

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style:- 7-17hcp; sound at the 2 level
Responses: UCB; Jump UCB = 4 card sup & 7-9; raises = pre-emp, 2NT resp to Major = 10+ & 4 cards; new suit F1
2NT over minor o/call is to play 11-12hcp;
1NT = 8-10hcp; Resp X = values or T/O, not PEN
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd pos 15-17 /18 & systems on as over 1NT opening
4 th 10-14 2C = stayman OR Crowhurst enquiry & systems on
1x – P – 1y DBL = T/O other 2 suits
2NT = 5/5 in minors
Leb sans
JUMP OVERCALLS (Style; Responses; Unusual NT)
5-10 hcp & 6 card suit (Sound when Vul)
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS & LEAPING MICHAELS; UNUSUAL NT
Also played over WEAK 2'S (STRONG ONLY!) 16+hcp
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi Landy. X Strong NT = Minor & X weak NT =penalty
2C = both Majors
2D = Long Major suit
2H/S = Hearts/Spades & minor
2NT = Min 5/5 in Minors
VS.PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl = T/O. Cue bid of MINOR = 5/5 in MAJORS. NT to play
4H X = Strong hand! 4S = 5+ & 4NT = Minors; 5C/D = that minor & Major 5/5
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
Vs. artificial strong openings
OVER OPPONENTS' TAKEOUT DOUBLE
Over 1M systems ON ignoring the X:
XX = 9+ hcp:
Over 1 minor, 2NT is natural; jumps to 2D/H/S = < 5hcp

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th , 2 nd from weakness	Small likely shows Hon	
NT	4 th ; 2 nd from “ & MUD		
Subseq	Same vs suits; Att vs NT		
Other: A & Q seeks Attitude (Q or 3 rd rd ruff in a suit: King for count & J			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ, AKJ, AK(x)	AKQ, AKJ10, AK (x)+	
King	KA, KQJ(x)+	KA(x)+ KQJ(x)+	
Queen	QJ10(x), QJ(x) + AQJ(x)	QJ10(x)+	
Jack	J109(x), KJ10(x), J 10(x)+	J109(x)	
10	1098(x), 10x	1098(x)	
9	9x	Same	
Hi-X	Xx	Same	
Lo-X	Hxx	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	High/low = even	Odd Enc; even = S/P
Suit 2			
3			
1	As above	As above	As above
NT 2			
3			
Signals (including Trumps): Count; Italian & S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
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			
Response to T/O DBL - 0-7 lowest bid in suit, 1NT 7-10 with stop			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support DBL/RDBL (below 2 of responder's suit)			
1m – (1H) – DBL = other 2 suits (1S may only be 4) 1m – (1S) – DBL suggests 4+ H's			

W B F CONVENTION CARD
CATEGORY: Lady Milne -
NCBO: CBAI
Anne Keating & Frances Kelly 2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
15-17 INT (May have singleton)
1C can be short, NF
5 card M & Benji 2's
Long suit trial bids
New minor Forcing invitational to game; 4SGF,
Michaels & Leaping Michaels; UCB Negative DBLs to 4H
LEB-Slow when Opps bid & raise 1M
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2NT = 5m/5m < 11hcp
Gambling 3NT with no more than K outside
WEAK JUMP RESPONSES (6 card suit) to 1m opening <5hcp
1M response may bypass 1D, Super-Accepts over transfers
Non-Promissory Stayman
4 way transfers
SPECIAL FORCING PASS SEQUENCES
If Opps disturb our vul game or sacrifice, DBL = no extras, a bid = more distributional, Pass = forcing to DBL or bid, Pass & Pull partner's DBL = slam interest
IMPORTANT NOTES
2NT 3S=5S/4H

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				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)	NP stayman & 4 suit transfers (2S = t/fer to C; 2NT = t/fer to D) 3M = Singleton! 3C = Puppet	After 2S - 2NT = Hxx in Clubs; after 2NT-3C's = Hxx in Diamonds	
2♣	Y			20-22NT; 8/9 tricks OR weak D	2D = relay (less than 15hcp)	Bid hand type	
2♦	Y			GF	2H = relay;	2NT = 23-24;	
2♥		5/6		5-10hcp	3H/4H = barrage: 2NT = Strong enquiry	After 2NT Ogust responses	
2♠		5/6		5-10hcp	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♦		5/5 M's		Both Majors weak	Bid best M or hand type		
3♥		7			New suit F1		
3♠		7			New suit F1, raises & NT to play		
3NT	Y			Long Minor & poss K outside	4 C = pass or correct		
4♣		7/8		Pre-empt			
4♦		7/8		Pre-empt			
4♥		7/8		Pre-empt			
4♠		7/8		Pre-empt			
4NT	Y			Ace asking	5C = 0, 5D/5H/5S/6C shows Ace. 5NT = 2 Aces		
5♣						HIGH LEVEL BIDDING	
5♦						4NT = RKCB 14/30 for Major & 30/41 for Minor	
5♥				Bid 6 with 2/3 top honours	P/C	2NT 3S = 5S & 4H. Puppet over 1 & 2NT	
5♠				Bid 6 with 2/3 top honours	P/C		