

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>	<b>OPENING LEADS STYLE</b>				
1 Level overcalls 8-19 HCP 5+ gen sound but aggressive with shape		<b>Lead</b>	<b>in Partner's Suit</b>		
2 Level overcalls 8-19 HCP 5+ gen sound but aggressive with shape	Suit	3rd/5th	3rd/5th		<b>Country: Australia</b>
Jump raise responses are pre-emptive	NT	4th, MUD	4th, MUD		<b>Event: Seniors</b>
Cue raise responses are constructive	Subseq	as above	as above		<b>Players: Robert KROCHMALIK</b>
Fit showing jumps in competition	Other:	Q asks for J to be dropped			<b>Paul LAVINGS</b>
		A (Q) asks for ATT (Low = ENC, High = DISC); K asks for Count (REV)			
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>	<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
1NT Overcall = 15-18 HCP and system ON	Lead	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
1NT Reopening = 15-18 over M and 11-14 over m both system OFF	Ace	AKx(+), Ax(+), AKJT(+)	AKx(+), Ax(+),	Standard American with 5 card majors (4 in3/4); BERGEN raises over 1M; 1♠ = 3+♠s with transfer responses; 1♦ = 4(3)♦s ; Open sound generally; Open light if UNBAL (9+); Open for lead in 3rd seat; Strong NT (15-17 HCP) with 4 suit transfers; PREEMPTS generally comply to the rule of 2 and 3 and 4; Negative doubles through 6♣; Responsive doubles through 4♥	
STAY and TRF (M and m) responses to 1NT overcall but not 1NT reopening	King	AK, AKx(+), KQ(J/T)x(+)	AKJT(+), KQx, KQJ(+),		
	Queen	QJ, QJx(+), AQJx(+), KQT9	QJx, QJT(+), AQJx(+),		
	Jack	JT, JTx(+), KJTx(+),	JTx, JT9(+), KJTx(+),		
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>	10	T9, T9x(+), HT9x(+),	T9x(+), T98(+), HT9x(+),	Splinters, cue bids, RKCB (1430); 4♣ Kickback for ♥; Minorwood (0314) Exclusion KCB (0314)	
1-Suit: Weak Jump overcalls (6-10 HCP good 6 card suit) then new suit = F1	9	9x, 9xxxx	9x, 9xxxx	2 over 1 Response : 1M-2x = F2M, 1♦-2♠ = F2♦	
2-Suit: Jumps in the majors are INV and jumps in the minors show	Hi-x	Sx, xxS, xxSx	Sx, xSx, xSxx	Inverted m (1♠-2♠ = 10+HCP F2NT)	
5+ in minor bid and 5+ in a Major-Leaping and non leaping Michaels at the 4 level	Lo-x	xxS, HxS, HxSx, HxxxS	xSx, HxS, HxxSx	1NT Openings: 15-17 HCP; BAL may contain a 5M or 6m	
Reopening: Jump overcalls intermediate (12-15 HCP good 6 card suit)	<b>SIGNALS IN ORDER OF PRIORITY</b>			2 OVER 1 Responses: forcing to 2M	
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
Direct cue-bids over a m opening are Michaels (5+♥s & 5+♠s) all strengths	Suit:1st	Reverse count	Reverse count	Reverse attitude	
Direct cue-bids over a M opening are Michaels (5+o/M & 5+m all strengths)	2nd	S/P ( McKenny)	S/P ( McKenny)	S/P ( McKenny)	
2NT response asks for m suit and 3m response NAT NF	3rd	ODD=ENC if suit bid		Reverse count	
	NT: 1st	Reverse count	Reverse count	Reverse attitude	
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	2nd	S/P ( McKenny)	S/P ( McKenny)	S/P ( McKenny)	
over 1NT opening: ASPRO 2♠ = ♥ + any suit 5+/4+ either way;	3rd	ODD=ENC if suit bid		Reverse count	
2♦ = ♠s & m 5+/4+ either way; 2♥ = 6+♥s; 2♣ = 6+♠s.	Signals (including Trumps):			1M - 2♠ = 2+♠s, 10+HCP Multi purpose 4 way bid	
DBL = PEN	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 8-11 HCP	
	Trumps Hi-Lo shows an odd number and an interest in a ruff or SP signal			1♦ (p) - 3♣ = 5+♦s 8-11 HCP	
	<b>DOUBLES</b>			1♣/♦ - 2♥/♠ = NAT 6 card suit weak ( 0-6 HCP)	
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>				
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	Takeout doubles to 6♣, opening values generally, thereafterdoubles generally T/O;				
Takeout Doubles to 6♣; Cue bids show strong 2 suiters;	May be light (10+) with classic shape,				
Jump bids are NAT & INV; NT bids are NAT 15-18 HCP (PUP STAY)	May be light (8+) with classic shape in passout seat; CUE = F1,				
Leaping and non leaping Michaels (2♥) - 4♣= ♠&♠ 5+/5+	When 3 suits have been bid, doubles are usually penalty,				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>	
Over strong 1♠; RCO (DBL = Rank suits; 1♣= Colour suits; 1NT = Odd suits)	NEG DBL through6♣ and RESP DBL through 4♥,			1m (DBL)-RDBL is forcing through 2♥; 1M-(DBL)-RDBL is forcing through 2M	
Over strong 2♠; RCO (DBL = Rank suits; 2♣= Colour suits; 2NT = Odd suits)	1♠-(1♦)-DBL = 4+♥s; 1♠-(1♥)-DBL = 4♣; 1♠-(1♥) -1♠ = 5+♠s;			1x - (non jump overcall) -P-(P) is forcing through 2♥ If opener has < 3 cards in overcaller's suit	
Over Strong 2♦; DBL = Majors and 2NT = minors	1♠-(1♠)-DBL = 4+♥s;			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
	NEG DBL then new suit = NF			May open 4 card M in 3rd and 4th seat; All references to HCP in this document are indicative	
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	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					
RDBL = 10+ HCP and generally with penalty interest				<b>PSYCHICS: Rare</b>	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND
1♣		3	6♣	NAT 11+ HCP (9+ with shape)	TRF resp 1♦ = 4+♥s, 1♥ = 4+♠s, 1♠ = 4+♦s, INT = 6-10 2♣ = 5+♣ 10+HCP, 2♦ = 5+♣ 8-11 HCP, 2♥/♠ = NNF 0-6 HCP	1♣-1x-INT = 11-14 HCP then 2♣=PUP 2♦ and INV CB whereas 2♦ = GF CB; 1♣-1x-2NT = 18-19 then TRF; 1♣=2NT = 11-12 HCP BAL no 4+M; 4SFG; 1♣-1M-3M = 18-19 BAL;	same
1♦		3	6♣	NAT 11+ HCP (9+ with shape)	1♥/♠ = 4+NAT & 5+ HCP; INT = 6-10 HCP; 2♣=10+HCP NAT; 2♦=5+♦ & 10+HCP; 2♥/♠ = NNF 0-6 HCP; 3♣=5+♦; 8-11 HCP; 3♠ = 5+♦ 6-9 HCP;	1♦-1M-INT = 11-14 HCP then 2♣= PUP 2♦ and INV CB whereas 2♦ = GF CB; 1♦-1x-2NT = 18-19 then TRF; 1♦ - 2NT = 11-12 HCP BAL no 4+M; 4SFG; 1♦-1M-3M = 18-19 BAL;	same
1♥		5	6♣	NAT 11+ HCP (9+ with shape)	1♠ = 4+♠ & 6+ HCP; INT = 6-10 HCP; 2♣=2+♣ 10+HCP F2♥ 2♦=5+♦ & 10+HCP; 2♥=3♥ & 6-10 HCP; 2NT = 4+♥ & GF 3♣=4+♥ & 6-9 HCP; 3♦=4+♥ 10-12 HCP; 3♥ = 4+♥ 0-6 HCP 3♠/4♠/4♦ = SPL	1♥-1♠-INT = 11-14 HCP then 2♣= PUP 2♦ and INV CB whereas 2♦ = GF CB; 1♥-1♠-2NT = 18 (17) - 19 then TRF; After 1♥=2NT show HCP range then relay for shortness. Help suit game try; 4SFG; 1♥ in 3rd and 4th seat may be 4 card suit.	1♥-2♣ = 3 card 6-9 1♥-2♦ = 3 card limit 1♥-2NT = 4 card limit 1♥-2♥ = 4 card 6-10
1♠		5	6♣	NAT 11+ HCP (9+ with shape)	same as for 1♥	same as for 1♥	
1NT			6♣	15-17 HCP; BAL may contain a 5M	STAY does not promise 4M; 2♥/♥/♠/NT = TRF 3♣ = 5 card Stayman; 3♦ = 5+/4+m GF; 3♥/3♠ = 4 cards in suit bid and SPL in CM; 4NT = QUANT.	Super accepts. Lebensohl after interference.	same
2♣	✓			FG or 22-24 HCP BAL	2♦ = ART NEG 0-4 HCP; 2♥ = ART any semi pos 5-8 HCP 2♣/2NT/3♣/3♦/3♥ = TRF POS 8+ or A+K.	2♣-2x-2NT = 22-24 HCP then 5 card STAY and TRF 2♣-2♦-2♥ = PUP to 2♣ then 2NT = 25+ HCP then 5 card STAY and TRF 2♣-2♦-3NT = to play.	same
2♦	✓			WK 6 card suit in either Major (6-10 HCP)	2♥/2♠/3♥/3♠/4♥ = P/C 2NT = STR INQ; 3♣/3♦ NAT NF; 3NT = to play	2♦ - 2NT-3♣ = 6♥; 2♦ - 2NT- 3♦ = 6♠ then after responder bids 3M, opener bids 4M with MAX	same
2♥		5		Exactly 5♥ and 4+m (nominally 6-10 HCP)	2NT = INQ for m either WK or STR; 3♣/3♦ NAT NF 3♥ = to play NOT INV; 2♣ = NAT NF; 3♠ = NAT INV		same
2♠		5		Exactly 5♠ and 4+m (nominally 6-10 HCP)	2NT = INQ for m either WK or STR; 3♣/3♦ NAT NF 3♠ = to play NOT INV; 3♥ = NAT NF		same
2NT			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 = FI		same
3♦		6		NAT PRE 6 +	new suit = FI		same
3♥		7		NAT PRE 7 +	new suit = FI		same
3♠		7		NAT PRE 7 +	new suit = FI		same
3NT	✓			7+ SOL m no outside A or K		RKCB (1430 except clubs (3014); Kickback 4♣ with ♥s;	
4♣		8		NAT PRE 8 +		4NT- 5NT = 2 (or 4) key cards + working void;	
4♦		8		NAT PRE 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 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 9 +		5NT = grand slam force or pick a slam if no suit agreed;	
5♦		9		NAT PRE 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	