

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Overcalls: 1 level 8+, 2 level 10+, Takeout X major orientated		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Category : Green</b> <b>Country: Australia</b> <b>Event: Women's</b> <b>Players: NAZIFE BASHAR AND KINGA MOSES</b>
Jump OVERCALLS weak except in passout	Suit	4th, low from honourxx, MUD	as before		
	NT	as above			
Reopen over interpose with shortage or extra strength	Subseq				
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			2/1 GF
15-18 immediate, 10-14 passout	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>
2C: asks for 5 card M and max or minimum, transfers as when 1NT is opened	Ace	Asks for count	asks for count		5 card M, 3+ card m ( D only 3 card if 4/4/3/2), 1NT forcing over 1M,
	King	Asks for attitude	asks for attitude		constructive bidding unless passed, change of suit forcing in most situations,
2NT in passout is 19-20	Queen	asks for attitude	ditto		1NT opening can have singleton especially in 15-16 point range
	Jack	asks for attitude	ditto		Modified Ghestem: m suit that is bid is genuine and the bid is semiforcing
	10	asks for attitude	ditto		
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>	9	Asks for attitude	ditto		1NT Openings: (14)15-18 may be off shape
Jump overcall6-10 6 card suit	Hi-x	even	doubleton		2 OVER 1 Respon: GF
Reopen with shortage in the suit interposed or extra strength	Lo-x	odd	odd		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Unusual NT: lower suits					2 level openings, NT may have shortage, interposes over 1NT opening
Jump in lower minor : shows that suit and higher Major	<b>SIGNALS IN ORDER OF PRIORITY</b>				
		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	When our 1NT is X for penalties transfers apply , but 2C major ask
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>	Suit: 1st	Low encourage	Hi, low : Odd ( often)	Low encourage, high discourag	When 1NT ,pass, 2C X : pass denies stopper or 5 card suit, 2D,H,S 5 card
5/5+ higher 2 suits, usually less than 17 points	2nd	ditto	count , often	count often	2NT minimum with stopper not 5 M, XX max, with stopper, no 5 card suit, 3C : max without st
Jump cue asks for stopper	3rd	ditto	ditto	ditto	Checkback : the other minor: 3 card support, other M, 5 card m
	NT: 1st	Low encourage	Reverse count, often	Low encourage, high discourag	May open light in 3rd seat, usually lead directing
<b>VS. NT(vs. Strong/Weak; Reopening:PH)</b>	2nd	ditto	ditto	count : often	Takeout X are major orientated, show (close to) an opening hand
2 C : Majors	3rd	ditto	ditto	count often	Preempts tend to be constructive
2D: single suited any OR 2 suited big hand, not majors or minors	Signals (including Trumps):				
2H/S : that major and a minor 5/4+ usually	Suit preference in obvious situations				
2NT minors					
3 C,D,H,S preemptive	<b>DOUBLES</b>				
X is penalties	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	opening values	Major orientated	16+ single suited		
X is takeout	Jump response 8+ points, jump to 3 level 10-11 points, 2NT invitational,				
Cue is 5/5+, 2 suits as above	Cue over takeout X : 10 + points equallength in majors				<b>SPECIAL FORCING PASS SEQUENCES</b>
1/2/3 NT (if lowest)15-18					When there is an interpose after 2/1 GF bid
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				When there is interference over stayman , also DOPI and ReDOPI over RKC and 2C
1NT :minors					When we voluntarily bid a vul game and opponents bid on
2C: Majors					<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
2D: single suited any					Rare psyches
2H/S : that major and a minor 5/4+ usually					
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					
XX 10 + points usually without primary support					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		3	3S	10+ points, Natural	Suits 4+ points, 4 +card suits	change of suit F	Unchanged
					INT 6-10 points denies Major		
					2NT 10-11 points invitational		
					3D 10-11 points 6 card suit		
1D		3	3S	10+ points natural	Suit: 4+ points, natural	Change of suit F	unchanged
					INT 6-10 points denies Major		
					2NT 10-11 points invitational		
					3C : 10-11 points 6 clubs		
1H/S		5	3S	10 + points (or extreme shape)	Over 1H, 1S is natural and forcing	Opener rebids 3 +card m over INT	2C 10 + with 3 card support
					INT denies 4 S and forcing one round ( not at MPs)	2 of major with 6+	
					2 level new suit natural GF ( C could be 3 card)	Reverse 16+	Lower of 4th suit or 2NT weakest bid
					3C: 10-11 4 card support, 3D 6-9 4 card support, 2NT slam interest support	2NT general GF : not 5/5	over opener's 2NT 3C is 4 card enquiry
1 NT		1	2NT	15-18 may have singleton especially in 15-16 range	2c: major and strength enquiry	3C asks or suits in ascending order	2NT over interpose asks 3C then describe responder's hand
					2D,H,S,, 2NT :transfers	3D asks for major promising at least one.	X at 2 level takeout at 3 level penalties
					3C,D invitational to 3NT with minor		
					3H, S shows singleton in that suit and 3 in the other, game values		
2C	x	0	3S	GF or 23-24 balanced	2D : 0-1 control, 2H 2 controls, 2S 3 controls etc	2NT reponse forces to 4NT	DOPI and Ropi
					3H, S less than 2 controls excellent suit eg KQJ xxx		
2d	x	0		6-10 points 6H or 8 tricks in minor , or 21-22 points	Next suit up : pass or correct, 2NT 10+ enquiry	Opener describes opening	No change
					3H Preemptive, other new suits F, 3NT to play		
2H	x	0		6-10 point is Spades or 8 tricks in Hearts or 19-20 points with 5 H and 3 Spades	next suit up : pass or correct, 2NT 10+ enquiry, 3S preempt		
					Other new suits F, 3NT to play		
2S	x			Good 6 card C suit constructive or 8 tricks Spades 19-20 points balanced with 5 S and 3 H	as above		
2 NT	x			5/5 + minors, 8-12 points	responder sets contract, 4Clubs and Diamonds : minorwood		4C, D preemptive
3C		6		Preemptive	Change of suit forcing		
3D		6		preemptive	ditto		
3H		6		preemptive	ditto		
3S		6		preemptive	ditto		
3 NT	x			Specific A ask	4H denies an A, 4NT shows the A of H, 4NT shows 2 As		4NT is always RKC, sets last suit shown
4C		7					4 of minor is Minorwood
4D		7					Cue bidding 1st round controls, before 2nd round
4H		6					<b>3NT/4NT/5NT are cue bids, unless jump to 4NT</b>
4S		6					
4NT	x	0		Minors 5/5 or better	5H/S cue bid agreeing the lower minor, may be corrected to the higher.		
5C		7		Semi preemptive			
5D		7		Semi preemptive			
5H				Semi preemptive			
5S				Semi preemptive			
5NT				undefined			