


DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBFB Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
Sound at 2 level, can be light at 1 level; 4M possible at 1 level		<b>Lead</b>	<b>in Partner's Suit</b>		<b>Category GREEN</b>
Advancer 2 over 1 not forcing	Suit	4th, MUD	4th, MUD		
	NT	4th, MUD	4th, MUD		
	Subseq				
	Other:				<b>Country:</b> AUSTRALIA
					<b>Event:</b> 2025 WBFB Womens Online
					<b>Players:</b> Greer Tucker, Liz Sylvester
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-18, System On	Lead	<b>Vs. Suit</b>	<b>Vs. NT</b>		<b>GENERAL APPROACH AND STYLE</b>
Re-opening 12-15, System On	Ace	AK(xxxx), Ax	AK(xxxx), Ax		
	King	KQ(xxxx), Kx	KQ(xxxx), Kx		
	Queen	QJ(xxxx), Qx	QJ(xxxx), Qx		
	Jack	JT(xxxx), KJx(xxx), Jx	JTx(xxx), HJx(xxx), Jx		
	10	T9x,HT9x,Tx	T9x(x),HT9x,		
Weak	9	9x,9	9x		1NT Openings: 15-17HCP; May contain 5card major
	Hi-x	Xx	Xx, xXx, xXxx		2 OVER 1 Responses: 10+ pts
	Lo-x	HxxX(x), HxX	HxxX(x), HxX		<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
Reopening: Same	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
(1m) - 2m = 5+/5+Majors; (1M)-2M=5+M,5+m. Any Strength	Suit:1st	Low Encourage	Reverse Count	Low Encourage	
Unusual NT: Two lowest unbid suits	2nd	Suit Pref	Suit Pref	Suit Pref	
	3rd				
(1m) - 3m = Natural, 6+card suit	NT: 1st	Low Encourage	Reverse Count	Low Encourage	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Suit Pref	Suit Pref	Suit Pref	
X = Penalty; 2C = Majors(4+/4+) then 2D = No preference	3rd				
2D = 5+D, 4+M;	Signals (including Trumps):				
2H, 2S, 3C is Natural	Suit Pref if singleton or void in Dummy				
2NT = Both Minors (5+/5+)	Secondary Suit Pref if needed				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
X/X/X applies for all "2's"; X = 13+pts = T/O	TAKEOUT DOUBLES(Style;Responses;Reopening)				
2NT = 15-18 with stop and System On	Negative/Responsive Doubles thru to 3S				
3NT = 15-22 with stop and System On					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
X = Both Majors; NT = Both Minors else Natural; No Michaels	Support Doubles and Redoubles				
2NT= Diamonds and Hearts ie two lowest unbid suits					
OVER OPPONENTS' TAKE OUT DOUBLE					
System ON					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	3S	(10) 11-21 HCP	1D Nat, but prefer 4M; 1M = Nat, 4+Cards; 1NT = 6-10(11) Bal; Inverted Minors: 2C = 10+, 5+ Cards, unbal - no 4 Card Major; 3C = 6-9pts, 5+Cards unbal 2D, 2H, 2S = Weak(0-6 pts); 6+ Cards; 3D, 3H, 3S = Weak (0-7pts), 7+ Cards 2NT = 11-12 Bal, Invite; 3NT = 13+, Bal To Play	Two way Checkback Fourth Suit Game Force	System On if they X; System Off if they Overcall Support X & XX to 2S-includes 1NT
1♦		3+	3S	(10) 11-21 HCP	1M = Nat, 4+Cards; 1NT = 6-10(11) Bal; 2C = Nat, 5+ Cards, 10+ pts Inverted Minors: 2D = 10+, 5+ Cards, unbal - no 4 Card Major; 3D = 6-9pts, 5+Cards unbal 2H, 2S = Weak(0-6 pts); 6+ Cards; 3C, 3H, 3S = Weak (0-7pts), 7+ Cards 2NT = 11-12 Bal, Invite; 3NT = 13+, Bal To Play	Two way Checkback Fourth Suit Game Force	System On if they X; System Off if they Overcall Support X & XX to 2S-includes 1NT
1♥/♠		5+	3S	(10) 11-21 HCP	1 Other Major = Nat, 4+Cards; 1NT = 6-10, Bal; 2 Other Major /3C/3D weak 2NT Jacoby = 4+Cards, 12+pts; 2M Nat, 6-9(10); 3M Limit 10-12; 4C/D Splinter 3NT = 12+ Nat; To Play	Two way Checkback Fourth Suit Game Force	System On if they X; System Off if they Overcall
1 NT		Bal	3S	15-17; May have 5 card Major	Simple Stayman; TRF to M; 2S TRF to C; 2NT TRF to D; Invitational via Stayman; 3C, 3D, 3H, 3S = 6+cards, Slam Try		System On if they X else OFF X=Takeout
2♣	x	0		22+HCP and Bal or any Game Force	2D = <7HCP or Waiting; 2H, 2S, 3C, 3D = 8+HCP and 5+ Cards		
2♦		(5)6+		Weak; Less than Opening Hand	2NT Shortage ask applies if opening Bid(P or X) ie not after intervening overcall 2H/2S/3C = 5+ cards & F; 3D to Play; 3NT to Play		
2♥		(5)6+		Weak; Less than Opening Hand	2NT Shortage ask applies if opening Bid(P or X) ie not after intervening overcall 2S/3C/3D = 5+ cards & F; 3H to Play; 3NT to Play		
2♠		(5)6+		Weak; Less than Opening Hand	2NT Shortage ask applies if opening Bid(P or X) ie not after intervening overcall 3C/3D/3H = 5+ cards & F; 3S to Play; 3NT to Play		
2 NT		Bal		20-21; May have 5 Card Major	Simple Stayman; TRF to M; 3S = Both Minors (4+4+)		
3♣		(6)7+		Weak; Less than Opening Hand			
3♦		(6)7+		Weak; Less than Opening Hand			
3♥		(6)7+		Weak; Less than Opening Hand			
3♠		(6)7+		Weak; Less than Opening Hand			
3 NT				Gambling		RKCB 1430;	
4♣		7+		Weak; Less than Opening Hand		Q Ask - with no Q bid trumps at lowest lvl else bid suit outside K	
4♦		7+		Weak; Less than Opening Hand		Quantitative 4NT > NT Natural Bid	
4♥		7+		To Play, Shapely Hand		<b>Cue Bids: 1st/2nd Round Control</b>	
4♠		7+		To Play, Shapely Hand			
4NT				Not Used			<b>Other Notes</b>
5♣		7+		To Play, Shapely Hand		X/X/X: 1st = cards; 2nd X = T/O; 3rd X = Penalty	
5♦		7+		To Play, Shapely Hand		Two way Checkback: 2C ->2D; 2D, GF	
5♥				Not Used		(1x (any) 1y (any) 1NT(P/X) Checkback is ON	
5♠				Not Used			
5NT				Not Used			