DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND							
OVERCALLS (Style; Responses; 1/2 level; Reopening)	OPENING L	EADS STYLE				WBF Convention Card		
Sound at 2 level, can be light at 1 level; 4M possible at 1 level	Lead in Partner's Suit			in Partner's	s Suit			
After major suit overcall, 2NT = 4-card support	Suit 4th, MUD		4th, MUD o	or highest	Category GREEN			
Over opponent's transfer response to 1C (1D/1H only), bid their suit for TO, X = that suit, lead directional etc	NT			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	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), A	x	Standard with 5 Card Majors, Strong NT with 5 card major ask, 2D = weak majo		
	King/Queer	Queen KQ(xxxx), Kx (lead K). King count, Q att.			x (ditto)	2M = 5+ major and a minor, standard leads, reverse attitude, natural count		
	Queen	QJ(xxxx), Qx		QJ(xxxx), O	)x	Super accepts after transfers to strong NT opening		
	Jack	JT(xxxx), KJx(xxx), Jx		JTx(xxx), HJx(xxx), Jx		Change of suit = forcing, jumps by opener generally splinters (shortage)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10 T9x,HT9x,Tx T9x(x),HT9x,		х,				
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, xX	ĸx	2 OVER 1 Responses: 10+ pts, forcing to 2NT		
Reopening: constructive	2nd	xXxx (if non-touching	ng)	Хххх	(touching)			
		Lo-x HxxX(x), HxX HxxX				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
		ORDER OF PRIORITY	1	1		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 Encou	rage			
Unusual NT: Two lowest unbid suits	2nd	Natural Count	Suit Pref	Natural Co	unt			
(1x) - 3x = Stopper ask looking for 3NT	3rd	Suit Pref (if needed)		Suit Pref				
	NT: 1st	Low Encourage	Natural Count	Low Encou	rage			
VS. NT (vs. Strong/Weak; Reopening; PH)	2nd	Natural Count	Suit Pref	Natural Co	unt			
X = Penalty; 2C = Majors (5+/4+ either way) then 2D = no preference	3rd	Suit Pref (if needed)		Suit Pref				
2D = 6+ M	Signals (inc	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	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)							
2NT = 15-18 with stop and System On	Responsive Doubles thru to 4H Negative Doubles thru to 4H							
3NT = to play with stop and system on								
VS. ARTIFICIAL STRONG OPENINGS (1C)	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES							
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	1		•••••		•••••	1M - 2C by PH = Drury major suit raise; 1M - 2D by PH = no support (doubleton)		
	f					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		
	<u> </u>					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		

	TICK	MIN NO.	NEG.					
OPEN	IF  OF  DBL.  DESCRIPTION    ART.  CARDS  THRU		DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING		
1.	3+	4H	(10) 11-21 HCP	1D Nat, but prefer 4M unless strong; 1M = Nat, 4+ cards, F to 2NT; 1NT = 6-10	After 1NT, 2 way Checkback	System On if they X		
					Inverted Minors: 2C = 11+, 5+ clubs, unbal - no 4 Card Major; 3C pre; 2D = 8-10 pts, 5+ clubs	After inverted minor, stopper show	System Off if they Overcall	
					2H, 2S = Weak 4-7 pts; 6+ Cards; 3D, 3H, 3S = splinter	Fourth Suit Game Force	Support X & XX to 2S	
					2NT = 11-12 Bal, Invite; 3NT = 13-15, Bal To Play (then 4NT from opener = quant)			
1• 3+		4H	(10) 11-21 HCP	1M = Nat, 4+ cards; 1NT = 6-10; 2C = Nat, 4+ cards, 10+ pts, F to 2NT	After 1NT, 2 way Checkback	System On if they X		
				Inverted Minors: 2D = 11+, 4+ D, unbal - no 4 card major; 3C = 8-10 pts, (4)5+ diamonds unbal; 3D pre-emptive; 3M/4C = splinter	After inverted minor, stopper show	System Off if they Overcall		
				2H, 2S = Weak (4-7 pts); 6+ Cards; 3H, 3S, 4C = splinter	Fourth Suit Game Force	Support X & XX to 2S		
					2NT = 11-12 Bal, Invite; 3NT = 13-15, Bal (then 4NT from opener = quant)			
1♥/♠		5+	4H	(10) 11-21 HCP	1 Other M/2m = Nat, 4+ cards; 1NT = 6-10; jump in Other Major = Limit 10-12; 3C/3D Bergen; double jump OM = splinter Gazzilli after 1M - 1NT: 2C rebid = 6+M or 16+; rebid M = 5/4 with clubs; 2NT = 6/4 shape	After 1NT, 2 way Checkback	System On if they X	
					2NT Jacoby = 4+ raise, 12+pts; 2M Nat 3 card raise, 6-9(10); 3M preemptive; 4C/D Splinter	Long & short suit trial bids	System Off if they Overcall	
					3NT = 12-15 pts, 3 card raise, 4333 shape, not control rich; 4m splinter	Fourth Suit Game Force	Support X & XX to 2S	
NT		Bal		14-17; May have 5 card Major	Lavings 5 and 4 card enquiry; TRF to M; 2S TRF to C; 2NT TRF to D	Lavings enquiry = invite	System On if they X else OFF	
			3C, 3D = invit/GF in minors; 3H = 3145/54 shape, GF+; 3S = 1345/54 shape, GF+	Retransfers	X=Takeout			
			Texas transfers (4C= H; 4D = S; 4M natural)		Lebensohl after interference			
2♠ ✓ 0		23+HCP and Bal or any Game Force	2D = weak or waiting; 2H, 2S, 3C, 3D = constructive, good 5+ suit with at least 2 of top 3 honours. 2NT = 5+/5+ in minors and good suits. 3M solid 6+ suit; 3NT solid 6+ minor	Kokish - 2H rebid by opener forces 2S, shows GF hearts (not solid suit) or 25+ bal	If they bid over 2C opening: Pass = 5 HCP; X = 5+ (or Ace); other as pe system			
2♦	~	6+		Weak 6 card major	2D - 4C asks opener to bid the step below her suit. 2D - 4D asks opener to bid her suit. 2D - 2NT = enquiry; 3M response = bad weak 2; 3m response good weak 2; next step over 'good' weak 2 asks for shortage.	Responder's M or double = pass/correct (except 2D - 4M to play)	System On if they X else OFF	
			3C = natural NF; 3D F for one round; 3NT to Play					
2♥		5+/4+ (5 if vul)		Weak 5+ major and (4)5+ minor	2NT enquiry may not be strong	Jump with extreme shape		
					2S, 3m = nat to play; 3H = pre-emptive; 3NT to Play			
2 🌢	5+/4+ (5 if vul)		Weak 5+ major and (4)5+ minor	2NT enquiry may not be strong	Jump with extreme shape			
					3x = nat to play; 3S = pre-emptive; 3NT to Play			
2 NT		Bal		20-22; May have 5 Card Major	Puppet Stayman; TRF to M; 3S = 5 spades and 4 hearts; 4m = Texas transfer to H/S	Retransfers		
3♣		6		Weak; Less than Opening Hand				
3♦		6		Weak; Less than Opening Hand				
3♥		6		Weak; Less than Opening Hand				
3♠		6		Weak; Less than Opening Hand		High	Level Bidding	
3 NT		7		Long running minor at least		RKCB 1430		
4 <b>♠</b>		7+		Weak; Less than Opening Hand		Q Ask - with no Q bid trumps at lowest level; with Q and no outside K bid 6; with one K bid that suit; with 2 bid suit w/o K		
4♦		7+		Weak; Less than Opening Hand		Quantitative 4NT > NT Natur	al Bid	
4♥		7+		Natural, Shapely Hand		Cue Bids: 1st/2nd Round Control		
4♠		7+		Natural, Shapely Hand				
4NT				Ace ask (rare)		Other Notes		
5♣		7+		Natural, Shapely Hand		X/X/X: 1st = cards; 2nd X = T/O; 3rd X = Penalty		
5♦		7+		Natural, Shapely Hand		Two way Checkback: 2C ->2D; 2D, GF		
5♥				Not Used		2NT generally competitive by opener after interference		
5♠				Not Used		Lebensohl after we X weak 2		
5NT				Not Used		No support X after 1NT over	1 0	