

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE	CATEGORY: Green
1 level: wide ranging & aggressive, 0-14(15)HCP	Lead	NCBO: Australia
new suits by responder are natural & constructive (forcing with fit)	Suit	PLAYERS: Fraser Rew & Joe Haffer
	NT	EVENT Open
(1x)1y(p)2C is artificial enquiry, generally with 3 card support	Subseq	
Jumps are intermediate	Other:	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	SYSTEM SUMMARY - GENERAL APPROACH/STYLE
strong 1NT in 2 nd seat with system on (same with 2NT over 2x)	Lead	OUTBACK ACOL
13-17 HCP in pass out seat with system on	Ace	Aggressive Openings (9+ any-vul 4432/4333 9-10 may pass)
	King	Aggressive Pre-empts (we often open 1x what others pre-empt)
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	Wide ranging weak NT in 1 st and 2 nd seat (9)10-13(14) HCP
(1x) 2y = strong jumps	Jack	Destructive Specific Twos in 1 st and 2 nd seat (0-8 HCP)
(1x) 3y = weak jumps, however 3♣ = Ghestem (5-5 any strength)	10	1 st /2 nd seat 5 card majors
1M 3♣ = highest unbid, 1x-2x (Cue Bid) = highest & lowest unbid	9	1 st /2 nd seat 1♦ is generally unbalanced (has a shortage) or 6+ Ds
1x 2NT = lowest unbid; 1m 3m = highest unbid; (any strength)	Hi-X	1 st /2 nd seat 1♣ 9+ unbal or 14+, 2+♠ bal (5+ ♦s possible)
Reopen: same	Lo-X	1 st /2 nd seat Transfer Responses to 1♣ opening
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		1 st /2 nd seat 3x/4m = 0-8 HCPs, 6+ suit
Cue Bid = (Ghestem) highest and lowest unbid, any strength	SIGNALS IN ORDER OF PRIORITY	1 st /2 nd seat 4M = wide ranging, 0-12/13, 6+ suit
Jump Cue Bid over 1m shows the majors any strength		1 st /2 nd seat 1M-1NT; 2m = modified Gazilli
		Balancedish NT Shapes: common 4333/4432/5332/5422/6322
		rare: 4441/5431/7222/6M
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		
X = Penalty/Values (normally 15+, vs weak NT 2 nd seat 12+ HCPs)		3 rd seat 1♣ = 9-19 HCP and includes most balanced hands
2♣ = Majors (natural by passed hand); 2♦ = single suited Major		3 rd seat openings can be psyches or lead directing (less rules)
2M = 5(+) Major, 4+ minor; 2NT = minors		3 rd seat bids are wide ranging, can be destructive/ lead directing
		3 rd /4 th seat 1NT = 20-21 HCP, 2NT 22-23 HCP
very aggressive overcalls, especially vs strong NT		4 th seat 2♦/M/3x = tactical, wide ranging, believing it's our hand
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Take Out double versus Weak 2x => 2NT = scrambling		1NT often off- shape & 9-14 HCP (vul 9-10 HCP often 5+ suit)
Double vs artificial 2x = 13-15 NT or 16+ any => 2NT = scrambling		1NT pass pass = not 0-7 HCP with 4333 or 4432
2NT = 15-18 HCP (system on); Cue over 2♦ (W2) = 5+5+ Ms		1NT pass 2m/♥ may be any 4333/4432 including psyche
Cue over 2M = 5-5 oM +♠s, 4♣ over 2M = 5-5 oM +♦s		1NT pass pass double redouble with nearly all hands
		responder will now pass if 8-13
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		2♦ = 0-8(9) HCP with 4+4+ ♦s & ♠s (vul rarely 4432)
1NT = majors, 2NT = unspecified big 2 suiter (also after 1♣ 1♦)		2♥ = 0-8(9) HCP with 4+4+ ♥s & ♠s (vul rarely 4432)
After strong 2♣ and 2♣ 2♦: 2NT = majors		2♠ = 0-8(9) HCP with 4+4+ ♠s & Cs (vul rarely 4432)
		pass in 1 st /2 nd seat 0-8(9) HCP, if 4-5 ♠, then unlikely 2 nd suit
OVER OPPONENTS' TAKEOUT DOUBLE		Wide ranging 1 lev overcalls (0-14/15 HCPs) 2 nd seat
System on, 1x X XX = 9/10+ HCP w/o fit => 1-2-3 doubles		SPECIAL FORCING PASS SEQUENCES
		In competitive relay sequences pass is generally the first step
aggressive XX after 1NT X with about 8+ HCP (10+ with 5+ suit)		No high level forcing passes
1NT X p forces action by opener (XX or bid 5 card suit)		IMPORTANT NOTES
Responder will now bid the lowest playable spot		3♠ is often a puppet to 3NT (especially after 1♣/2NT opening)
1NT X 2x is to play, 2NT = Lebensohl (no strong options)		PSYCHICS:
		very rare, sometimes tactical psyches opposite a weak 1NT

OPENING OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBLT 0	general notes: M = Major, m = minor Balancedish NT Shapes: common 4333/4432/5332/5422/6322 rare: 4441/5431/7222/6M			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	1 st /2 nd 9+ unbalanced OR 14-20 balancedish with (1)2+ ♣s (5+♦ pos) Only 4414 if Singleton♦	1♦/♥ = Transfer (0+HCP) => 1M = 14-17 bal, 1NT (17)18-19(20) bal, new suits = natural, unbalanced, 2M = Split Range: either 4M & 14-15(16)HCP OR 3-4M & 9-11 HCP 1♠ = 8+ bal w/o 4M, now 1NT = min NT, 2C = art GF, 2♦ = 9-13 unbal	after 1♣-1♦; 1♥-1♠ = 8+ asking for range after 1♣-1♦/♥; 1M/NT => 2♠=Puppet to 2♦, 2♦/♥/NT=TF, 2♠=Enq, 3x=5+5+ GF (maybe 4414), 2M = 14-16, short oM	System on: 1♣ X/1♦, with X/XX = Transfer Transfers over 1♥+overcalls see front page
					1NT = (0)3-7 HCP, 2NT/3♣ = 5-7 HCP, 6+ ♣s 2♣ = GF, 5+♦s, 2♦/M = weak jump (0-7 HCP)	Over 1♣ 1♠ 2NT = 14-16, 5♣,4♦; 3♣=9-13 solid ♣s; 3♦=9-13, 5♣,4♦	p-1♣; p-1♦ = max (6-8(9) HCPs)
1♦		4	4♠	1 st /2 nd 9+ HCPs generally with a shortage OR 6+ ♦s 4♦ if 4441,1444,4144 3 rd /4 th (see 1♥/p♠)	1M = natural; 1NT = 10+ HCPs, enquiry w/o 5M 2♣ = 5-10, 5+ ♣s; 2♦ = simple raise (can be 3), 3♦ = limit 2M = weak jump (0-7 HCP) 2NT = 4+ ♦, GF	1NT = 3 card support, 2NT = 6-3, 14+ HCP new suit is either 5-4 or 4441 Jumps are Splinters (13+ HCP) 3NT = too strong for 3m rebid (eg ACOL 2) after Reverse lower of 4 th suit/2NT = weak	Over double: XX/1♥/♠/2♣ = Transfer “Switch” after Overcalls see front page
1♥/♠		5	4♠	1 st /2 nd 5+ suit, if 9-11, generally has shortage 3 rd /4 th wide ranging, 4+ suit, may be lead Directing	1NT normally 5-9, may include 10-12HCP with 4-5♣s 1♥-1♠ = 4+♠s, 5-12, or 5+♠s. 13+ => 1NT = 12-17 HCPs 2♣ = 3way (3 card sound raise or 12+ balancedish/♣s), (may have 4M and/or 5♦s) 2♦ = (9)10+ HCP & 5+♦, 2♥ = 9+ HCP & 5+♥ (now 3♥ = n/f), raise 6-9 & 3/4 M, 3M = 9-12 & 4 M; 3x = 6+ suit, invitationl 2NT = 4M & GF; Jumps = inv, 6+ suit double jump to play except 3M+1 = any void Splitter, 8-11 HCP	1M-1NT; 2m by opener = modified Gazilli => 2♣ = Enq => 2♦=med; 2♥=min; 2♠=max => 2♦=accept w/o other major; 2M = sign off 2NT = (17)18-19 bal or ♦s; 3♠ = GF+ & nat , 3♦ = 14+ 6+ broken suit; 3M = 14+ solid suit 3NT = balancedish (14)15-16(17) => 3m/♥ = short (M/H/L); 3♠=6+M, bal, 3NT = 17+, bal; 4m/♥=9-16, 5332/5422	Over double; XX = Cs; 2♣/♦/(♥) = Transfer; 2M = weak raise 2NT = 12-14 NT hand; 3m = natural, 3oM = Puppet to 3NT “Switch” after Overcalls see front page
INT		13	4♠	1 st /2 nd (9)10-13(14) off-shape possible (eg 6/7m, 54s, if singleton, often an honour especially if 9-11HCP seldom 5/6 ♥/♠ if 11+ HCP 3 rd /4 th 20-21 HCPs	Responder must not pass 1NT with 4333/4432 0-7 HCP 2♣ = Stayman or advanced run (may not have major) 2♦/♥ = Transfer or advanced run, over double opener ignore X, except XX promised 3 card support and max 2♠ = Range Ask or TF to ♣; 2NT = TF to ♦ or weak both minors; 4x = to play; 4NT = quant, all else to play; 3m = Splitter in corresponding M; 3M = 4♥s, 5 corresponding m, slamming (24)52)	1NT 2♣ 2♦ 3M = Anti Smolen, 5-4 M GF 1NT 2♣ 2x step = Relay; else transfer 2M+1 = 4+M, denies medium range After transfer, re-transfer by responder 1NT-2♠/NT; 2NT/3m => L/M/H shortage 1NT-3m; step = Relay; 3M = pure hand 1NT-3M; 3NT = to play, step = Relay	1NT P P = not 4333/4432 0-6 HCP 1NT P P X XX=95%, 2x=5+ & 9-10 1NT X XX aggressive to play (8+) X of TF => XX max with 3 support else system on Take Out double over interference Lots of 1/2/3 doubles over interf.
2♣	X	13	4♠	any Game Force	2♦ = waiting	Transfers by responder, 2NT = raise in M 2♣-2♦; 3♣3♦=Relay; 2♣-2♦; 3M=4M 5+Ds	Over 4 th seat interference: Pass = forcing, balanced or 2 suits
2♦	X	4	N/A	0-8(9), 4+4+ ♦&♠	2NT = Enquiry => 3♣ = min; 3♦ = 5 2 nd suit; 3H = 5♠; 3♠ = 4-4;	3NT = 55(21) or 6511; 4x = Void or 6511	all X are penalties
2♥	X	4	N/A	0-8(9), 4+4+ ♥&♠	3M is broadly invitational (especially vul)		3 rd seat 2♦/M = wide ranging Nat
2♠	X	4	N/A	0-8(9), 4+4+ ♠&♠	all other bids are natural, non-forcing, except 2♦-3♥/4♣ and 2♥/4m		4 th seat 2♦/M = 6+ & 10-14 CP
2NT		13		balancedish 1 st /2 nd 20-22 HCP 3 rd /4 th 22-23 HCP	3♣=Muppet Stayman, => 3♦=1-2 4M (now 3M=4oM, 4♣=both & slam, 4♦=pick M), 3♥ = no 4/5M; 3♠=5♠; 3NT=5♥ 3♦/♥ = Transfer, now new suit natural 2 nd suit or forward going on M 3♠=Minor Suit Stayman => 3NT=none or bad hand, 4m = 4 (up line), 2NT 3♠ 4M = 5m 4m = slam try other m; 4♥=Transfer (6+♠); 4♠/5m = to play, 4NT = quantitative		
3♣/♦		(5)6	N/A	aggressive pre-empt	4♣(♦) = Optional Key Card (badk0,1,1+,2); New suit= nat+forcing		all X are penalties
3♥/♠		6	N/A	aggressive pre-empt	=> 3NT=0-1, raise = 2, 4x = 3 no shortage; Cue = 3 with bid shortage		new suit forcing
3NT		13	N/A	1 st /2 nd 5♠6♥, 9-13 HCPs, now 4m slam interest in M; 3 rd /4 th /to play, no other agreement		HIGH LEVEL BIDDING	
4♣/♦		7	N/A	aggressive pre-empt, not suitable for 3NT,=>step = Optional Key Card=>step = weak hand, else below		1 st /2 nd round Cue Bids, 3M+1 in major suit auctions = non serious slam try	
4M/5m		6/7	N/A	to play; over 4M step is Optional Key Card => step = weak hand, else 0, Q, 1, 1+Q, 2, 2+Q		Kickback: Step above 4 level of agreed/implied fit is asking for key cards	
4NT				to play		Exclusion Key Card and occasionally Minorwood (if both minors are in play)	