

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Aggressive at the 1 Level.		Lead	In Partner's Suit		Category I.e. Green / Blue / Red / HUM / Brown Sticker: GREEN
More constructive at the 2 Level but can be light with additional shape.	Suit	4th (high from a bad suit)	4ths, low from 3, high from 2		
	NT	4th (high from a bad suit)	4ths, low from 3, high from 2		Country: Australia
New Suit advances at 1 & 2 Level = constructive but NF. 3 Level = GF.	Subseq				Event: (Open/Women/Senior/Transnational)
If new suit advance would be NF, a single jump is Nat GF.	Other:				Players: Any (For use in case of scratch partnership)
Bid Bid Bid Bid' is N/F. e.g. (1H) 1S (2H) 3C is non-forcing					
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
Direct overall: 15-18, System on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
Sandwich: 16-19, System on	Ace	AKx, Ax	AKx		NAT, 2/1 FG (♠5+, ♥5+, ♦3+, ♣3+), Aggressive openings and preempts NV vs VUL
Reopening: (12)13-16, System on	King	KQx, AK	KQx, AKJTx		2♦/2♥/2♣ = Weak. 5c suit possible when NV.
	Queen	QJx	QJx, KQT9x		2♣ = Strong w. Kokish Relay, 2NT = 20-21
	Jack	JTx	JTx		3NT = Gambling.
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9x	T9x	
1-Suit: Natural Weak	9	9x	9x		INT Openings: (14)15-17. 5M or 6m possible
2-Suit: 2NT = Lowest Unbid Suits	Hi-x	xx	xxx		2 OVER 1 Responses: FG, except after intervention
	Lo-x	Hxxx	xxx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: 11-14		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding
(1m) - 2m = 5+/5+ Majors	Suit:1st	Reverse Attitude	Reverse Count	Reverse Attitude	
(1M) - 2M = 5+/5+ other Major + Minor	2nd	Reverse Count	Suit Preference	Reverse Count	
	3rd	Suit Preference		Suit Preference	
	NT: 1st	Reverse Attitude	Reverse Count	Reverse Attitude	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Reverse Count	Suit Preference	Reverse Count
X = Values	3rd	Suit Preference		Suit Preference	
2♣ = Both Majors, 2♦ = One Major	Signals (including Trumps):				
2♥ = 5+H, 4+m, 2♠ = 5+S, 4+m	S/P in trumps.				
2NT = 5+/5+ Minors					
If our ART entry is doubled, Pass = To play, XX	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					
Vs 2♦ Multi, X = 13-15 Bal or Strong, 2NT = 16-18	Most doubles are T/O except where obvious. After 1X (X) XX, X = Pen.				
2NT = Rarely natural (either Leb/Scrambling)	When advancing a 1-level T/O double, 1X = 0-9, Cuebid = 10+ Only F1, Jump to 2X = Nat, Inv, usually 5M				
If scrambling over 2♣, Direct 3 rd bid = Constructive	Vs Most artificial bids, 1st X = Values, 2nd X = Take-out, 3rd X = Penalties				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
X = Both Majors	Support doubles and Redoubles.				
INT = Both Minors	1m (1 [♣]) X = 4♣, 1m (1 [♠]) 1♠ = 5+♠				
OVER OPPONENTS' TAKE OUT DOUBLE					
New Suits = F1					
2NT = INV+ Raise					
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
	2-way checkback after INT rebid. Puppet with 2♣ then 3NT = 5M, choice of games.				
	After 2NT rebid, 3♣ = Check-back, others = NAT G/F.				
	Non Serious 3NT when a major is strongly agreed.				
	Cheapest Bid = ART Blackout after a reverse.				
	In 2/1 Auctions: Rebid of 2M = Catch-all. Reverse or 3-level new suit = Mild Extras, 4th Suit = ART G/F				
	Psychics: Rare				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3+	4♥	Nat 10+	2♣ = 10+ Raise, 2♦ = 7-9 Raise, 3♣ = 0-6 Raise 2♥/2♠ = Natural 6M, 0-5 3♦/3♥/3♠ = Splinters	After 1♣ - 2♣ is Forcing to 3♣. 2♦ by opener is ART, Minimum. New suits show stoppers, Jumps = SPL	Natural
1 ♦		3+	4♥	Nat 10+	2♦ = 10+ Raise, 3♣ = 7-9 Raise, 3♦ = 0-6 Raise 2♥/2♠ = Natural 6M, 0-5 3♦/3♥/3♠ = Splinters	After 1♦ - 2♦ is Forcing to 3♦. 2♥ by opener is ART Minimum New suits show stoppers, Jumps = SPL	Natural
1♥/♠		5+	4♥	Nat 10+	3♣ = 7-9 Raise, 3♦ = 10-11 Raise, 3M = 0-6 Raise 2NT = GF Raise Jump in other Major = 3c 10-12 Raise.	After 2NT, 3♣ = Min, New Suit = Shortage	2♣ = Drury by a passed hand.
1 NT		5+	4♥	Nat 10+	2♣ = Stayman (w. Smolen), 2♦/♥/♠/NT = 4-suit Xfers. 3♣ = Modified Puppet. 3♦ = Minors, 3♥/♠ = Shortage (13)45ish	After 2♣ - 2M, 3oM = ART Slamtry After a minor X/fer, new suits = Shortage	2NT = Lebensohl
2 ♣				Strong, 22+ Bal or G/F	2♦ = Neg/Waiting, with Kokish Relay		
2 ♦				Weak, 5♦ possible NV	2NT = Shortage Ask Enquiry New suits NF if NV, F if VUL	Suit = Shortage, 3♦ = Min, 3NT = Max	
2 ♥				Weak, 5♥ possible NV	2NT = Shortage Ask Enquiry New suits NF if NV, F if VUL	Suit = Shortage, 3♥ = Min, 3NT = Max	
2 ♠				Weak, 5♠ possible NV	2NT = Shortage Ask Enquiry New suits NF if NV, F if VUL	Suit = Shortage, 3♠ = Min, 3NT = Max	
2 NT				Natural, 20-21	3♣ = Stayman, 3♦/♥ = Xfers, 3♠ = Minors, 4X = 2-under Xfers.		
3 ♣				Weak			
3 ♦				Weak			
3 ♥				Weak			
3 ♠				Weak			
3 NT				Gambling, no strict rules		4NT = 1430 Keycard, then 5NT asks Kings up the line.	
4 ♣				Weak		1st/2nd Round Controls in Cuebidding sequences	
4 ♦				Weak		DOPI (X = 0/3, P = 1/4, Step = 2 no Q, Step+1 = 2 w Q)	
4♥				To Play		ROPI (XX = 0/3, P = 1/4, Step = 2 no Q, Step+1 = 2 w Q)	
4♠				To Play			
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							