 suiter; Leaping M
2♥		6	W	Veak 2	2S= NF 2NT range ask, 3X FF1	As above	
2.				W 1.2	ONT 1 OV FELO HOLOGO	A 1	
2♠		6		Veak 2	2NT= range ask, 3X = FF1; 3c=H; 3H=C (Grue switch))	As above	
2NT			20	0-21 Balanced	Xfers, Puppet, GF and Slam Inv transfers		
3♣		6+	P	re-emptive	3D (art.) interest in game+ somewhere, 3M forcing, 4D= optional KC		

3♦		7	Pre-emptive	3M forcing, 4C Optional KC 3D pre-emptive			
3♥		7	Pre-emptive	3S forcing, 4C= Optional KC,			
3♠		7	Pre-emptive	3NT to play , 4C optional KC			
3NT			Gambling 1/2; to play 3/4	After gambling 4C= pass/ correct, 4D asks shape			
2111	1		Camering 1/2, to play 5/	The guilding to pass correct, in asia shape			
4♣		7+	Natural pre-emptive	4M to play			
4♦		7+	Natural Pre-emptive	4M to play			
4♥		7+	To play				
4♠		7+	To Play				
4NT	yes	Minors	11 tricks				
5♣		8+	To play		HIGH LEVEL BIDDING		
5♦		8+	To play		1430,		
5♥					EX BW = 0,1,2,2+Q		
5♠					Frequently 4m/4m+1 RKC ask in m auction, 4nt quantitive or cue		
					DOP1/ROP1		
					Gerber after 1nt,		
					When shape us known use Mulberry system.bids		