

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		OPENING LEADS STYLE		CATEGORY: Green	
Wide ranging & aggressive, 0-14(15)HCP no Cue Raise available, Cue Bid is a general force new suits by responder are natural & constructive (forcing with fit) (1x)1y(p)2C is artificial enquiry, generally with 3 card support			Lead	NCBO: Australia	
Jumps are intermediate		Suit	4 th from honour else 2 nd	PLAYERS: Phil Markey & Joe Haffer	
		NT	Same	EVENT Open	
		Subseq	similar, more attitude		
		Other:	during the play we will generally play attitude leads		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY - GENERAL APPROACH/STYLE	
strong 1NT in 2 nd seat with system on (same with 2NT over 2x)		Lead	Vs. Suit	OUTBACK ACOL	
12-16 HCP in pass out seat with system on		Ace	asking for attitude	Aggressive Openings (9+ any–vul 4432/4333 9-10 may pass)	
		King	asking for count	Aggressive Pre-empts (we often open 1x what others pre-empt)	
		Queen	Overlead	Wide ranging weak NT in 1 st and 2 nd seat (9)10-13(14) HCP	
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	Overlead	Destructive Specific Twos in 1 st and 2 nd seat (0-8 HCP)	
Intermediate Jumps, however Ghestem (5-5 any strength)		10	Overlead	1 st /2 nd seat 5 card majors	
1M 3♣ = highest unbid, 1x-2x = highest & lowest unbid		9	generally shortage	1 st /2 nd seat 1♦ is generally unbalanced (has a shortage) or 6+ Ds	
1x 2NT = lowest unbid; 1m 3m = highest unbid; (any strength)		Hi-X	2 nd or top of doubleton	1 st /2 nd seat 1♣ 9+ unbal or 14+, 2+♣ bal (5+ ♦s possible)	
		Lo-X	4 th or third from Hxx	1 st /2 nd seat Transfer Responses to 1♣ opening	
Reopen: same		SIGNALS IN ORDER OF PRIORITY		1 st /2 nd seat 3x/4m = 0-8 HCPs, 6+ suit	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Partner's Lead	1 st /2 nd seat 4M = wide ranging, 0-12/13, 6+ suit	
Cue Bid = highest and lowest unbid, any strength		1	Rev Original Count		
Jump Cue Bid over 1m shows the majors any strength		Suit 2	A = Rev Attitude	3 rd seat 1♣ = 9-19 HCP and includes most balanced hands	
Jump Cue Bid over 1M asks for a stopper for 3NT		3	Suit Preference	3 rd seat openings can be psyches or lead directing (less rules)	
		1	Rev Original Count	3 rd seat bids are wide ranging, can be destructive/ lead directing	
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT 2	A = Rev Attitude	3 rd /4 th seat 1NT = 20-21 HCP, 2NT 22-23 HCP	
2♣ = Majors (natural by passed hand), else natural		3	Suit Preference	4 th seat 2♦/M = tactical, wide ranging and believing it's our hand	
2NT = unspecified big 2 suiter		Signals (including Trumps): occasionally Rev Count			
X = Penalty/Values				SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
very aggressive overcalls, especially vs strong NT				1NT often off- shape & 9-14 HCP (vul 9-10 HCP often 5+ suit)	
				1NT pass pass = not 0-7 HCP with 4333 or 4432	
				1NT pass 2m/♥ may be any 4333/4432 including psyche	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES		1NT pass pass double redouble with nearly all hands	
Take Out double versus Weak 2x => 2NT = scrambling				responder will now pass if 8-13	
Value double versus artificial 2x => 2NT = scrambling				2♦ = 0-8(9) HCP with 4+4+ ♦s & ♠s (vul rarely 4432)	
2NT = 15-18 HCP (system on); Cue over 2♦ = 5+5+ Ms				2♥ = 0-8(9) HCP with 4+4+ ♥s & ♠s (vul rarely 4432)	
Cue over 2M = 5-5 oM +♣s, 4♣ over 2M = 5-5 oM +♦s				2♠ = 0-8(9) HCP with 4+4+ ♠s & Cs (vul rarely 4432)	
				pass in 1 st /2 nd seat 0-8(9) HCP, if 4-5 ♠, then unlikely 2 nd suit	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		Wide ranging overcalls (0-14/15 HCPs) with unpassed partner	
1NT = majors, 2NT = unspecified big 2 suiter (also after 1♣ 1♦)		1♣ (X/1♦/♥) => system on (X replaces bid), 1♣ 1♠ X = 8+, no suitable call			
After 2♣ and 2♣ 2♦: 2NT = majors		1♣ (p) 1♠ (2x) X = T/O or strong NT hand, pass either weakish or 14-15 bal		SPECIAL FORCING PASS SEQUENCES	
		1♣ (1♠) 2♠ x = T/O or strong NT, pass = 9-11 or 14-15 bal		In competitive relay sequences pass is generally the first step	
OVER OPPONENTS' TAKEOUT DOUBLE				No high level forcing passes	
System on, 1x X XX = 9/10+ HCP w/o fit => 1-2-3 doubles		1♦ (1♥) X = 4♠, 1♠ = 5+♠s, otherwise system on			
				IMPORTANT NOTES	
aggressive XX after 1NT X with about 8+ HCP (10+ with 5+ suit)		1NT X XX (aggressive 8+ to play) => next X = T/O		3♠ is often a puppet to 3NT (especially after 1♣/2NT opening)	
1NT X p forces action by opener (XX or bid 5 card suit)					
Responder will now bid the lowest playable spot				PSYCHICS:	
1NT X 2x is to play, 2NT = Lebensohl (no strong options)		1x 1M X XX = doubleton honour and values to raise		very rare, sometimes tactical psyches opposite a weak 1NT	

OPENING OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL.T.O	general notes: M = Major, m = minor			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♣	1 st /2 nd 9+ unbalanced OR 14-20 balancedish with 2+ ♣s (5+♦ pos) Only 4414 if Singleton♦ 3 rd /4 th 9-19, 2+♣s	1♦/♥ = Transfer (0+HCP) => 1M = 14-17 bal, 1NT (17)18-19(20) bal, new suits = natural, unbalanced, 2M = Split Range: either 4M & 14-15(16)HCP OR 3-4M & 9-11 HCP 1♠ = 8+ bal w/o 4M, now 1NT = min NT, 2C = art GF, 2♦ = 9-13 unbal (maybe 4414), 2M = 14-16, short oM 1NT = (0)3-7 HCP, 2NT/3♣ = 5-7 HCP, 6+ ♣s 2♣ = GF, 5+♦s, 2♦/M = weak jump (0-7 HCP)	after 1♣-1♦; 1♥-1♠ = 8+ asking for range after 1♣-1♦/♥; 1M/NT => 2♣=Puppet to 2♦, 2♦/♥/NT=TF, 2♠=Enq, 3x=5+5+ GF Over 1♣ 1♠ 2NT = 14-16, 5♣,4♦; 3♣=9-13 solid ♣s; 3♦=9-13, 5♣,4♦	System on: 1♣ X/1♦/♥, with X = Transfer 1♣ 1♠ X = (7)8-9(10); 1NT=5-7; 2♣/♦/♥ = Transfer, 9+ HCPs 2♠ = GF opp strong NT 2NT = nat invite (~13-14 HCPs)
1♦		4	4♣	1 st /2 nd 9+ HCPs generally with a shortage OR 6+ ♦s 4♦ if 4441,1444,4144 3 rd /4 th (see 1♥/♠)	1M = natural; 1NT = 10+ HCPs, enquiry w/o 5M 2♣ = 5-10, 5+ ♣s; 2♦ = simple raise (can be 3), 3♦ = limit 2M = weak jump (0-7 HCP) 2NT = 4+ ♦, GF	1NT = 3 card support, 2NT = 6-3, 14+ HCP new suit is either 5-4 or 4441 Jumps are Splinters (13+ HCP) 3NT = too strong for 3m rebid (eg ACOL 2) after Reverse lower of 4 th suit/2NT = weak	p-1♣; p-1♦ = max (6-8(9) HCPs)
1♥/♠		5	4♣	1 st /2 nd 5+ suit, if 9-11, generally has shortage 3 rd /4 th wide ranging, 4+ suit, may be lead directing	1NT normally 5-9, may include 10-12HCP with 4-5♣s 1♥-1♠ = 4+♠s, 5-12, or 5+♠s. 13+ => 1NT = 12-17 HCPs 2♣ = 3way (3 card limit+ raise or GF ♣s or 12+ balancedish), (may have 4M and/or 5♦s) 2♦ = (9)10+ HCP & 5+♦, 2♥ = 9+ HCP & 5+♥ (now 3♥ = n/f), raise 6-9 & 3/4 M, 3M = 9-12 & 4 M; 3x = 6+ suit, invitationl 2NT = 4M & GF; Jumps = inv, 6+ suit double jump to play except 3M+1 = any void Splitter, 8-11 HCP	opener may lie with 15+ balanced => 2♣ = Enq => 2♦=med; 2♥=min; 2♠=max => 2♦=accept w/o other major; 2M = sign off 2NT = (17)18-19 bal or♦s; 3♣ = GF+ & nat , 3♦ = 14+ 6+ broken suit; 3M = 14+ solid suit 3NT = balancedish (14)15-16(17) => 3m/♥ = short (M/H/L); 3♠=6+M, bal, 3NT=17+, bal; 4m/♥=9-16, 5332/5422	1x X XX = 9/10+ w/o fit => next X = penalty
INT		13	4♣	1 st /2 nd (9)10-13(14) off-shape possible (eg 6m, 54s, stiff H) especially if 9-11HCP Seldom 5/6 ♠ if 11+ HCP 3 rd /4 th 20-21 HCPs	2♣ = Stayman or advanced run (may not have major) Responder must not pass with 4333/4432 0-7 HCP 2♦/♥ = Transfer or advanced run, over double opener ignore X, except XX promised 3 card support and max 2♠ = Baron => 2NT 4333, 3m/♥ lowest of 4-4, 3♠/NT = 5m 2NT = weak minor, 4NT = quant, all else to play 3x = natural slam try => over 3m: step=sup & min, 3M = med, 4x=max	1NT 2♣ 2♦ 3M = Smolen, 5-4 M game force 1NT 2♣ 2x 3m = nat invite 2M+1 = 4+M, denies medium range 2NT=4333, 3♣♦♥ = 4-4 (over 3♣ 3♦ asks), 3♠=5♣, 3NT = 5♦ over 3M: Step = non ser, 4x ser, 4M=bad	1NT P P = not 4333/4432 0-6 HCP 1NT P P X XX=95%, 2x=5+ & 9-10 1NT X XX aggressive to play (8+) X of TF => XX max with 3 support else system on Take Out double over interference Lots of 1/2/3 doubles over interf.
2♣	X	13	4♣	any Game Force especially if Controls are important	2♦ = 0-1 King based Controls, 2♥ = 2, 2♠ = 3, 2NT = 4, 3♣ = 5, 3♦ = 6 3M = 6+ playable opp void, 0-2 king based controls	Natural No key card ask by responder	2♣ X, 2♦/♥ => P = 0-1 control, etc 2♣ 2♠+ => P = even controls, X = odd controls
2♦	X	4	N/A	0-8(9), 4+4+ ♦&♠	2NT = Enquiry =>	3♣ = min, 3♦ = 5 2 nd suit, 3H = 5♠, 3♠ = 4-4 3NT = 55(21) or 6511, 4x = Void or 6511	all X are penalties 3 rd seat 2♦/M = Wide ranging Nat 4 th seat 2♦/M = 6+ & 10-14 CP
2♥	X	4	N/A	0-8(9), 4+4+ ♥&♠			
2♠	X	4	N/A	0-8(9), 4+4+ ♠&♠	all other bids are natural, non-forcing, vul 3M is broadly invitational		
2NT		13		balancedish 1 st /2 nd 20-22 HCP 3 rd /4 th 22-23 HCP	3♣=Muppet Stayman, => 3♦=1-2 4M (now 3M=4oM, 4♣=both & slam, 4♦=pick M), 3♥ = no 4/5M; 3♠=5♠; 3NT=5♥ 3♦/♥ = Transfer, now new suit natural 2 nd suit or forward going on M 3♠=Minor Suit Stayman => 3NT=none or bad hand, 4m = 4 (up line), 2NT 3♠ 4M = 5m 4m = slam try other m; 4♥=Transfer (6+♠); 4♠/5m = to play, 4NT = quantitative		
3♣/♦ 3♥/♠		(5)6 6	N/A N/A	aggressive pre-empt aggressive pre-empt	4♣(♦) = Optional Key Card (badk0,1,1+2); New suit= nat+forcing => 3NT=0-1, raise = 2, 4x = 3 no shortage; Cue = 3 with bid shortage		all X are penalties new suit forcing
3NT 4♣/♦ 4M/5m 4NT		13 7 6/7	N/A N/A N/A	1 st /2 nd 5♠6♥, 9-13 HCPs, now 4m slam interest in M; 3 rd /4 th /to play, no other agreement aggressive pre-empt, not suitable for 3NT, => step = Optional Key Card to play over 4M step is Optional Key Card	HIGH LEVEL BIDDING 1 st /2 nd round Cue Bids, 3M+1 in major suit auctions = non serious slam try Kickback: Step above 4 level of agreed fit is asking for key cards (also implied fits) Exclusion Key Card and occasionally Minorwood		