DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card		
Responses:	Lead		in Partner's Suit					
New suit = forcing	Suit	2nd / 4th		2nd / 4th		Category: Green		
Cue bid = strong raise	NT	2nd / 4th		2nd / 4th		Country: Australia		
	Subseq	q				Event:		
	Other: Overlead all honours				Players: Jade Wilkinson - Alexis Wilsmore			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2nd = 15-18 HCP	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE		
Responses: same as 1NT opening	Ace	AK; AKx(+)		AK; AKx(+)	5 card Majors		
4th = 10-14 HCP	King	AK(+); KQ; KQx(+); Kx		AK(+); KQ; KQx(+); Kx		Short club (2+)		
Responses: same as 1NT opening	Queen	QJ; QJx(+); Qx	((+); Qx QJ; QJx(+);		+); Qx			
	Jack	JT; JTx(+); KJTx(+);	Jx	JT; JTx(+); KJTx(+); Jx				
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9; T9X(+); HT9X(+	9X(+); HT9X(+); 10x T9; T9		+); HT9X(+); 10x			
1-Suit: Natural, weak	9	9x; T9xx	9x; T9xx 9x; T9			1NT Openings: 15-17 balanced		
2-Suit: 2NT = two lowest unbid suits	Hi-x	x xx(+)		xx(+)		2 OVER 1 Respons forcing to game		
	Lo-x Hxx(+); xxx			Hxx(+); xxx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: non-forcing	SIGNAL	SIGNALS IN ORDER OF PRIORITY			2C opening = game forcing			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding	2D opening = 6-9 HCP, 6+ D		
Direct Cue Bids = michaels (Note 5)	Suit:1st	attitude	reverse count		low enourage	2H opening = 6-9 HCP, 6+ H		
	2nd		reverse count			2S opening = 6-9 HCP, 6+ S		
	3rd					3NT opening = long minor, no outside A		
	NT: 1st	attitude	reverse count		low enourage	2NT overcall = two lower unbid suits		
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd		reverse count			Michaels cue-bids (Note 5)		
Modified capeletti (Note 1)	3rd					Lebensohl after overcall of 1NT and double of opponents prempt (Note 3)		
	Signals (including Trumps):						
	A = reverse count							
	K = attitude							
DOUBLES								
	TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Can be w	eaker than usual						
take-out doubles through 4H								
						SPECIAL FORCING PASS SEQUENCES		
					1NT X P = forcing ptnr to bid 5 card suit or XX to play			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			E DOUBLE	S/REDOUBLES			
Natural								
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
						Double jump shifts = splinter (Note 6)		
						Opening preempts can be weaker than 6HCP		
OVER OPPONENTS' TAKE OUT DOUBLE	1					2 way checkback (Note 7)		
System is same (ignoring double)						Psychics: Rare		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	AKI.	2	3S	11-19 HCP	Inverted minors to a game force, criss cross raises are invitational	4th suit forcing to game, forcing	2 over 1 no longer gf
					Jump shift is weak (excluding 2D)	2 way checkback (Note 7)	3 3
1D		4	3S	11-19 HCP	Inverted minors to a game force, criss cross raises are invitational	4th suit forcing to game, forcing	2 over 1 no longer gf
			-		Jump shift is weak (excluding 3C)	2 way checkback (Note 7)	3 3
1H		5	3S	11-19 HCP	1NT, not forcing 5-11 HCP	, , ,	2 over 1 no longer gf
					2H = 6-9 HCP 3H; 2C = 10-12HCP 3H or C gf or bal gf (Note 2)		2C = drury (3H 10-12HCP)
					2NT = 13+ 4+H; 3C = 6-9 HCP 4+H; 3D = 10-12 HCP 4+H;		
					3H = 0-5 HCP 4+H; any gf with 3H is through 2C, 2D, or 2S		
1S		5	3S	11-19 HCP	as above, (replacing H with S)		as above, (replacing H with S)
1NT			3S	15-17 balanced	simple stayman, jacoby transfers (Note 4), texas transfers		lebensohl (Note 3)
2C	yes		3S	Artificial game force, any shape	2D = waiting; else is natural with good suit		natural
2D		6	38	6-9 HCP	2NT = OGUST		natural
2H		6	38	6-9 HCP	2NT = OGUST		natural
2S		6	3S	6-9 HCP	2NT = OGUST		natural
2NT			38	20-22 HCP	Puppet stayman, jacoby transfers	3D = 4M; 3H/S = 5M; 3NT = no M	natural
3C		6	3S	6-9 HCP	natural		natural
3D		7(6)	38	6-9 HCP	natural		natural
3H		7(6)	38	6-9 HCP	natural		natural
38		7(6)		6-9 HCP	natural		natural
3NT				gambling (long minor, no outside A)	4C = pass or correct in minor		natural
4C		8(7)		6-9 HCP	natural		natural
4D		8(7)		6-9 HCP	natural		natural
						High Level Bidding	
						Cue Bid (1st or 2nd round controls)	
						RKCB (1430)	
						Splint	ers
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