DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS						WDE O. III O. I	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENIN	IG LEADS STYLE				4	WBF Convention Card	
1 Level overcalls 8-19 HCP 5+ gen sound but aggressive with shape	<u> </u>	Lead in P		in Partn	er's Suit	-		
2 Level overcalls 8-19 HCP 5+ gen sound but aggressive with shape	Suit	uit 3rd/5th		3rd/5th			Green	
Jump raise responses are pre-emptive	NT 4th, MUD		4th, MUD		Country: A	Australia		
Cue raise responses are constructive	Subseq as above			as above			Seniors	
Fit showing jumps in competition	Other: Q asks for J to be dropped					Players: Robert KROCHMALIK		
	A (Q) asl	ks for ATT (Low = ENC	, High = DIS	C); K asks	for Count (REV)	F	Paul LAVINGS	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				1		SYSTEM SUMMA	RY	
1NT Overcall = 15-18 HCP and system ON	Lead Vs.Suit			Vs. NT	GENERAL APPROACH AND STYLE		DACH AND STYLE	
1NT Reopening = 15-18 over M and 11-14 over m both system OFF	Ace	Ace $AKx(+)$ , $Ax(+)$ , $AKJT(+)$		AKx(+), Ax(+),		Standard American	n with 5 card majors & better minor (4 in 3/4); BERGEN raises over 1M;1 📤 =3+ 🌲	
STAY and TRF (M and m) responses to 1NT overcall but not 1NT reopening	King AK, AKx(+), KQ(J/T)x(+)		AKJT(+), KQx, KQJ(+),		with transfer respo	onses; $1 \spadesuit = 4(3) \spadesuit s$ ; Open sound generally; Open light if UNBAL (9+); Open for		
	Queen	ueen QJ, QJx, $(+)$ , AQJx $(+)$ , KQT9 $(+)$ QJx, QJT $(+)$ ,		(+), AQJx(+), KQT9(+)	lead in 3rd seat; Strong NT (15-17 HCP) with 4 suit transfers; PREEMPTS generally comply to			
	Jack	JT, $JTx(+)$ , $KJTx(+)$ ,		JTx, JT9(+), KJTx(+),		the rule of 2 and 3 and 4; Negative doubles through 6 ♠; Responsive doubles through 4 ♠		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	10 T9, T9x(+), HT9x(+),		T9x(+),	Г98(+), HТ9x(+),	Splinters, cue bids	, Roman Key Card Blackwood (1430);	
1-Suit: Weak Jump overcalls (6-10 HCP 6 card suit) then new suit = F1	9	9x, 9xxxx		9x, 9xxx	<b>(</b>	2 over 1 Response	: 1M-2x = F2M, 1 ♦ -2 ♣ =F2NT	
2-Suit: Jumps in the minors at the 4-level show 5+ in minor bid and 5+	Hi-x	Hi-x Sx, xxS, xxSx		Sx, xSx,	xSxx	Inverted m (1 ♣ -2	?♣ or 1 ♦ -2 ♦ = 10+HCP F2NT)	
in a Major - Leaping and non leaping Michaels at the 4 level.	Lo-x	Lo-x xxS, HxS, HxSx, HxxxS		xSx, HxS, HxxSx		1NT Openings: 15	i-17 HCP, BAL, may contain a 5M or 6m	
Unusual 2NT jump overcalls are for the lowest unbid suits.	SIGNALS IN ORDER OF PRIORITY							
Reopening: Jump overcalls intermediate (12-15 HCP good 6 card suit)	Partner's Lead Declarer's Lo			Lead	Discarding			
		Guit: 1st Reverse count Reverse count		nt	Reverse attitude			
		2nd S/P (McKenny) S/P (McKenny		ny)	S/P ( McKenny)	SPECIAL BIDS T	HAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)	3rd				Reverse count	1 = 3 + s with	transfer responses	
Direct cue-bids over a m opening are Michaels (5+ ♥s & 5+♠s) all strengths	NT: 1st			nt	Reverse attitude	1 ♣ - 1 ♦ = 4 + ♥ 5	s; 1♣ - 1♥ = 4+♠s; 1♣ - 1♠ = 4+♦s.	
Direct cue-bids over a M opening are Michaels (5 oM & 5+m all strengths)	2nd S/P (McKenny) S/P (McKenny)			ny)	S/P ( McKenny)	2♦ = 6 card in either M (6-10 HCP) & 0-2 cards in other M		
2NT response asks for m suit and 3m response NAT NF	3rd ODD=ENC if suit bid Reverse count					3NT = Gambling with no outside A or K		
	Signals (	including Trumps):				1M - 2♣ = 2+♣s, 10+HCP Multi purpose 4 way bid		
VS. NT(vs. Strong/Weak; Reopening;PH)	On lead of A or Q we give REV attitude, On lead of K or J we give REV Count					1♣ (p) - 2♦ = 5+♣s 6-9 HCP		
over 1NT opening: ASPRO 2♣ = ♥ + any suit 5+/4+ either way;	Trumps Hi-Lo shows an odd number and an interest in a ruff or SP signal					1 ◆ (p) - 3 ♣ = 5+ ◆s 6-9 HCP		
$2 \blacklozenge = \spadesuit s \& m 5 + /4 + \text{ either way; } 2 \blacktriangledown = 6 + \blacktriangledown s; 2 \spadesuit = 6 + \spadesuit s.$	DOUBLES					1♣/♦ - 2♥/♠ = NAT 6 card suit weak ( 0-6 HCP)		
DBL = PEN	TAKEOL	IT DOUBLES(Style;Re	esponses;Re	opening)				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)								
Takeout Doubles to 6♠; Cue bids show strong 2 suiters;		Takeout doubles to 6 ♠, opening values generally, thereafterdoubles generally T/O;  May be light (10+) with classic shape,						
Jump bids are NAT & INV; NT bids are NAT 15-18 HCP (PUP STAY)		ight (8+) with classic s		out seat: C	CUF = F1	SPECIAL FORCI	NG PASS SEQUENCES	
Leaping and non leaping Michaels (2♥) - 4♣= ♣&♠ 5+/5+		suits have been bid, do				1m (DBL)-RDBL is forcing through 2 ♥; 1M-(DBL)-RDBL is forcing through 2M.		
VS. ARTIFICIAL STRONG OPENINGS		L,ARTIFICIAL AND C			-	1x - (1y) - P- (P) is forcing through 2 ♥ If opener has 0-2 cards in overcaller's suit.		
Over strong 1♣; RCO (DBL = Rank suits; 1♦ = Colour suits; 1NT = Odd suits) NEG DBL through6♠ and RESP DBL th						(.9) . (.)	o toroning through 2 • th openior has a 2 cands in oronadier a such	
Over Strong 2 ♦; DBL = Majors and 2NT = minors	$1 \clubsuit - (1 \spadesuit) - DBL = 4 + \heartsuit s; 1 \clubsuit - (1 \heartsuit) - DBL = 4 \spadesuit; 1 \clubsuit - (1 \heartsuit) - 1 \spadesuit = 5 + \spadesuit s;$ $1 \clubsuit - (1 \spadesuit) - DBL = 4 + \heartsuit s;$					IMPORTANT NOT	ES THAT DON'T FIT ELSEWHERE	
						May open 4 card M in 3rd and 4th seat; All references to HCP in this document are indicative		
OVER OPPONENTS' TAKE OUT DOUBLE	Most low level DBLs = T/O					only and may vary with player judgment;		
Raises are natural and pre-emptive	Lead directing DBL (L/D)					LEB - slow over our 1NT; NT over NT = QUANT;		
Other bids are same as without the DBL						PSYCHICS: Rare		
RDBL = 10+ HCP and generally with penalty interest						PSYCHICS: Kare		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		6♠	NAT 11+ HCP ( less with shape)	TRF resp 1♦ = 4+♥s, 1♥ = 4+♠s, 1♠ = 4+♦s, 1NT = 6-10	1♣-1x-1NT = 11-14 HCP then 2♣=PUP 2♦ either to play or INV CB	same	
					2♠ = 5+♠ 10+HCP, 2♦= 5+♠ 6-10 HCP,	whereas 2♦ = GF CB;	
					2♥/♣= NNF 0-6 HCP	1♣-1x-2NT = 18-19 then TRF; 1♣=2NT = 11-12 HCP BAL	
						no 4+M; 4SFG; 1♣-1M-3M = 18-19 BAL;	
1♦	1	NAT 11+ HCP ( less with shape)	1♥/♠= 4+NAT & 6+ HCP; 1NT = 6-11 HCP;	1+-1M-1NT = 11-14 HCP then 2+= PUP 2+ either to play or INV CB	same		
		2♣=10+HCP NAT F2NT; 2 ♦=5+♦ & 10+HCP F1;	whereas 2• = GF CB;				
			2♥/♣ = 6 card suit NNF 0-6 HCP;	1•-1x-2NT = 18-19 then TRF; 1• - 2NT = 11-12 HCP BAL	1		
			3♣ = 5+♦ 6-9 HCP;	no 4+M; 4SFG; 1•-1M-3M = 18-19 BAL;			
1♥	1♥ 5 6♠	6♠	NAT 11+ HCP ( less with shape)	1  = 4+	1▼-1♠-1NT = 11-14 HCP then 2♣= PUP 2♦ and INV CB	1 <b>v</b> -2 <b>♠</b> = 3 card 6-9	
					2•=5+• & 10+HCP; 2▼=3▼ & 6-10 HCP; 2NT = 4+▼ & GF	whereas 2• = GF CB; 1♥-1♠-2NT =18 (17) - 19 then TRF;	1♥-2♦ = 3 card limit
			3♣=4+♥ & 6-9 HCP; 3◆=4+♥ 10-12 HCP; 3♥ = 4+♥ 0-6 HCP	After 1♥=2NT show HCP range then relay for shortness.	1♥-2NT= 4 card limit		
			3♠/4♠/4♦ = SPL; 3NT = 13-15 HCP any 4333.	Help suit game try; 4SFG; 1♥ in 3rd and 4th seat may be 4 card suit.	1 <b>v</b> -2 <b>v</b> = 4 card 6-10		
1♠		5	6♠	NAT 11+ HCP ( less with shape)	same as for 1♥	same as for 1♥	
1 NT	1 NT 6♠	6♠	15-17 HCP; BAL may contain a 5M or a 6m	STAY does not promise 4M; 2•/♥/♠/NT = TRF	Super accepts.	same	
			3♣ = 5 card Stayman; 3♦= 5+/4+m GF;	Lebensohl after interference.			
				3♥/3♠ = SPL; 4NT = QUANT.			
2♣	✓			FG or 22-24 HCP BAL	2• = ART NEG 0-4 HCP; 2▼ = ART any semi pos 5-8 HCP	2♣-2x-2NT =22-24 HCP then 5 card STAY and TRF	same
				2♠/2NT/3♠/3♦/3♥= TRF POS 8+ or A+K.	2♣-2•- 2♥ = PUP to 2♣ then 2NT = 25+ HCP then 5 card STAY and TRF		
					2♣-2•- 3NT = to play.		
2•	✓			Exactly 6 card suit in either Major ( 6-10 HCP)	2♥/2♠/3♥/3♠/4♥ = P/C	2♦ - 2NT-3♣ = 6♥; 2♦ - 2NT- 3♦ = 6♣ then after responder	same
				0-2 cards in other Major	2NT = STR INQ; 3♣/3♦ NAT NF; 3NT = to play	bids 3M, opener bids 4M with MAX	
2♥	2▼ 5 2♠ 5	Exactly 5♥ and 4+m ( nominally 6-10 HCP)	2NT = INQ for m either WK or STR; 3♣/3♦ NAT NF		same		
			0-2 <b>≜</b> s	3♥ = to play NOT INV; 2♠ = NAT NF; 3♠ = NAT INV			
2♠			Exactly 5 ♠ and 4+m ( nominally 6-10 HCP)	2NT = INQ for m either WK or STR; 3♣/3♦ NAT NF		same	
				0-2 <b>v</b> s	3♠ = to play NOT INV; 3♥ = NAT NF		
2 NT			6♠	20-21 HCP BAL may contain a 5M or 6m	3♣ = PUP STAY; 3 ♦/3♥ = TRF; 3♠ = minor suit STAY		same
3♣		6		NAT PRE 6 +	new suit = F1		same
3♦		6		NAT PRE 6 +	new suit = F1		same
3♥		7		NAT PRE 7 +	new suit = F1		same
3♠		7		NAT PRE 7 +	new suit = F1	High Level Bidding	
3 NT	✓			7 card SOL m no outside A or K		RKCB (1430 except clubs (3014); Kickback 4♣ with ♥s;	
4♣		8		NAT PRE normally 8		4NT- 5NT = 2 (or 4) key cards + working void;	
4•		8		NAT PRE normally 8		4NT- 6♣ = 3 (or 1) key cards + working void;	
4♥		7		NAT PRE 7 +		Minorwood and Exclusion KCB = 0314;	
4♠		7		NAT PRE 7 +		After interference DBL =1st step, pass = 2nd step, next suit = 2 without	out etc;
4NT	✓			Specific Ace ask	5♣= no ace, 5♦ = ace of ♦, 5M = ace of M, 5NT = 2 aces	Cue bidding shows 1st or 2nd round control;	
5♣		9		NAT PRE normally 9 +		5NT = grand slam force or pick a slam if no suit agreed;	
5•	5 9	9		NAT PRE normally 9 +		Lightner doubles of slams (and games)	
						In a forcing situation DBL = regressive and PASS is ENC	
						In a forcing situation PASS then a pull is a slam try	