

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
Generally 10+ total points at 1-level but may be lighter with good suit		Lead	in Partner's Suit	
Generally an opening hand at 2-level but may be lighter with good suit	Suit	4th	4th	
Cue-raises apply	NT	4th	4th	
New suit = forcing, and 5+ except at the 1-level when 4+	Subseq			Category Green
In balancing position: Can be up to 3 points lighter	Other:	xXx from 3+ small; in partner's suit, xxX if unsupported else Xxx (excluding 1♠ opened and not rebid)		Country: Australia
				Event: Mixed
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS		Players: Rachel Langdon Nikolas Moore	
2nd Position = 15-18	Lead	Vs.Suit	Vs. NT	SYSTEM SUMMARY
Responses: Bid as 1NT opening	Ace	A(+); AK(+)	AK; AKx; AKQ(+); AKJ(+)	GENERAL APPROACH AND STYLE
Natural	King	KQ(+); AK(+)	KQ(x); KQJ(+); KQT(+); AK(x); AKJ(+)	Natural, 5-card Majors
4th Position = 11-14	Queen	QJ(+)	QJ(x); QJT(+); QJ9(+); AQJ(+)	1♠ shows 3+ clubs unless shape is 4432
Responses: Natural	Jack	JT(+); KJT(+)	JT(x); JT9(+); JT8(+); AJT(+); KJT(+)	Third hand opening may be light if non-vulnerable or a good suit
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9(+); KT9(+); QT9(+)	T9(x); T98(+); T97(+); HT9(+)	1M-1NT semi-forcing
1-Suit: Natural and pre-emptive. Responses are forcing	9	98(+); K98(+); Q98(+); J98(+)	98(x); 987(+); 986(+); H98(+)	
2-Suit: N/A	Hi-x	Sx; xSx(+) (Note 2)	Sx; xSx(+)	1NT Openings: 15-17
	Lo-x	HxS(x); HxxxS(+)	HxS; HxxS(+)	2 OVER 1 Responses: Game force
Reopening: 11-13 with six-card suit	SIGNALS IN ORDER OF PRIORITY		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	2♣ Opening = Strong, near Game Force or 22+ bal
Direct Cue Bid except (1♠) 2♠= Michaels (Note 1)	Suit:1st	Lo=encouraging	Lo/Hi = even	2♦ Opening = Weak, (5)6♦ (11-13 4th seat, good 6+ suit)
Jump Cue Bid = Stopper-ask if at 3-level otherwise not used	2nd	Lo/Hi = even		2♥ Opening = Weak, (5)6♥ (11-13 4th seat, good 6+ suit)
	3rd			2♠ Opening = Weak, (5)6♠ (11-13 4th seat, good 6+ suit)
	NT: 1st	Lo=encouraging	Lo/Hi = even	3NT Opening = Gambling
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Lo/Hi = even		Jump 2NT Overcall = two lower unbid suits. 19-20 balanced if reopening
2♠ = both majors	3rd			Michaels Cue-bids (Note 1)
2♦ = one major	Signals (including Trumps):		Lebensohl after 2-level overcall of 1NT	
2♥/2♠ = that suit and a minor			Negative doubles to 4♥	
2NT = both minors	Suit preference when giving partner a ruff		Transfer responses to 1♠ opening	
Dbl = penalties	DOUBLES		1♦ (1♥) dbl denies four spades	
Same if reopening or pH	TAKEOUT DOUBLES(Style;Responses;Reopening)		After 1x-1y-1z, EXCEPT 1♠-1♠-1NT:	
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Usually an opening hand; may be slightly weaker with ideal (4441) shape		- 2♣ forces 2♦, 2♦ is an artificial game force and 2NT forces 3♠	
Take out doubles through 4♥	Double and bidding a suit shows 18+; Double and bidding NT shows 19+			
	Responses: Natural. Cue-bid = Forcing		SPECIAL FORCING PASS SEQUENCES	
	A reopening double is the same but with range 3 points lower			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Vs Precision 1♠: Doubling or bidding a suit shows either the suit above	Responsible doubles to 4♥			
doubled/bid suit or the two suits above that; 1NT=♠+♥ OR ♦+♠;	Doubles of conventional bids are usually lead-directing		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
This also applies to conventional responses to Precision 1♠			Double jump in new suit = Splinter	
			After 1x-1y-2x, if x ≠ ♠, the cheapest unbid suit is artificial game force (Bourke relay)	
OVER OPPONENTS' TAKE OUT DOUBLE				
Redouble = 10+			Psychics: Never	
Otherwise unchanged				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2	4♥	11-21 HCP	1♦ = hearts, 1♥ = spades, 1♠ = balanced or ♦	Accepting transfer to major at 1-level	After O/C, single raise shows < 10
				3+ clubs unless shape is 4432	1NT = balanced invite, 2NT = balanced game force	shows 11-15 with 3-card support	Cue bid = support, 10+
					Weak jump shifts	or 11-12 with 4-card support	Support (re)doubles by opener
					2♣ = 5+ clubs, 13+, 3♠ = 5+ clubs, 6-9, 2♦ = 5+ clubs, 10-12	Jump rebid is natural and strong	if responder has shown a major
1♦		4	4♥	11-21 HCP	Natural	Jump rebid is natural and strong	As above
					Weak jump shifts	After 1♣-2♣ or 1♦-2♦, opener shows	
					2♦ = 4+ diamonds, 13+, 3♦ = 4+ diamonds, 6-9	range and shortage	
					3♠ = 4+ diamonds, 10-12		
1♥ / ♠		5	4♥	11-21 HCP	1NT semi-forcing; 2 over 1 game force; 1♠-2♥ shows 5+ hearts	1M-1NT-2NT = game force unbalanced	1NT NF by PH or after O/C
					Bergen Raises (Note 3)	1M-1NT-3NT = 18-19 balanced	2♣ by PH = Drury, invite with support
					2♣ = 3-card support, 10+ OR 5+ ♣ 3+ OR balanced 13+	opener shows range/shortage after 1M-2M	Else 2/1 by PH or after O/C = 10+
					1♥-2♠ is weak and natural; 1♠-3♥ Splinter game force	Note 4	
					2NT is game force with at least 4-card support		
					Double Jump in suit is Splinter, max 11 HCP EXCEPT 1♠-4♥ to play		
1 NT			4♥	15-17 balanced	Jacoby Transfers; Note 5	Note 6	No change by PH
				May contain 5-card major or 6-card minor			Lebensohl after O/C (Note 7)
				May be (5422) but not 5-4 in majors			If PEN dbl, Rdbl = a minor or both M
2 ♣	✓			Strong, either 22+ balanced or near Game Force, any suit or shape	2♦ = < 8 otherwise natural; suit shows 5+ length		No change
2♦		5		<= 10 HCP, 6♦ (may be 5 if NV)	2NT = strong, asks for range and shortage, new suit is forcing	Responses to 2NT enquiry (Note 8)	No change
2♥		5		<= 10 HCP, 6♥ (may be 5 if NV)	2NT = strong, asks for range and shortage, new suit is forcing	Responses to 2NT enquiry (Note 8)	No change
2♠		5		<= 10 HCP, 6♠ (may be 5 if NV)	2NT = strong, asks for range and shortage, new suit is forcing	Responses to 2NT enquiry (Note 8)	No change
2 NT				20-21 (22) balanced	Puppet Stayman and Transfer Responses		No change
3 ♣				<= 10 HCP, 6-7♣	New suit is natural and forcing		No change
3♦				<= 10 HCP, 6-7♦	As above		No change
3♥				< 10 HCP, 7♥	As above		No change
3♠				< 10 HCP, 7♠	As above	High Level Bidding	
3 NT				Gambling, solid minor, no outside A or K	Bidding a minor is P/C	Cue bid first or second round controls	
4 ♣				Pre-emptive, 8♣		4NT = RCKB in ♠; 4♠ = RCKB in ♥ if we have agreed ♥ as trumps	
4♦				Pre-emptive, 8♦		4♠/4♦=RKCB in the minor if jump or suit agreed	
4♥				To play		Responses to RCKB = 1430, 2 no Q, 2 + Q	
4♠				To play		Next non-trump bid after 1430 response asks for trump Q and specific kings	
4NT				N/A			
5♣				To play			
5♦				To play			
5♥				N/A			
5♠				N/A			
5NT				N/A			