

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE		Category GREEN	
Sound at 2 level, can be light at 1 level; 4M possible at 1 level		Lead	in Partner's Suit		
After major suit overcall, 2NT = 4-card support	Suit	4th, MUD	4th, MUD or highest		
Over opponent's transfer response to 1C (1D/1H only), bid their suit for TO, X = that suit, lead directional etc	NT	4th, MUD	4th, MUD	Country: AUSTRALIA	
	Subseq			Event: 2025 World Online Women's Teams	
	Other:			Players: Judith Tobin, Ruth Tobin	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
15-18, System On	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Re-opening 10-14, system on	Ace/King	AK(xxx), Ax. Att on A lead, count on K	AK(xxxx), Ax	Standard with 5 Card Majors, Strong NT with 5 card major ask, 2D = weak major	
	King/Queen	KQ(xxxx), Kx (lead K). King count, Q att.	KQ(xxxx), Kx (ditto)	2M = 5+ major and a minor, standard leads, reverse attitude, natural count	
	Queen	QJ(xxxx), Qx	QJ(xxxx), Qx	Super accepts after transfers to strong NT opening	
	Jack	JT(xxxx), KJ(xxx), Jx	JTx(xxx), HJx(xxx), Jx	Change of suit = forcing, jumps by opener generally splinters (shortage)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x, HT9x, Tx	T9x(x), HT9x,		
Pre-emptive	9	9x, 9	9x	1NT Opening: 14-17 HCP; may contain 5 card major	
2NT = 2 lower unbid suits 5+/5+ (over suit opening)	Hi-x	Xx	Xx, xXx, xXxx	2 OVER 1 Responses: 10+ pts, forcing to 2NT	
Reopening: constructive	2nd	xXxx (if non-touching)	Xxxx (touching)		
	Lo-x	HxxX(x), HxX	HxxX(x), HxX	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
	SIGNALS IN ORDER OF PRIORITY			2D opening = undisclosed 6 card M	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
(1m) - 2m = 5+/5+ Majors; (1M) - 2M = 5+M, 5+m. Any strength	Suit:1st	Low Encourage	Natural Count	Low Encourage	
Unusual NT: Two lowest unbid suits	2nd	Natural Count	Suit Pref	Natural Count	
(1x) - 3x = Stopper ask looking for 3NT	3rd	Suit Pref (if needed)		Suit Pref	
	NT: 1st	Low Encourage	Natural Count	Low Encourage	
VS. NT (vs. Strong/Weak; Reopening; PH)	2nd	Natural Count	Suit Pref	Natural Count	
X = Penalty; 2C = Majors (5+/4+ either way) then 2D = no preference	3rd	Suit Pref (if needed)		Suit Pref	
2D = 6+ M	Signals (including trumps):				
2M = 5+ in that suit + 4+ m; 3m is natural	Suit Pref if singleton or void in dummy				
2NT = Both Minors (5+/5+) or any 2 suiter extreme shape					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
X/X/X applies for all "2's". Where suit(s) are known, X = 12+ pts. Where suit(s) are unknown eg over multi or RCO, X (immediate position) = T/O 15+HCP	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	Responsive Doubles thru to 4H				
	Negative Doubles thru to 4H				
2NT = 15-18 with stop and System On					
3NT = to play with stop and system on					
VS. ARTIFICIAL STRONG OPENINGS (1C)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
X = Both Majors; 1D = Both Minors; 1NT = odd suits; else natural	Support Doubles and Redoubles up to level of 2S			1M - 3C = good Bergen raise (4 cd supp 8-11); 1M - 3D weaker Bergen; OFF by PH	
Over (1C) P (1D), 1NT = both minors				1M - 2C by PH = Drury major suit raise; 1M - 2D by PH = no support (doubleton)	
OVER OPPONENTS' TAKE OUT DOUBLE				1M - jump shift by passed hand = natural and fit showing	
System ON				1m - 1M - 2M may be 3 card supp; then 2NT asks about length and strength	
				Leaping and non-leaping Michaels	
				2NT in competition usually not natural esp. when we have majors	
				Blackout after reverse (if 1 level response); cheaper of 2NT or 4S; else GF	

