
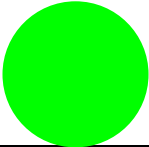


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			 	
Fairly standard style. May be aggressive.			Lead	In Partner's Suit		
Responses: new suit = F if you pass or X; NF if you bid.		Suit	Top of sequence, 4 th best.	Same		
Cue = sound raise, 3 ⁽⁺⁾ support. Jump cue = same, 4 ⁺ .		NT	Same.	Same		
NT bids = nat, NF. Jump new suit = fit showing.		Subsequent	Same.	Same	CATEGORY:	Natural - Green
Re-open: Much the same.		Other:			NCBO:	Australia EVENTS: Open Playoff 2010
1NT OVERCALLS (2nd / 4th Live; Responses; Reopening)					PLAYERS:	Avi Kanetkar – Bruce Neill <small>Rev: 25/01/10</small>
15-18 direct, 11-14 reopening.		LEADS			SYSTEM SUMMARY	
Responses as to opening 1NT		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
		Ace	A(x) / AK(x)	Same	Standard, strong NT, 5 card majors.	
JUMP OVERCALLS (Style; Responses; Unusual NT)		King	K(x), KQ(x)	Same		
1-suit: 2x / 3x = weak (direct) / intermediate (reopening).		Queen	Q(x), QJ(x)	Same		
2-suit: 2NT = 5-5 lowest unbid suits (direct only).		Jack	J(x), J10(x)	Same		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		10	10x, 109(x)	Same		
(1m) 2m=5♠ 5♥. (1M)2M=5OM 5m. Wide strength.		9	9x, 2 nd of bad suit.	Same		
2NT response = asks for other suit.		Hi-x	2 nd of bad suit, or 4 th best.	Same		
		Lo-x	2 nd of bad suit, or 4 th best.	Same	1NT Opening: 1NT = 15-17, 5M common. May be 14 or offshape.	
		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: All natural 10 ⁺ .	
Over 1x / weak 2x, 3x=stopper ask.			Partner's Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (vs. Strong / Weak; Reopening; PH)		Suit	1 Hi=ENCRG	Hi=E original	Hi=ENCRG	3NT = minimum opening, 5♠ 6♥.
X of 1NT = penalty. 2♣ = 1 suited, 2♦ = ♥+♠, 2M=M+m			2 Hi=E original	S/P	Hi=E original	
			3 S/P		S/P	
		NT	1 Hi=ENCRG	Hi=E original	Hi=ENCRG	
			2 Hi=E original	S/P	Hi=E original	
			3 S/P		S/P	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Signals (including Trumps): Standard attitude / standard count.				
X = T/O						
		DOUBLES				
VS. ARTIFICIAL STRONG OPENINGS		TAKEOUT DOUBLES (Style; Responses; Reopening)				
Jumps: weak.		Either support for 2 ⁽⁺⁾ suits (esp majors) or strong.				
X of strong 1♣ = majors, 1NT = minors.						
		SPECIAL FORCING PASS SEQUENCES				
		At high level, pass often F at unfav vul; pass-then-pull = slam try.				
OVER OPPONENTS' TAKEOUT DOUBLE		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES				
XX = penalty oriented, others = unchanged.						
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
		HCP ranges shown on this card are best indication of meaning but we may vary HCP depending on hand quality & context.				
		PSYCHICS:				
		In 3rd seat we may depart from opening bid requirements to suggest a lead or obstruct opponents.				

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣		3	4♥	11 ⁺ , 3 ⁺ ♣.	1NT = 6-10 balanced. 2♣ = 10 ⁺ , 4 ⁺ ♣. 3♣ = weak, 5 ⁺ ♣. 2♦ / 2♥/2♠ = natural, slam interest. 2NT = 11-12, NF. 3♦/3♥/3♠ = splinter, GF, 5 ⁺ ♣.	Over 1♣-1x, 1NT: 2♣ = checkback. 4 th suit = FG.	Same. Maybe not normal shape/strength.
1♦		3	4♥	11 ⁺ , 4 ⁺ ♦ (or 4:4:3:2).	As over 1♣.	As over 1♣.	Same. Maybe not normal shape/strength.
1♥		5	4♦	11 ⁺ , 5 ⁺ ♥.	1NT = 6-10. 2♥ = 6-9. 2 of a minor = 10 ⁺ . 2♠ = invitational, 3 card ♥ support. 2NT/3♣/3♦=4 card supp: 2NT=GF,3♣=10-12,3♦=6-9.		Same. Maybe not normal shape/strength.
1♠		5	4♥	11 ⁺ , 5 ⁺ ♠.	As after 1♥. 3♥ = invitational, 3 card ♠ support.	As after 1♥.	Same. Maybe not normal shape/strength.
1NT			4♥	15-17 BAL. (Maybe 14 with long suit.) Maybe 5M or 6m or 5422. Maybe singleton A or K.	2♣ = Stayman. 2♦ = transfer, 5 ⁺ ♥. 2♥ = transfer, 5 ⁺ ♠. 2♠ = transfer, 6 ⁺ ♣. 2NT = transfer, 6 ⁺ ♦. 3♣/♦/♥/♠ = natural, slam interest.		Same.
2♣	Y	0	4♦	Game force.	2♦ = waiting. Others = natural positive.		Same.
2♦	Y	6(5)	pen	Weak 2, 6 card suit normal, 6-10.	2NT = ask.		Same.
2♥	Y	6(5)	pen	Weak 2, 6 card suit normal, 6-10	2NT = ask.		
2♠	Y	6(5)	pen	Weak 2, 6 card suit normal, 6-10	2NT = ask.		
2NT			pen	20-22 balanced or semi-bal.	3♣ = Puppet Stayman. 3♦ / 3♥ = trf. 3♠ = minors.	HIGH LEVEL BIDDING	
3♣		6	pen	Natural.		RKCB.	
3♦		6	pen	Natural.		Control bids at 4 level may = 1st or 2nd controls.	
3♥		6	pen	Natural.			
3♠		6	pen	Natural.			
3NT	Y		pen	Min opening 6♥/5♠.	4♣ = sets ♥, 4♦ = sets ♠, 4M = to play.		
4m		7	pen	Natural.	Natural.		
4M		6	pen	Natural.			