

| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style: Responses: 1 / 2 Level; Re-opening) |
| Overcalls = sound and natural ; WJO; Truscott over strong club New suit advance = transfer advance when RHO passes, natural otherwise F1 UCB if not transfer advance, shows 3 card support Mixed raises |
| 2NT= 4card support for major, when passed hand Reopen: any strength |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2/3 seat 15-18, system on, transferring into their major = artificial 4 th seat= 10-14/15 (spades) Protective Truscott over strong club By passed hand = 2 suited |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| JO= pre-emptive , 2 suited = michaels/UNT (weak or strong) 2NT 4 th seat: strong |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopen) |
| Direct = Michaels; over 1C=2+ then 2D= majors Jump cue = stopper asking 3nt After 1 level overcall of our 1m, jump cue = transfer to 3nt |
| VS. NT (vs. Strong/Weak; Reopening;PH) |
| 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) Re-opening DBL as passed hand is t/o |
| VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids) |
| 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 Jumps are two suited; cue-bid over 2M = non-gameforce Michaels 3NT = to play; then 4c = size ask; other continuations and transfers; 4NT = two suited |

| LEADS AND SIGNALS | | | |
|--|------------------------------|------------------------------|------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 3 rd & 5th | 3 rd & 5th | |
| NT | 2 nd & 4th | 2 nd & 4th | |
| Subseq | UDCA | | |
| Other: Smith peters; coded 9 and 10 | | | |
| LEADS | | | |
| Lead | Vs. Suit | Vs. NT | |
| Ace | Attitude | Attitude | |
| King | Count | Count | |
| Queen | Attitude | Attitude | |
| Jack | Top of sequence or doubleton | Top of sequence or doubleton | |
| 10 | Coded | Coded | |
| 9 | Coded | Coded | |
| Hi-X | Doubleton | Second highest from rags | |
| Lo-X | From 3+ | From 3+ | |
| SIGNALS IN ORDER OF PRIORITY | | | |
| | Partner's Lead | Declarer's Lead | Discarding |
| 1 | Rev att | Count | Rev att |
| Suit 2 | | | |
| 3 | | | |
| 1 | | | |
| NT 2 | Rev att | Count | Rev att |
| 3 | | | |
| Signals (including Trumps): Reverse attitude; Smith peters; Trump echo = suit pref where relevant. | | | |
| DOUBLES | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | |
| DBL=short in bid suit or v strong (often followed by cue bid) | | | |
| Opp bid 2 suits then DBL = T/O other two Reopening X any strength; | | | |

| W B F CONVENTION CARD |
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| PLAYERS: Roisin de Jong & Mairead Haugh |
| EVENT Lady Milne trials 2024 |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| Natural 5CM (14) 15-17, 1C 2+, Transfer responses over 1C 1NT response to 1M semi-F Three W 2 , sound when vul |
| 2C over 1M is either balanced GF or clubs and forcing to 3m; 2 diamonds generally 5+ |
| many transfers and relays |
| Inverted minors = invit ++, off after interference |
| XYZ |
| Gazzilli over 1M |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| Transfer responses to 1c |
| Transfer advances after we overcall if 3rd hand passes |
| Gambling 3nt in 1/2 seat |
| *Reverse Flannery: 2H/2S jump response to 1m = weak/invitational, respectively, showing 5S + 4H |
| SPECIAL FORCING PASS SEQUENCES |
| After 2c opening, pass shows controls if opps intervene |
| Pass = F when we bid to game to make; part of Dop/Ropi. Part of defence to Michael's/UNT, if responder bids |
| (WNT) -X -FP through 2H After 2/1 bid , forcing pass when opp intervene |

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| | | | 11-20 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 = non-game 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 | | | 15-17 maybe unbal 6Cm (rarely) or two doubletons; can have 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 and 2 nd X = pen; pass and X = t/o |
| 2♣ | yes | | 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 | Weak 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 | Weak 2 | 2S= NF 2NT range ask , 3X FF1 | As above | |
| 2♠ | | 6 | Weak 2 | 2NT= range ask , 3X = FF1; 3c=H; 3H=C (Grue switch)) | As above | |
| 2NT | | | 20-21 Balanced | Xfers, Puppet, GF and Slam Inv transfers | | |
| 3♣ | | 6+ | Pre-emptive | 3D (art.) interest in game+ somewhere, 3M forcing, 4D= optional KC | | |

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|-----|-----|--------|--|---------------------------|--|---|--|
| 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 | | |
| | | | | | | | |
| 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 quantitative or cue | |
| | | | | | | DOP1/ROP1 | |
| | | | | | | Gerber after Int, | |
| | | | | | | When shape us known use Mulberry system.bids | |