

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS(Style; Responses; 1/2 level; Reopening)	OPENING LEADS STYLE				
Sound at 2 level, can be light at 1 level; 4M possible at 1 level		Lead	in Partner's Suit		
2/1 by responder not forcing	Suit	3rd from even, low from odd	3rd, Att if count known		
Cue raises, weak jump raises.	NT	4th, MUD	4th, MUD		
After 1M overcall, then if you bid, 2NT mixed raise	Subseq			Category: GREEN	
	Other:			Country: AUSTRALIA	
				Event:	
				Players: Peter Gill and David Hudson	
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 11-14, System On	Ace	AK(xxxx), Ax	AK(xxxx), Ax	2/1GF, three weak twos.	
	King	KQ(xxx);Kx; K count v preempt & 5+ lvl	Strong king vs NT		
	Queen	QJ(xxxx), Qx	QJ(xxx), KQx, Qx		
	Jack	JT(xxxx), KJ10(xxx), Jx	JTx(xxx), HJ10x(xx), Jx		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9x,HT9x,Tx	T9x(x),HT9x,		
Weak	9	9x,9	9x	1NT Open: 14-16 1st Seat Fav else 15-17; May contain 5cd M or 6cd m	
Reopening: Intermediate	Hi-x	Xx, xxXxxx with or without honour	Xx, xXx, xXxx	2 OVER 1 Responses: Game Force	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)	Lo-x	xxxxX, xxX, xxXx with or without honour	HxxX(x), HxX	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1m) - 2m = 5+/5+Ms (not 7/5); (1M)-2M=5+ oM,5+m (not 7/5)	SIGNALS IN ORDER OF PRIORITY			Modified Bergen Raises	
(1D Precn 2+) 2D nat, 2H Michaels, 3D strong Michaels		Partner's Lead	Declarer's Lead	Discarding	Transfers after 1M (X) from 1NT to 2M-1
(1M) 3M stopper ask. 1C (0-1 card) 2C nat and 2D Michaels	Suit:1st	Low Encourage	Reverse Count	Low Encourage	Aggressive overcalls at one level or fav vul
(1m) - 3m = Natural, 5+card suit, pre-emptive	2nd	Suit Pref	Suit Pref	Suit Pref	Aggressive openings as dealer at fav vul eg weak twos 2-7 with 5 or 6 cards
VS. NT(vs. Strong/Weak; Reopening;PH)	3rd			Rev original count	Transfers over 1C opening
X = Penalty; 2C = Majors(4+/4+) then 2D = No preference usually	NT: 1st	Low Encourage	SuitPref	Low Encourage	
2D = 6+ Major; 2H=5H+m; 2S=5S+m	2nd	Suit Pref	Rev original cou	Suit Pref	
2NT = Both Minors (5+/5+)	3rd			Rev original count	
3x=pre-emptive	SIGNALS IN ORDER OF PRIORITY				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Suit Pref if singleton or void in dummy vs suit contract, in trumps or if need				
X t/o + Leb but X 13+ over weird 2 or multi then 2nd X t/o and 3rd X pen	Rev count = hi lo with odd if needed, Secondary Suit Pref if needed				
2NT = 15-18 with stop & puppet & System On;	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
Many t/o Xs at low levels. Leaping Michaels Non leaping Michaels	TAKEOUT DOUBLES(Style;Responses;Reopening)			only if we are in GF in which case Dbl is penalty	
VS. ARTIFICIAL STRONG OPENINGS	Negative/Responsive Doubles thru to 4H				
X = Both Ms(4+/4+); 1NT = minors(5+/4+);2NT=minors(5+/5+)	Many takeout dbls at low levels.				
2D=6+M ; 2M=5+M &4+m;	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKE OUT DOUBLE	Support Doubles and Redoubles < 2M, including over 1NT				
System ON	Many t/o dbls, especially at low levels				
Xfers over 1M X from 1NT to 2M-1	Maximal overcall dbls				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	!	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4H	(10) 11+ HCP	1D = 4+H,5+HCP; 1H = 4+S,5+HCP; 1S=4+D or 3334; 1NT =11-12 Bal No 4M;	Tfrs on if X or 1D o/call	System On if they X;
					Inverted: 2C = Usually GF, 5+ Cds - no 4 Cd Major; 3C = Pre-empt, 5+C up to 8 pts	Fourth Suit Game Force	System Off if they Overcall
					2D = Limit Raise, 5+C about 9-11	Tfrs after 2NT rebid	Supp X & XX to 2S-inc 1NT
1♦		3	4H	(10) 11+ HCP	1M = Nat, 4+Cards, 5+HCP; 1NT = 5-10 NF; 2C = GF 4+Cards;	2 way Cback excl 1S4+	System On if they X;
					Inverted:2D = Usually GF, 5+D- no 4M; 3C = Lim,5+D,9-11 HCP;3D = Pre-empt, 5+D	Fourth Suit G F	System Off if they Overcall
					2H=5S & 4 or 5 H w 8-11HCP; 2S = Weak nat (0-7 pts), 6+ Cards; 3H, 3S =Splinter	Blackout	Supp X & XX to 2S-incl 1NT
					2NT = 11-12 Bal, No 4M; 3NT = 13-15, Bal To Play	1M 1M 2M 2NT GF ask	
1♥		5	4D	(10) 11+ HCP	1S =Nat, 4+S; 1NT = 5-12 NF; 2C=2+C GF; 2D 5+D GF, 2H=3H,5-9; 2S=9-11,6+S;	1M 1NT 2NT GF	1M (X) transfers 1NT to 2M-1
					2NT Jacoby 4+H,12+; 3C=3H Limit or 6-9&4H; 3D=4+H Limit; 3H=0-5, 4+H	2 way checkback	1M (o/call) 2NT 4 cd mixed, FSJ
					3S 10-12 splinter with any singleton, 3N 8-11 void S,4C/D=8-11&Void	Fourth Suit Game Force	System Off if they O/call
1♠		5	4H	(10) 11+ HCP	1NT 5-12 NF; 2C 2+C GF; 2D 5+D GF; 2H 5+H GF; 2S 3S, 5-9; 2NT 4+S,GF(Jacoby);	1NT 2C 2D/H 2S inv 5+S	Reverse Drury 2C
					3C=3+S Lim OR 4S,6-9; 3D=4+S Lim; 3H=9-11,6+H; 3S=0-5,4+S; 3N=10-12, any s/ton		
1 NT			4H	15-17;Cd inc 5 cd M or 6cd m	Simple Stayman; Smolen; TRF to M; 2S=TRF to C or Range Probe; 2NT TRF to D	Smolen, Lebensohl	System On if they X else OFF
				14-16 in 1st Seat Favourable	3C=Puppet Stayman; 3D=5/5 ms GF; 3H=3145(54); 3S = 1345(54); 3NT=To Play	4NT quant	X=Takeout; XX forces 2C
					4C=6+H on if jump in comp; 4D=6+S on if jump in comp; 4H=To Play; 4S=To Play	1N 2C 2M 3oM agrees M	1NT tfr to m new suit short
2♣	x	0	4H	22+HCP, Bal or any GF	2D = Waiting; 2H=Double -ve; 2S, 3C, 3D = 8+HCP & 5/6+ Cards; 2C 2D 3 level art	Kokish (H or 24+Bal)	X=T/O; Bids=+ve;(X) P = dbl -ve
2♦		(5)6+		Weak; Less than Opening	2NT Shortage ask applies if opening Bid(P or X) ie not after intervening overcall		
				Dealer fav 2-7 pts, 5 or 6 cds	2H/2S/3C = 5+ cds & F1 but NF opp 2-7; 3D to Play; 3NT to Play, 4C 01122 KC		
2♥		(5)6+		Weak; Less than Opening	2NT Shortage ask applies if opening Bid(P or X) ie not after intervening overcall		
				Dealer fav 2-7 pts, 5 or 6 cds	2S/3C/3D = 5+ cards & F1 but NF opp 2-7; 3H to Play; 3NT to Play, 4C 01122 KC		
2♠		(5)6+		Weak; Less than Opening	2NT Shortage ask applies if opening Bid(P or X) ie not after intervening overcall		
				Dealer fav 2-7 pts, 5 or 6 cds	3C/3D/3H = 5+ cards & F1 but NF opp 2-7; 3S to Play; 3NT to Play, 4C 01122 KC		
2 NT		Bal	4H	20-21;may inc 5 cd M; 6 cd m	3C Puppet, 3D/H tfrs, 3S minors, 4C H slam try, 4D S try, 4H C slam try, 4S D try		
3♣		(6)7+		Weak; Less than Opening	3y= Nat and F1; 4D = KC w exlusion responses		
3♦		(6)7+		Weak; Less than Opening	3y= Nat and F1; 4C = KC w exlusion responses		
3♥		(6)7+		Weak; Less than Opening	4C = KC w exlusion responses	High Level Bidding	
3♠		(6)7+		Weak; Less than Opening	4C = KC w exlusion responses	RKCB 1430; Exclusion Keycard when a suit agreed.	
3 NT	x			Gambling	Solid minor; No outside A or K	3NT non-serious Slam Try after 8 card M fit found	
4♣		7+		Weak; Less than Opening	4D=KC w exlusion responses	Quantitative 4NT > NT Natural Bid	
4♦		7+		Weak; Less than Opening		Cue Bids: 1st/2nd Round Control with last train	
4♥		7+		Natural, Shapely Hand	Preemptive 1/2nd Seat; To Play 3/4 seat. 5m response denial cue		
4♠		7+		Natural, Shapely Hand	Preemptive 1/2nd Seat; To Play 3/4 seat. 5m response denial cue	Other Notes	
4NT	x			Minors		X/X/X: 1st X = cards; 2nd X = T/O; 3rd X = Penalty	
5♣/5♦		7+		Natural, Shapely Hand		Two way Checkback: 2C ->2D; 2D GF, 2NT-->3C	
5NT				Not Used		(1x (any) 1y (any) 1NT(P) Checkback is ON	