

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
1 Level: 7+ hcp, perhaps less for extreme shape	
2 Level: 10+ hcp, can be less NV vs VUL	
In RESP to overcall: 1 over 1 change of suit Forcing, 2 over 1 change of suit NF, 2 over 2 change of suit Forcing. INT 8-12, 2NT 13-15, 2 of opener's suit cue raise.	
2NT over a bid or X is a 4 card raise: (1♣) 1♥ (X) 2NT	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
2 <sup>nd</sup> : 15-18	System on
4 <sup>th</sup> Live: 16-19	System on
4 <sup>th</sup> Reopening: 12-15	System on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
1-Suit: 5-9 6+ suit	
1-Suit: 2NT = lower of two (2) unbid suits 5+ 5+	
Reopen: 11-13	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
1m 2m = 5 <sup>+</sup> /5 <sup>+</sup> both majors except 1m(1+) or 1d (2+) 2m natural	
1M 2M = 5 <sup>+</sup> /5 <sup>+</sup> other major plus minor	
Jump CUE = asking for a stopper	
<b>VS. NT (vs. Strong/WK; Reopening;PH)</b>	
X - 15+; 2♣ = Both M (then 2♦ pick a major); 2♦ = 6 card Major, Then 2♥/3♥ pass or correct	
2♥/2♠ = 5 <sup>+</sup> 4 <sup>+</sup> ♥/♠ + minor	
2NT = 5 <sup>+</sup> /5 <sup>+</sup> both minors	
Passed Hand: As above except X = 4 M 5 <sup>+</sup> m	
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
X = t/o	
2(X) 2NT = 15-18	2♦ Multi X 13-15 or 18+
3(X) 3NT = 15+	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
X = M (over 1♣ or 2♣)	
1NT = 5/4 both minors	
2♣ = NAT	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New suit = F1	
2NT over 1M(X) = 4 card, limit +	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4ths (high from a bad suit)	4ths, low from 3, high from 2	
NT	4ths (high from a bad suit)	4ths, low from 3, high from 2	
Subseq	Original natural count	Original natural count	
Other:	K from AK doubleton		
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+), Ax(+)	AKx (+), Ax(+)	
King	KQ(+) AK	KQ+	
Queen	Q J x	Q J 10 x	
Jack	J 10 x	K J 10 x, J 10 X	
10	10 9 x x	10 9 x x, H T 9	
9	9 x	9xx, 98xx	
Hi-X	X x	XXx, XXxx	
Lo-X	H x X (X)	HxxX, HxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1 <sup>st</sup> :	Low = encouraging	Lo = Even	Low = encouraging
2 <sup>nd</sup>	S/P	S/P	S/P
3 <sup>rd</sup>			
NT: 1 <sup>st</sup>	Low = encouraging	Lo = Even	Low = encouraging
2 <sup>nd</sup>	S/P	S/P	S/P
3 <sup>rd</sup>			
Signals (including Trumps): S/P in Trumps			
Always suit preference when singleton or void in dummy			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
"Over an artificial bid that shows at least 2 other suits, first double = values, second double = takeout, third double = penalties. This also applies when the opponents overcall no trumps."			
Natural responses, cue bid GF			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
1♣ (1♦) X = 4 <sup>+</sup> ♥			
1♣ (1♥) X = 4♠; 1♣ (1♥) 1♠ = 5+♠			
1♣ (1♠) X = 4 <sup>+</sup> ♥			
After we have a 2 over 1 FG auction, a 2c opening, a strong 2nt enquiry or after we've agreed a suit we play a direct double is extra values without a shortage in the Opponents suit.			
X opposite a pre-empt or 2 suited bid is penalties.			

W B F CONVENTION CARD	
<b>CATEGORY: i.e. Green/Blue / Red / HUM / Brown Sticker:</b>	
<b>NCBO: AUSTRALIA</b>	
<b>PLAYERS: TONY LEIBOWITZ, PAUL GOSNEY</b>	
EVENT (Open) Women/Senior/Transnational)	
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
NAT, 2/1 FG (♠5 <sup>+</sup> , ♥5 <sup>+</sup> , ♦4 <sup>+</sup> , ♣2 <sup>+</sup> )	
2hcp-8hcp preempts NV vs VUL	
TRF RESPs to 1♣	
1NT RESP to 1M = 6-11 hcp	
1NT Openings: 14-17, may contain 5 card M or 6 card minor	
2 OVER 1 RESPs: FG, except after intervention (doesn't apply to 1m 2m)	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
TRFs in RESP to 1♣ opening	
2♦ Opening = 5-9, both MM (4 <sup>+</sup> /4 <sup>+</sup> NV, 5 <sup>+</sup> /4 <sup>+</sup> V) 2-8 NV vs VUL	
2♥ Opening = 5-9 5+♥ NV 6+ ♥'s VUL 2-8 NV vs VUL	
2♠ Opening = 5-9 5+♠ NV 6+ ♠'s VUL 2-8 NV vs VUL	
3NT Opening = Gambling in 1 <sup>st</sup> and 2 <sup>nd</sup> seats, to play 3 <sup>rd</sup> and 4 <sup>th</sup> s	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
When FG established	
<b>IMPORTANT NOTES</b>	
2 way checkback Stayman	
Double jump in new suit = SPL raise	
1 M (X or any) 2NT = 4 card SUPP, limit plus	
<b>PSYCHICS: rare</b>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2	4♥	12-19 HCP maybe 11 if 5431 or more shapely, maybe 10 if 5-5, 6+ suit or more shapely	1♦=4+♥, 1♥=4+♠, 1♠=no M unless FG ♦+M, 1NT=10-12	Accept trf w/ 3 card SUPP, 2NT = (17) 18-19 bal, jump w/ 4 card SUPP 11-16 2♦/2♥/2♠ = REV, XYZ = CB	Trf at 1 level, 1♣-2♣ = 6-10 5+♣, others NAT. System on after X.
					2♣=10+ 5+♣ 2♦/♥/♠ = 2-6HCP 6card suit	1♣ 2♣: 2♦ 11-13, 2♥ 14-16, ♠ 17-19	1♣( 1NT) 2♣ both Ms
					2NT=0-5 5+5+minors 3♣= PRE 3♦/♥/♠ = SPL FG	Then next step asks for shortage, then LMH. 1♣ 2♣: 2♦ 2NT or 3♣ non forcing	1♣ (1♦) X 4+♥, 1♠=no M unless FG ♦+M, 1♣ (1♥) X 4♠, 1♠ =5+
1♦		4	4♥	12-19 HCP maybe 11 if 5431 or more shapely, maybe 10 if 5-5, 6+ suit....	2♣ FG 4+♣, 2♦ 10+ 4+♦, 2♥/♠ = 2-6HCP 6card suit	1♦ 2♦: 2♥ 11-13, 2♠ 14-16, 2NT 17-19. Then next step asks for shortage, then LMH.	
1♥/1♠		5	4♥	12-19 HCP maybe 11 if 5431 or more	1♠ 2♣♦♥ FG, 1♥ 2♣♦ FG 2NT 4+ raise FG, 1♠ 3♥ 10-11 6+♥, 1♥ 2♠ 2-6HCP 6card suit. 3♣ 7-11 4+ raise, 3♦ 10-11 3 card raise. 1M 3NT 4+ raise unknown void FG	1♥/ ♠2NT: 3♣ 11-13, 3♦ 14-16, 3♥ 17-19	1M - 2♣ (PH) shows a 3+ raise and 9+ points. 2 over 1 doesn't apply after a X. 1M X/bid 2NT = 4+ raise 10+ hpc F1
					shapely, maybe 10 if 5-5, 6+ suit....	3♣ 7-11 4+ raise, 3♦ 10-11 3 raise	
INT				14-17, generally BAL. May have 5 card M or 6 card m. With 14 we may open 1m and rebid 1nt.	2♦/2♥/2NT TRFs (2NT ♦) . 2♠ inv to 3NT or TRF to clubs. 3♣= 5 card MAJ ASK, 3♦ FG mm 3♥/3♠ singleton FG 4♣ transfer to 4♥S/T 4♦ transfer to 4♠S/T	3M superaccept in response to 2♦/2♥ transfer 1NT 3♣ 3♦ = one major, 3M = 5, 3NT no major. Then 3M over 3♦ shows the other major, 4♣ both majors.	1NT (2♣♦♥♠) 2NT forces partner to bid 3c (usually shows a weak hand). X is takeout.
2♣				ART, STR-near FG	2♦ NEG or waiting. 2♥/2♠ 7+ 5+suit, 2NT 7-9 balanced, 3♣♦ 6+ suit 7+	2♥ PUP to 2♠ 25+bal or ♥	Direct X is extra values without a Shortage. Reopen X takeout.
2♦	✓		4♥	5-9 both majors 5 <sup>+M</sup> 4 <sup>+M</sup> except can be 4 <sup>+M</sup> 4 <sup>+M</sup> Non Vul vs Vul 2-8hcp	2NT STR enquiry F1, 3♣/3M to play, 3♦ F1	2♦ 2NT 3♣ min, 3♦ 5-5, 3♥/3♠ 5/4 max, 3NT 4-4 max	2♦ X pass = 5+ ♦ XX = rescue
2♥		5 (6 vul)		5-10 HCP, 2-8 Non Vul vs Vul	2NT STR enquiry asking for shortage F1	2♥ 2NT 3♥ min, 2♥ 2NT 3NT max	
2♠		5 (6 vul)		5-10 HCP, 2-8 Non Vul vs Vul	2NT STR enquiry asking for shortage F1	2♠ 2NT 3♠ min, 2♠ 2NT 3NT max	
2NT				20-21 BAL	3♣ simple STAY, 3♦/3♥ TRFs 3♠ m suit STAY, 4♣ transfer to 4♥S/T 4♦ transfer to 4♠S/T		
3♣		6		6+ suit 5-10 HCP, 2-8 Non Vul vs Vul	New suit F, 4♦ S/T in ♣, 3♦ may be ART		
3♦		6		PRE	New suit F, 4♣ S/T in ♦		
3♥		6		PRE	New suit F, 4♠ S/T in ♥		
3♠		6		PRE	New suit F, 4♣ S/T in ♠		
3NT		6		Solid 7 or 8 card minor, no Ace or King outside. To play in 3 <sup>rd</sup> and 4 <sup>th</sup> .	4♣ P/C		
4♣		6		PRE	Game to play, new suit NAT F	<b>HIGH LEVEL BIDDING</b>	
4♦		6		PRE	Game to play	RKCB 1430. 1 <sup>st</sup> or 2 <sup>nd</sup> round control cuebidding (for slams)	
4♥		6		PRE		Exclusion KC 0,1,1 <sup>1/2</sup> , 2, 2 <sup>1/2</sup> , Double = 0, Pass = 1. Redouble = 0, Pass = 1	
4♠		6		PRE		5NT is frequently pick a slam. SPL bids	
4NT				Both mm at least 6-5		. X of a suit we have previously bid means don't lead that suit (if we're out of the auction).	
5♣		7		To play		3NT non-serious S/T (when M established)	
5♦		7		To play			