

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
5+ cards at one level and 7plus pts. 10 plus when Vul
5+ cards at 2 level and min 10 pts . 12 plus when Vul
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15.17 pts and stopper 2nd in hand
Systems on (Transfers and Stayman)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak 2s in Majors
2NT both minors min 5/4
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
2C - 6 card Minor or 5/6 card major - 2D relay
2D - Both Majors at least 5/4
2H - 5 Hearts and minor
2S - 5 Spades and minor
2NT - Both Minors at least 5/4
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Double for take out
NT to play
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2ND AND 4TH	2ND AND 4TH	
NT	4TH HIGHEST	LOW FROM HONOUR	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A AK asks for attitude	same	
King	K promises Q(j.10)	same	
Queen	Q promises J(10.9)	same	
Jack	J10(x),KJ10x,Jx		
10			
9	top of nothing		
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count (Hi/Lo) even		
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
Odds/Evens Discards Evens we like Odds suit pref			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Others suits 11 plus points			
Negative to 3 level			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Mary Timoney Mary Brady
EVENT LADY MILNE TRIALS
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Polish Style Club
16.18 NT
All 2s weak max 11
4th Best, MUD
Standard Count and attitude
1 D.H.S Priomises 5 and max 15 points
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C Max 11pts 6 clubs or 5 clubs and major
2D Max 11pts 6 Diamonds or 5 D and Major
1Club can be weak in Clubs (12/15) or weak NT
or 16 plus points any shape
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: Very Seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	===	0		12 pts up no limit	1 Diamond 0.6pts 1Suit Natural 1NT 6.9, 2c - 10 plus pts	1Nt rebid 12.15. 2C natural	
1♦		5		12/15 pts	1H or 1S - 7 plus 4Crd 1 Suit Natural, 1NT 6.9. 2D 10Plus	2D enquiry (length and strength)	
1♥		5		12.15 pts	2H 6.9, Drury, 3H Preemptive		
1♠		5		12.15	as above		
INT				16.18	Transfers, Stayman		
2♣		6c or 5c and Maj		Max 11pts	2d Enquiry 2H or 2S to play min 5	2H - Min 5C and 4 H, 2S same ,2nt -6C	
2♦		6D or 5d and Maj		Max 11pts	2H or 2S to play min 5 2NT Enquiry	3C - 6D, 3D -5D and 4H, 3H - 5Dand5H 3S - 5D and 4S,3NT 5D and 5S	
2♥		6		Max 11pts	2S Enquiry for a singleton Game try	Suit bid shows singleton	
2♠		6		Max 11 pts	2nt Enquiry for singleton Game try	As above	
2NT				Both Minors at least 5/4 non Vul 5/5 if Vul			
3♣		7		Pre Empt			
3♦		7					
3♥		7					
3♠		7					
3NT							
4♣				Ace asking	Next suit - 0/3, 1/4, 2A no King,2A and 1K etc		
4♦		Unused					
4♥		Unused					
4♠		Unused					
4NT		Unuse					

