


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div></div> <div>WBFC Convention Card</div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Sound at 2 level, can be light at 1 level; 4M possible at 1 level		Lead	in Partner's Suit		
Advancer 2 over 1 not forcing	Suit	4th, 2nd from rubbish, top of sequence	Same (or Xxx if supported)		
	NT	4th, 2nd, Top from xxx(x)	Same (or xxX if unsupported)		
	Subseq	4th or attitude; K from AK	Same		
	Other:	K for count at 5+ level or vs 4M opener or overcaller			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			Category BLUE
15-18, System On	Lead	Vs.Suit	Vs. NT		Country: AUSTRALIA
Re-opening 14-16, System On	Ace	AKx(+), Ax	AK{xxxx}, Ax		Event: 2024
	King	KQx(may be Akx 5 level), Kx	KQx(+)		Players: Peter Gill, Liz Sylvester
	Queen	QJx(xx), Qx	QJx(+), Qx		SYSTEM SUMMARY
	Jack	JTx(+), KJT(+), Jx	JTx(+), KJT(+), Jx		GENERAL APPROACH AND STYLE
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9x,HT9x,Tx	T9x(x),HT9x,		Precision
2NT Overcall = 5+/5+ lowest unbid suits	9	9x,9	9x, 9xx maybe		2/1 GF unless responder rebids their suit
Jump overcall = weak	Hi-x	Xx, xXx, xXxx	Xx, Xxx, Xxxx maybe		Light openings and responses
	Lo-x	HxxX, HxX	HxxX, HxX		HCP only a guide
Reopening: Suit overcalls as above;	SIGNALS IN ORDER OF PRIORITY				UDCA
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	1NT Openings: 14-16HCP in 1st-2nd; 15-17 in 3rd-4th
(1m) - 2m = 5+/5+Majors;	Suit:1st	Reverse attitude	Reverse Count	Reverse attitude	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(1m)-3m = natural, 14-16 6+ suit	2nd	Suit Pref	Suit Pref	Suit Pref	2D = 3 suited, short diamond 10-15 (4414, 4315, 3415 ,4405)
(1M)-2M=5+OM,5+m. Any Strength	3rd	K = count at 5 level			1D-2H = 5 spades, 4+ hearts, less than invitational
(1M) - 3M = ask for stopper	NT: 1st	Reverse attitude	Reverse Count	Reverse attitude	1D-2S = 5 spades, 4+ hearts, invitational
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Suit Pref	Suit Pref	Suit Pref	Deal NV vs Vul only, Weak 2 = 3-6HCP often 5 cards
2C = Majors(4+/4+); 2D = one major, 2M = 5+M and 4+minor	3rd	K = count at 5 level			All bids may be light at favourable vul
Else X=Penalty	Signals (including Trumps): UDCA; Some suit pref; Reverse Present Count				
	Suit Pref if singleton or void in Dummy				
	Secondary Suit Pref if needed				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				SPECIAL FORCING PASS SEQUENCES
T/O Doubles +Leb	TAKEOUT DOUBLES(Style;Responses;Reopening)				1C Opening then 4 level or higher interference
Cue = Michaels	Negative/Responsive Doubles thru to 4S				
	T/O Doubles can be light				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
X = Both Majors; NT = Both Minors else Natural;	Many low level takeout doubles				Non vul 1 level response can be 0+ HCP
Weak jumps	Support Doubles and Redoubles				3rd Seat non vul openings can be very light
	Double is penalty in Game Forcing Auctions				
OVER OPPONENTS' TAKE OUT DOUBLE					
System ON					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	4S	16+ HCP Artificial	1D=0-7HCP, any (then 1M 4+ F);	Some asking bids	In comp X by resp =6-7 HCP and
					1H = 5+ spades; 1S = 5+ Hearts; 1NT = 5+ Clubs; 2C = 5+ Diamonds,		Bids= Nat GF.
					2D = 8-10 Bal; 2H = 11-13 Bal; 2S = 14+ Balanced;2NT thru 3S shows 4441 hands		
1♦		2+	4S	10-15 HCP; Often 11-13 Bal	2H/2S = Reverse Flannery		
					2m response = GF unless responder rebids 3m. 2H=5S, 4+H, < invite. 2S= 5S, 4+H , invite.		
					2NT = invite. 3C=both minors NF. 3D=diamonds NF. 3M= splinter at least 5-4 in minors.		
					1M and 1NT can have 0HCP when not vul. 1NT <= 11 (approx 6-11 when vul).		
1♥ /♠		5+	4S	10-15 HCP	3C=GF Raise; 3D=invitational Raise; 2NT=GF Raise; See " Other Notes" below		Reverse Drury (2M=Bad)
					2/1 GF unless responder rebids their suit.		
1NT		Bal	4S	14-16 1st/2nd	Simple Stayman + Smolen; TRF to M; 2NT Invitational; South African Texas		
				15-17 3rd/4th	2S puppet 2NT (then 3m to play, 3H/S=F with C/D;3X = shortage (3S = 14xx). 4C/D=H/S		
2♣		6	4S	10-15; Can have 4M	2D = Enquiry for majors, F. 2M = F1. 2NT = invite. 3C = to play. 3M = 6 cards, F.		
2♦	x	0/1D		10-15; 3 Suited	2NT enquires for shape and strength; 3D= natural, inv. Others = to play		
2♥/2♠		(5)6+		Weak; Less than Opening Hand	2NT= Shortage ask(V); 2NT responses 5566 (NV)		
				See Other Notes	2S/3C/3D = 5+ cards NF(NV) & F(V); 3M to Play; 3NT to Play		
2NT		Bal		19-21 in 1st/2nd; 20-21 in 3rd/4th	Simple Stayman; TRF to M; 3S = Both Minors (4+4+)	High Level Bidding	
3♣		6+		Pre-empt;very weak at fav vul; good if vul		If they bid 4M, 4NT is usually Takeout	
3♦		6+		Pre-empt;very weak at fav vul; good if vul		RKCB 1430;	
3♥		6+		Pre-empt;very weak at fav vul; good if vul		Cue Bids: 1st/2nd Round Control	
3♠		6+		Pre-empt;very weak at fav vul; good if vul			
3NT		7+		Solid minor +A/K in 1st/2nd;To Play 3rd/4th			
4♣/♦		7+		Pre-empt	Other Notes		
4♥/♠		7+		To Play	Weak Two's		
4NT				Not Used	A vulnerable weak 2 is 6 cards and a good suit. Not vul, often 5 cards, around 6-9HCP. Dealer when not vul vs vul, 3-6 HCP, often 5 cards.		
5♣/♦		7+		To Play	Responses to 1M		
5♥				Raise with Trump Honour	1NT can have 0 HCP when not vul. 1NT <= 11 (around 6-11 when vulnerable), Raise to 2M = 7+-11 (constructive). 2NT = GF 4+ card raise.		
5♠				Raise with Trump Honour	3C= GF raise, no slam interest. 3D= invite in M. 3M = pre-emptive. 3NT = 3M choice of games.		
5NT					4M = wide ranging (weak and preemptive, through to 3 card support and 13 HCP). 2/1 response is GF unless responder rebids their suit at the 3 level.		