

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
8+ 5+ Good suit. Cuebid = 10+ 3+ card raise.
Jump cuebid = mixed (7-10 dummy points 4 card support).
New suits not forcing over 1 level overcall
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Good 15-18 with stopper
11-16 in balancing seat.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (0-9 good suit) except 3C
Unusual 2NT = 5/5 LUBS, Cue = 5/5 HUBS, 3C jump = 5/5 Hi-Lo
Over short club: 2C = nat, 2D = majors, 3C = 5/5 S+D
Reopen: Intermediate (11-14 good 6 card suit).
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue: Michaels 5/5 HUBS
Jump cue: 1C-3C = 5/5 S+D, otherwise stopper ask.
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy: 2C = both majors at least 5-4.
2D = single suited major
2M = 5M-4m
2NT = 5-5 minors.
X = Values
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = takeout, followed by Lebensohl.
Leaping Michaels, cue of major = minors
NT = natural
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
NT = minors, X = majors.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1D-(X)-XX = 4+ Hearts
Otherwise XX = 10+ penalty orientated, first double takeout

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> and low	Low promises honour	
NT	4 <sup>th</sup> best	Same, low from xxx	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax(+)	AK(+), Ax(+)	
King	KQ(+), AK	KQ(+), AK	
Queen	QJ(+)	QJ(+), AQJ(+)	
Jack	JT(+), HJT(+)	JT(+), HJT(+)	
10	10(+), HT9(+)	10(+), HT9(+)	
9	9(+)	9(+)	
Hi-X	Sx	xSxx, xSx, Sx	
Lo-X	xxS, xxSx, xxxS	HxxS(+), HxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse attitude	Reverse count	Reverse attitude
Suit 2	Reverse count	Suit preference	Reverse count
3	Suit preference		Suit preference
1	Reverse attitude	Reverse count	Reverse attitude
NT 2	Reverse count	Suit preference	Reverse count
3	Suit preference		Suit preference
Signals (including Trumps):			
Suit preference if obvious			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Can be light and off-shape			
Responder's cue bid = forcing to suit agreement			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative doubles, support doubles/redoubles.			
After a values showing double, first double is usually takeout			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>GREEN</b>
<b>NCBO:</b> Australia
<b>PLAYERS:</b> Joshua Tomlin, David Gue
EVENT (Open/Women/Senior/Transnational) Youth.
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 game forcing, 5 card majors, transfers over 1C
(14)15-17 1NT opening. Frequent upgrade to all NT ranges.
All NTs can be offshape (5422, 6322 minor, singleton honours)
Light opening, overcalling, responding and pre-empting styles.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D opening = weak both majors, at least 4-4, 0-10 hcp
Transfers over 1C opening
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	2+, can have longer diamonds.	1D/1H/2C Transfers, 1S = no maj or clubs, 1NT = 11-12 invite	Accept transfer = any 11-14 bal	Cue = Bal force, 2C = 5+ nat forcing
				11-14 no 5 card suit opens 1C	2D/2H/2S/3C = 6+ 8-10. 2NT = forcings		
1♦		(4) 5	4H	5+ unless 4441, 4144, 1444	Natural, 2C game forcing 5+ clubs	Natural	
1♥		5	4H	11+	1S = 5+. 1NT = 6-12 SF. 2C = Bal GF/Club GF/3m INV 2NT = 12+ 4+M, 3C = 4M 6-9, 2D = 4M 10-11	Natural	
1♠		5	4H	11+	2H = 5+ GF. 2M = 8-10 3+M. 3M = 0-7 4+M.		
INT				(14)15-17 bal or semi-bal	Stayman, transfers, range probe 2S.		
				Frequent upgrades (e.g. all 5 card suits)	3C = puppet, 3D = 5-5 minors, 3H/S = 31(54)/13(54)		
2♣	√	0		Strong 23+ or 8+ tricks.	2D = waiting, 2M/3m = 6+ good suit		
2♦	√	4-4		Majors 0-10 4+-4+	2NT strong shape enquiry		
2♥		(5) 6		Vul: good 6 suit 6-9 hcp Not Vul: any 5-6 suit 0-9 hcp			
2♠		(5) 6					
2NT		20-21		20-21 bal	Puppet stayman, transfers, 3S minor suit stayman. 4C/4D = H/S, 4H/S = C/D		
3♣		6		6+ cards 0-10 hcp			
3♦		6 (7)		^			
3♥		6 (7)		^			
3♠		6 (7)		^			
3NT				Gambling, solid minor, nothing Much outside the suit.			
4♣		7		7+ cards 0-10 hcp			
4♦		7		^			
4♥		7		^			
4♠		7		^			
4NT							
5♣		8		^		<b>HIGH LEVEL BIDDING</b>	
5♦		8		^		X = Taking ownership	
5♥		8		^			
5♠		8		^			