

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2 level, can be light at FAV Vul. NS 1-level resp=F1
Cue raises and 2NT = 4 card raise of a Major
Jump raises weak but will have some playing strength.
Jumps in NS = fit showing
Dbl jumps in NS = Splinters
Game bid at 1 st opportunity = to play (natural)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18, but 1NT 14-16 reopening. 2NT reopening = (19)20-21
Responses unchanged
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jumps "weak"but Vul dependent. And wide ranging opposite a passed partner.
2NT for two lower unbid suits.
Reopen: Sound opening hand strength, 6+suit.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣) : 2♣=5/4+Ms about 10-14; (1♣) : 3♣ = 6+♣s about 11-13
(1♦) : 2♦=4♠s & 5+♥s about 10-14
(1♥) : 2♥ = 4♠s & 5+m, typically 10-14 but could be stronger
(1♠) : 2♠ = 4♥s & 5+m, typically 10-14 but could be stronger
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl=♥+m (54+ either) against mini NT could be penalty
2♣=♥+♠ (54+ either)
2♦=♠+m (54+ either)
2M=nat; 2NT=minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbl=TO
Cue-bids: 3♦=Ms; 3M=wants a stopper; higher=2 suits.
Jumps below game=leaping Michaels, if M unclear then ♥s.
2NT and 3NT=natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = ♥+♠s; NTs = ♣+♦s.
In response to an overcall, bids of 1NT and 2NT are strong and Forcing, usually with a fit.
OVER OPPONENTS' TAKEOUT DOUBLE
Generally system on. ReDbl usually shows a good hand but After our 1NT dbl'd for Penalty then ReDbl forces 2♣.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd , 4 th , MUD	Count or top of nothing	
NT	2 nd , 4 th , top of 3 small	Count or top of nothing	
Subseq	Same	Same	
Other: Overland all . If defending 4+ level or against pre-empt, K asks for count.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax(+)	Same	
King	AK, KQx(+), Kx	Same	
Queen	AQJx, QJx(+), Qx	Same and KQTx(+)	
Jack	KJTx(+), JTx(+), Jx	Same	
10	K/Q/T9(+), T9x(+), Tx	Same	
9	9x, K/Q/J98(+)	Same	
Hi-X	Xx, xXxx (can lead xxxX)	Xx, xXxx,	
Lo-X	4 th from H, HxX	4 th from H, xxxXx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Nat Attitude	Low=no meaning	Low=no meaning
Suit 2	Suit Pref	Nat Count if needed	High=Nat Att or
3	Nat Count	High=Alarm(Rev S)	Alarm (Rev Smith)
1	Same as above	Same as above but	Same as above
NT 2	But can be SP	But can be SP	
3			
Signals: Natural signals . Most low cards have no meaning.			
We only signal if we think partner needs a signal.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO up to and including 4♠, can be light if shapely			
(1♣) : dbl = includes any 12-14 BAL, partner's 1-level responses are F1 and doubler's rebid of 1NT only promises 12-14.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbls and rdls (not over 1NT)			
Rdl of doubled cue = 1 st round control			
Dbl of mulit 2♦ = 13-15 bal or a strong hand.			
Generally CTP applies: 1 st dbl=cards/values; 2 nd dbl=TO; 3 rd dbl=Pen			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Australia	
PLAYERS: Cathryn Herden – Matthew Thomson	
EVENT: Mixed Teams Goa 2026	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2-Over-1, natural, 5 card majors	
1NT = 15-17 (rarely 14)	
Better minor, 1♣ = 3+	
(1♣) : dbl = auction entry, includes any opening hand not suitable to overcall such as all 12-14 BAL hands.	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦ = exactly 4♠ and 5+♣ or 5+♦, (9) 10-14	
2♥ = exactly 4♥ and 5+♣ or 5+♦, (9) 10-14	
(1♣) : 2♣ = only 5/4+ in ♥+♠ typically 10-14	
(1♣) : 2♦ = exactly 4♠ and 5+♦, (9) 10-14	
(1♣) : 2♥ = exactly 4♥ and 5+♦, (9) 10-14	
(1♦) : 2♦ = exactly 4♠ and 5+♥, (9) 10-14	
3NT = 6♥s+5♠s, about 10-13	
Two way Checkback after 1x:1y; 1NT.	
Blackout after a Reverse	
After 1M : 1NT; 2NT = art GF. And 1♥:1♠; 2NT = art GF.	
4SF creates a GF	
Lebensohl applies - 1M:2M; 2♦ multi; and 1x:(jump 2M).	
PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♠	11+, better minor. Strong 5♣-5♦ hands open 1♣.	1suit=5+ F1, 1NT=6-10, 2NT=11-12, 3NT=13-15 2♦/♥/♠=6+suit, 12+; 3♣=4-8; 3x=nat pre-empt 2♣=inverted at least game invite, no 4cM	1♣:1x:1NT = all BAL hands, 12-14. 1♣:1x:1y = unBAL.	Jumps by PH=fit showing. Simple raise to 2m = NNF pass: 1m :2NT/3m = limit 9-11
1♦		3	4♠	11+, only 3♦s if 4-4-3-2	Same as above except 3x=splinter	Same as above.	
							Drury 2♣ and 2♦ by PH
1♥		5	4♠	11+	1NT=5-12, NF; 2-o-1=GF natural; 2NT=GF 4+ raise; 3♣=4+raise, 9-13; 3♦=3c limit raise.	If GF & M trump fit, 3NT=slam serious 1x: 1NT; 2y: 3NT = max, 5+y, short in x.	Jumps by PH = fit showing & 2NT=11-12 bal w 2c support.
1♠		5	4♠	11+	Jumps=spl's inc 3NT. 3♥ over 1♠ = 6+♥s, 9-11		
INT			4♠	15-17, rarely 14. May have 5cM	Stayman and Transfers. 3♣=asks for 5cM. 3♦=4-1 or 1-4 in Ms. 3♥/♠=short OM, 54+♣/♦ 4♣=65Ms. 4♦/♥=TRFs. 4♠=slam Baron	1N:2♦; 2♥:2♠=ART ♥ inv, & 2NT=4♠s Super accept M TRFs with 4c unless min 4333	No Lebensohl
2♣			1 st dbl TO	GF, if balanced 23+	2♦=5-8; 2♥=9+; 2♠=0-4; 2N/3♣♦♥=6+TFRs		1 st dbl TO later penalty
2♦	/	4♠s+ m	pen	4♠s & 5+♣or♦, (9)10-14	2♥=relay, inv+; 2NT=5+♥s: bid♣s=pass/corr't	: bid♣s=pass/corr't	
2♥	/	4♥s+ m	pen	4♥s & 5+♣or♦, (9)10-14	2♠=relay, inv+; 2NT=5+♠s: bid♣s=pass/corr't	: bid♣s=pass/corr't	
2♠		(5) 6	pen	Weak Two. Sound in 2 nd . Can be light at FAV.	2NT=enquiry; Opener bids SPL in reply. New suit=F1.	Over dbl, new suit is NF and could be for lead.	Over dbl, rdbl shows a hand that could play contract or pen
2NT				(20)21-22 Bal. Can be off-shape if "best" bid.	Stayman and Transfers. 3♠=♣+♦s 4x=2 under TFRs.		1 st dbl by Resp'r = TO
3♣/♦		(6) 7	pen	Pre-empt, can be lighter FAV	New suit = F1		
3♥/♠		(6) 7	pen	Pre-empt, can be lighter FAV	New suit = F1		
3NT			pen	6♥s & 5♠s, about 10-13	4♣/♦s slam tries in ♥/♠s		
4♣/♦		7	pen	Pre-empt			
4♥/♠		7	pen	Pre-empt			
5♣/♦		7	pen	Pre-empt			
					OTHER:	HIGH LEVEL BIDDING	
					1m:1M; Jump Om = strong m GF w 2or3 in M.	Suit+1=RKCB, 1430	
					1m: 1M; Jump OM = strong GF w 4c M sup.	Unless pre-empted, a non-jump 4NT is not RKCB. If partner has shown a Suit(not 1♣) then it's like Lebensohl. So direct 5-level bids are stronger than going through 4NT.	
					After a raise of 1M to 2M now 2NT = GF	Priority of cue-bid is choice-of-game.	
					Similarly 1m : 1M; 2M : 2NT =GF.	Double then new suit suggests flexibility rather than great strength.	
						Partner overcalls 4♣/♦, then cue=RKCB and 4NT is natural.	

