

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS				WBF Convention Card 
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, MUD	4th, MUD		
Cue raises, weak jump raises	NT	4th, MUD	4th, MUD		
2NT responses natural even if jump	Subseq				Category GREEN
	Other:				Country: AUSTRALIA SENIORS
					Event: 2026 Asia Cup in Goa
					Players: Any other partnership due to illness
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
15-18, System On	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
Re-opening 12-15, System On	Ace	AK(xxxx), Ax	AK(xxxx), Ax		2/1 GF with 5 Card Majors, Weak twos and Strong NT
If doubled, system on and XX transfer to 2C with 5m	King	KQ(xxxx), Kx	KQ(xxxx), Kx		UDCA
	Queen	QJ(xxxx), Qx	QJ(xxxx), Qx		Aggressive style at favourable vulnerability
	Jack	JT(xxxx), KJx(xxx), Jx	JTx(xxx), HJx(xxx), Jx		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9x,HT9x,Tx	T9x(x),HT9x,		
Weak	9	9x,9	9x		1NT Openings: 15-17HCP; May contain 5card major, 6m322
Reopening: Intermediate, about 12-15	Hi-x	Xx	Xx, xXx, xXxx		2 OVER 1 GF
	Lo-x	HxxX(x), HxX	HxxX(x), HxX		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SIGNALS IN ORDER OF PRIORITY				None
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
(1m) - 2m = 5+/5+Majors; (1M)-2M=5+M,5+m then 3C/4C p/c. Any HCP.	Suit:1st	Low Encourage	Reverse Count	Low Encourage	
Unusual NT: Two lowest unbid suits	2nd	Suit Pref	Suit Pref	Suit Pref	
(1m) - 3m = Natural, 6+card suit	3rd				
VS. NT(vs. Strong/Weak; Reopening;PH)	NT: 1st	Low Encourage	Reverse Count	Low Encourage	
X = Penalty; 2C = Majors(4+/4+) then 2D = No preference	2nd	Suit Pref	Suit Pref	Suit Pref	
2D, 2H 2S natural	3rd				
2NT both minors 5+/5+	Signals (including Trumps):				
	Suit Pref if singleton or void in dummy vs suit contract				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Suit pref if needed eg maybe in trumpos				
Takeout Dbl through 4H then 2NT Lebensohl only if Dbl of 2M	DOUBLES				SPECIAL FORCING PASS SEQUENCES
2NT = 15-18 with stop & System On. X/X/X vs multi 2D etc first X 13+i	TAKEOUT DOUBLES(Style;Responses;Reopening)				
3NT = 19-22 or equivalent values with stop and System On	Negative/Responsive Doubles thru to 4H				
VS. ARTIFICIAL STRONG OPENINGS					
X = Both Majors; NT = Both Minors else Natural; No Michaels	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
2NT= Diamonds and Hearts ie two lowest unbid suits	Support Doublesd and Redoubles <2M				
OVER OPPONENTS' TAKE OUT DOUBLE	Most doubles at low levels takeout including 1x X 1y X				
System ON	Maximal overcall doubles				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	(10) 11-21 HCP	1D Nat, but prefer 4M Walsh style; 1M = 4+Cards; 1NT = 6-10 no 4M	Two way Checkback	System On if they X;
					Inverted Minors: 2C = 10+, 5+ Cards, no 4 Card Major; 3C = 6-9pts, 5+Cards	Fourth Suit Game Force	System Off if they Overcall
					2D, 2H, 2S = Weak (2-7) 6+ Cards; 3D, 3H, 3S = splinter	No blackout	Support X & XX to 2S-includes 1NT
					2NT = 11-12; 3NT = 13-15		cue raises
1♦		3	4H	(10) 11-21 HCP	1M = Nat, 4+Cards; 1NT = 6-10; 2C = Nat, 4+ Cards GF	Two way Checkback	System On if they X;
					Inverted Minors: 2D = 10+, 5+ Cards, no 4 Card Major; 3D = 6-9pts, 5+Cards usually	Fourth Suit Game Force	System Off if they Overcall
					2H, 2S, 3C = Weak (2-7) 6+ Cards; 3H, 3S = splinter		Support X & XX to 2S-includes 1NT
					2NT 11-12, 3NT 13-15		cue raises
1♥/♠		5	4H	(10) 11-21 HCP	1S 4+ cards, 1NT (5)6-12 NF, 2/1 GF, jump shifts weak 2-7	Two way Checkback	System On if they X;
					2NT Jacoby GF then shortage. Splinters 1H -3S/4C/4D and 1S-4C/4D but not 1S-4H.	Fourth Suit Game Force	System Off if they Overcall
					3NT = 12+ Nat, 1S 4H to play - in general all jumps to 4M are to play.	cue raises	Drury 2C then 2M min
1 NT			4H	15-17; May have 5 card Major	Simple Stayman; TRF to M; 2S TRF to C then new suit short; 2NT TRF to D new suit short	Lebensohl	System On if they X else OFF
					3C, 3D, 3H, 3S = 6+cards, Slam Try. 4C --> 4H and 4D ---> 4S, Smolen.	1NT (X) sys on & XX --> 2C	X=Takeout usually
2♣	x	0		23+HCP and Bal or any Game Force	2D = <7HCP or Waiting; 2H, 2S, 3C, 3D = 6+ HCP and 5+ Cards to 2 of top 3 honours		Double for takeout
2♦		(5)6+		Weak; Less than Opening Hand	2NT Shortage ask applies if (P or X) ie not after intervening overcall		Double penalty by responder
					2H/2S/3C = 5+ cards & F; 3D to Play; 3NT to Play		
2♥		(5)6+		Weak; Less than Opening Hand	2NT Shortage ask applies if (P or X) ie not after intervening overcall		
					2S/3C/3D = 5+ cards & F; 3H to Play; 3NT to Play		
2♠		(5)6+		Weak; Less than Opening Hand	2NT Shortage ask applies if (P or X) ie not after intervening overcall		
					3C/3D/3H = 5+ cards & F; 3S to Play; 3NT to Play		
2 NT		Bal	4H	20-22; May have 5 Card Major	Simple Stayman; TRF to M; 3S = Both Minors (4+4+).	Smolen, No Puppet	
3♣		(6) 7+		Weak; Less than Opening Hand			
3♦	(	(6) 7+		Weak; Less than Opening Hand			
3♥		(6) 7+		Weak; Less than Opening Hand			
3♠		(6) 7+		Weak; Less than Opening Hand		High Level Bidding	
3 NT				2 seart	No outside ace or king in 1/2 seat. To play inj 3/4 seat	RKCB 1430;	
4♣		7+		Weak; Less than Opening Hand		Q ASK - with no Q bid trumps at lowest lvl else bid cheapest King	
4♦		7+		Weak; Less than Opening Hand		Quantitative 4NT > any NT Natural Bid	
4♥		7+		Natural, Shapely Hand		Cue Bids: 1st/2nd Round Control	
4♠		7+		Natural, Shapely Hand			
4NT				Not Used		Other Notes	
5♣		7+		Natural, Shapely Hand		X/X/X: 1st = cards; 2nd X = T/O; 3rd X = Penalty	
5♦		7+		Natural, Shapely Hand		Two way Checkback: 2C ->2D; 2D, GF. 2NT --> 3C	
5♥				Not Used		(1x (any) 1y (any) 1NT (Pass) Two way Checkback is ON.	
5♠				Not Used		vs transfers to 1C X = that suit, bid resp lvl =1/0, all 2 level nat,	
5NT				Not Used		2NT I UBS	