



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Standard style, may be aggressive.
New suit by responder forcing unless passed hand.
Cue = limit raise / better, 3+ support. Jump cue = 6 -9, 4-card support
NT bids = natural. Jump new suit = fit showing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 direct, 11-14 reopening
Responses as to opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: weak direct, intermediate reopening, strong over pre-empt
2-suit: 2NT = 5-5 lowest unbid suits
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1m) 2m = 5 ♠ + 5 ♣. (1M) 2M = 5 OM + 5 m – wide strength
2NT response = asks for other suit and strength, 3 ♣ = P/C
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>
X of 1NT = Penalty
2 ♣ = 1 suited
2 ♦ = ♥ & ♠
2 ♥ / 2 ♠ suit = M + m
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = T/O
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Jumps: weak
X of strong 1 ♣ = majors, 1NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX = penalty oriented, others = unchanged

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Top of sequence, 4 <sup>th</sup> best	Same	
NT	Same	Same	
Subsequent	Same	Same	
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(x) / AK(x)	Same	
King	K(x) / KQ(x)	Same	
Queen	Q(x) / QJ(x)	Same	
Jack	J(x) / J10(x), HJ10(x)	Same	
10	10(x) / 109(x), H109(x)	Same	
9	9x, 2 <sup>nd</sup> of bad suit	Same	
Hi-X	2 <sup>nd</sup> of bad suit or 4 <sup>th</sup> best	Same	
Lo-X	2 <sup>nd</sup> of bad suit or 4 <sup>th</sup> best	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi=ENCRG	Hi = E original	Hi=ENCRG
Suit 2	Hi = E original	S/P	Hi = E original
3	S/P		S/P
1	Hi=ENCRG	Hi = E original	Hi=ENCRG
NT 2	Hi = E original	S/P	Hi = E original
3	S/P		S/P
<b>Signals (including Trumps): Standard attitude / Standard count</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Over Multi-2♦ and some other artificial calls we play C/T/P doubles			
C = Cards, T = Takeout, P = Penalties			
Support Doubles and Redoubles at one-level only			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD	
	
CATEGORY: Green	
NCBO: AUSTRALIA Bridge Federation	
PLAYERS: Avinash KANETKAR & David BEAUCHAMP & Paul LAVINGS	
EVENT	SENIORS
<b>SYSTEM SUMMARY</b>	
<b>GENERAL APPROACH AND STYLE</b>	
Standard, strong NT, 5-card Majors	
Weak 2 ♦ / 2 ♥ / 2 ♠	
<b>INT Opening:</b> 1NT = 15-17, 5M possible	
<b>2 over 1 response:</b> All natural 10+	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
3NT = minimum opening 5♠ & 6♥	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
At high level, pass often F at unfav vul: pass-then-pull = slam try	
<b>IMPORTANT NOTES</b>	
HCP ranges shown on this card are best indication of meaning but we may vary HCP depending on hand quality & context.	
<b>PSYCHICS:</b>	
In 3 <sup>rd</sup> seat, we may depart from opening bid requirements to	
Suggest a lead or obstruct opponents.	

