DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEA	DS STYLE				
Jsually 5+ cards at one level = 6-16 non-vul, 10-16 vul.	Lead			In Partner's Suit	CATEGORY: Green	
Sually 5+ cards (6+ if minor) and constructive at 2 level.	Suit	2nd & 4th		2nd & 4th	NCBO: Ireland PLAYERS: Ranald Milne & B.J. O'Brien	
0-16 non-vul, 12-16 vul.	NT	2nd & 4th		2nd & 4th		
lew suit responses = F1	Subseq	2nd & 4th/atti	tude	2nd & 4th/attitude	EVENT : Teltscher Trophy 2025	
After partner's overcall, a bid of the opps suit = invitational values if RHO basses	Other:	•		•		
After partner's overcall, a bid of the opps suit = a points based raise if RHO ids						
NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
nd position = 15-17 with stopper	Lead	Vs. Suit		Vs. NT		
h position = 10-14 with stopper	Ace	A, AK; asks for	attitude	A, AK; asks for attitude	GENERAL APPROACH AND STYLE	
esponses are identical to 1NT opening	King	AK, KQ; asks fo	or count	AK, KQ; asks for count/unblock	ACOL 4 card suits; 12-14 NT	
	Queen	QJ; asks for cou	nt	KQ, QJ; asks for attitude	Weak Twos in the Majors	
	Jack	J10(x), KJ10(x)	, J(x)	AJ10(x), KJ10(x), J10x(x), J(x)	4th leads, standard count and attitude	
JMP OVERCALLS (Style; Responses; Unusual NT)	10	K109(x), Q109(	x), 109(x), 10(x)	A109(x), K109(x), Q109(x), 109(x)	Hand evaluation subject to personal assessment	
level jump in a suit = $5+-5+$ in that suit and next higher	9	9(x)		A987, K987, Q987, J987, 9x	2 over 1 responses promise a rebid unless opener shows min.	
level jump in NT = GF in unspecified 2 suiter	Hi-X			Xx, xXx, xXxx	1 1 1	
eopen: Same as above. Responder bids lowest un-bid suit	Lo-X	HxX(X)		HxX(X)	1	
· · · · · · · · · · · · · · · · · · ·	SIGNALS IN O	` '	RITV		<b>-</b>	
IRECT & JUMP CUE BIDS (Style; Response; Reopen)		er's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
irect Cue bid by opener/responder = General force			Count (Hi/Lo=e		$2\Phi = 8+$ playing tricks or 23-24 balanced	
ımp cue bid = stop ask	Suit 2 Attitude/Suit pref. Attitude/Suit pref.		ef. Attitude/Suit pref.	2♦ = GF, ART		
irect cue of opening bid = 6-10 with 6 cards in suit above	3				2M = 4-10 pts N.V, 8-10 Vul 5+ suit	
		t (Hi/Lo=even)	See below	Count (Hi/Lo=even)	3NT = Long solid minor	
S. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Attitu	de/Suit pref.	Attitude/Suit pro	ef. Attitude/Suit pref.	Non-jump cue-bid overcall = 3-way weak in next suit up	
▶ = diamonds or both majors	3					
♦ = 5+ hearts or 4 spades with a longer minor	Signals (including needed. High-low	g Trumps): Stand	dard count, suit p	reference/attitude when switch		
▼ = 4 hearts with a longer minor	needed. Ingn-10 v	in dumps snows	33 and rum pros	peets		
<b>♦</b> = 5+ spades	Card on first suit	played by declare	er in NT is either	attitude to lead (Hi enc) or count		
NT = Both minors	(Hi/Lo=even) dep			,		
ouble = 15+ or clubs if a passed hand			DOUBLEC.		<del>-</del>	
*			DOUBLES			
-way Jump Overcalls - Intermediate/Strong					-	
S.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DO			ning)	4	
bl = Take out	May be light (9+)		e		1	
t 4-level Cue Bid = 2 suiter with 5+ cards in the un-bid major(s)	Negative and Res					
lse, if OP show one suit then cue = general force. if two suits then cue = stop now	T/O when 1NT or	vercalled with nat	tural suit			
S. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣					SPECIAL FORCING PASS SEQUENCES	
ostructive style over 1♣/2♣	SPECIAL, ART		MPETITIVE DE	BLS/RDLS		
$bl = \blacklozenge$ or Ms; $1 \blacklozenge /2 \blacklozenge = \blacktriangledown$ (or $\spadesuit + m$ ) $1 \blacktriangledown /2 = \spadesuit + m$	Lightner Doubles					
• /2• = •, 1NT/2NT=ms	Lead-directing do					
VER OPPONENTS' TAKEOUT DOUBLE			tracts are take out	C .	IMPORTANT NOTES	
uit bids = F1			opening 1NT = co			
tedouble = 9+ and promises and further bid if partner passes	Responsive doubl	•				
NT = Limit Raise	When partner do	ıbles 1NT, dbl of	RHO = points		PSYCHICS: Very seldom	

77	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1♣		4	4♥	10-20 pts	1 suit = NAT; 1NT=8-10; Jump Shift = Strong 2NT = 16+ BAL	1NT rebid = 15-18 then 2♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre- emptive			
1+		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre- emptive			
1♥		4	4♥	10-20 pts	1 suit = NAT; 1NT=6-9; Jump Shift = Strong 2NT = 16+ BAL	1NT/non-jump 2NT rebid = 15-18 then 2/3♣ = ART asking Jump 2NT rebid=19-20 then 3♣=ART ST	PH: Jump Shift response = Weak 6+ suit; 2NT = 11-12 BAL 2NT over dbl = inv. Raise to 2 or 3 = pre- emptive			
1♠		4	4♥	10-20 pts	1NT=6-9; Jump Shift = Strong; 2NT = 16+ BAL	2NT rebid = 15-18 then 3♣ = ART asking	Jump Shift = Weak 6+ suit; 2NT = 11-12 BAL			
1NT			4♥	12-14 BAL	2♠ = NP Stayman; 2♦/2♥ = Transfer 2♠ = Minor suit relay; 2NT = 18+BAL 3♣/3♦/3♥/3♠ = Slam tries 4♣/4♥=hearts, 4♦/4♠=spades, 4NT=quantitative	Suit upwards over 2NT response  Suits up when accepting 4NT	PH: 2NT = Weak Take out in a minor  Dbl=T/O over nat. o/calls, 2NT=Puppet, cue=Stayman			
2♣			4♥	8+ Playing tricks or Strong BAL	2♦ =Relay; 2M = 8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 23-24; 3NT Rebid = 27-18				
2♦			4♥	GF or Strong BAL	2♥=Relay; 2♠=8+ pts NAT; 3 suit = semi-solid suit	2NT Rebid = 25-26; 3NT Rebid = 29+				
2♥		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1					
2♠		5+		4-10 pts. N.V., 8-10 pts. Vul	2NT asks for a feature if MAX; new suit = F1					
2NT			4♥	21-22 BAL	3♣ = Suits up; 3♦/3♥=Transfer; 3♣= 5♠+4♥ 4 any = slam try, 4NT = Quantitative	Suits up if 4NT Quantitative accepted				
3♣		6+		Pre-empt						
3♦		6+		Pre-empt						
3♥		6+		Pre-empt						
3 <b>♠</b> 3NT		6+		Pre-empt						
3N1 4♣		7+		Long solid minor	4♣ for correction; 4♦ void asking					
4		7+		Pre-empt						
4♥		7+		Pre-empt						
4♠		7+		Pre-empt Pre-empt						
4NT				Asking for specific aces	5♣ = 0; 5NT=2					
5♣		8+		Pre-empt	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	HIGH LEVEL BIDDING				
5♦		8+		Pre-empt		RKCB = 1430 for Majors; 3041 for minors then 5NT	asks for number of kings			
5♥				Unused		DOPI/ROPI	-			
5♠				Unused		1st and 2nd round controls shown below game				
5NT				Unused		Exclusion Blackwood				