DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE					
Sound; Usually 5+ cards; may be 4 card at 1-level;		Lead	In Partner's Suit	CATEGORY: GREEN		
strong-ish at 2-level; JUMP IN NEW SUIT (FIT INV);	Suit	4 th , STND, xSx	4 th , STND, xSx	NCBO: Australia		
NEW SUIT (by advancer) 1-level F1, 2-level F2NT or SA	NT	As Above	As Above	PLAYERS: Linda King & Kim Neale		
RAISES (simple raise constructive, jump raises PRE)	Subseq	As Above	As Above			
COMPETITIVE CUE=LIMIT RAISE (or better)	Other: K asks U/D COUNT; A asks U/D ATT		D ATT			
UNUSUAL 2NT overcall (5/5 lower unbid suits PRE or STG)		: A asks UB				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY		
2 nd Position: 15-18 HCP Resp: As for 1NT opening		Lead Vs. Suit Vs. NT				
REOPEN: 1NT=11-14 HCP (no stopper needed); system on		Ace A; AK(+); Ax(+) AK(GENERAL APPROACH AND STYLE		
REOPEN: 2NT=15-18HCP, "PUP STAY", Jacoby TFR,	5 / (/	King AK; (A)K(+); KQ(+); Kx KQ(J/10)(+); KQ				
3≜minors		Queen KQ; QJ(+); (A)QJ(+); Qx KQ; QJ(+); (A)QJ(+);		Limit Raises; Splinters; Jacoby 2NT over M and m;		
ESCAPING FROM 1NT DBL Note#1)(+); (A/K)J10(+); Jx	J10;J10(+);(A/K)J10(+			
JUMP OVERCALLS (Style; Responses; Unusual NT)		9(+); (A/K/Q)109(+)	10x; 109(+); (A/K/Q)10			
1-Suit: PRE		+); (H)98(+)	9x; 98x(+); (H)98(+)	HELP SUIT GAME TRY; CHECKBACK;		
2-Suit: 2NT=2 lowest unbid suits (PRE or STR)	Hi-X Sx; Hxx		Sx; HxxSx	1NT OPENINGS: 11-14 HCP may include any 5 card suit		
Reopen: Jumps are intermediate+ with 6+cards in suit bid	Lo-X HxS; H>		HxS; HxxS; xxxS; xSx	2 OVER 1 RESPONSE: 10+ HCP F2NT or SA		
2NT=15-18 HCP, "PUP STAY", Jacoby TFR, 3♠ minors		RDER OF PRIORITY		SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		er's Lead Declarer's I		MULTI 2♦ (standard weak 2M)		
MICHAELS CUE (PRE or STR) (emphasise major)		Hi=DISCRG U/D Count		RG 2♥ = WEAK 5+♥/4+ another (VUL 5/5+)		
JUMP CUE ASKS FOR STOPPER;	2 nd U/D C			2♠ = WEAK 5+♠/4+ minor (VUL 5/5+)		
COMPETITIVE CUE=LIMIT RAISE (or better)	3rd S/P	U/D Count	S/P	3NT: MINOR SUIT PREEMPT		
	NT: 1 st As A	bove As Above	As Above	ESCAPING FROM 1NTX (openings & overcalls) Note#1		
VS. NT (vs. Strong/Weak; Reopening;PH)	2 nd			NAMYATS Note#2		
Over WK NT: X=pen;2♣=♥+another,2♦=♠+minor,2♥/♠nat.	3 rd					
Over STR NT: X=singleSuit;2♣=♥+another,2♦=♠+minor,	Signals (includi	ng Trumps): UPSIDE DC	WN SIGNALS			
2v/▲ natural		PRIORITY I	J/D ATT then U/D COUN	Т		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids						
LEBENSOHL AFTER T/O DBL of NAT 2x (SLOW)		DOUBLES	5			
MICHAELS CUE BIDS (FG and emphasise majors)						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	TAKEOUT DO	UBLES (Style; Respons	es; Reopening)			
VS STR 1♣: DBL=♣; 1♦/♥/♠=NAT; 2level bids=DONT (suit	Negative and Responsive DBL's to 4♥ (emphasise majors)					
bid + higher suit 5+/4+ either way)		BL T/O, 2 nd DBL values,				
VS STR 2♣: DBL=♥+another (5/4+); 2♦=▲+minor (5/4+);	RDBL always shows penalty interest (except after 1NTX - Note#1)			SPECIAL FORCING PASS SEQUENCES		
2♥/2▲=natural; 2NT=minors(5/4+) (VUL always 5+/5+)				1M/1m – X – XX is penalty oriented (if no X then F2NT)		
Responses: P/C or 2NT asks for other suit	SPECIAL, AR	TIFICIAL & COMPETITIV	E DBLS/RDLS	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKEOUT DOUBLE	Most low level DBLs are T/O			Open 1♥ with any 4432 15+ HCP containing 4 card ♥;		
XX=10+ no fit; new suit F1; 1Mm-(DBL)-1NT=7-9 constructive	Frequent use of reopening DBLs			2 level rebids by Opener in a lower suit are NF;		
1M (DBL) -2NT=Limit+ Raise; JUMP RAISES (PRE);	Game Try DBI					
Jump to 3NT: 12-14 Raise (4+ trumps, no singleton);	MAXIMAL OVERCALL DOUBLE					
FIT SHOWING JUMPS (INV)	LEAD DIRECTING DBLs			PSYCHICS: Rare – except after 1NTX Note#1		
DBL Jump = SPL						

97	TICK IF	CARDS	тнки							
OPENING	ARTIFICIAL	MIN. NO. OF	NEG.DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING			
1*		3	4♥	11-20 HCP; 15+ if BAL	New suit=nat. F1; 1NT=4-9(no 4card M); 2*=6-9raise; 3 Jacoby 2NT; SGL Jump FIT INV; SPL (12-14); 3NT=12-	<pre>} OVER 1NT REBIDS (15-17): } 2* Checkback (INV+F2NT);</pre>	Same for all 1-level opening 2NT=max PH (no 4card M)			
1♦		4	4♥	11-20 HCP; 15+ if BAL	New suit=natural F1; 1NT=4-9(no 4card M); 2♦=6-9raise Jacoby 2NT; single jumps FIT INV; SPL (12-14); 3NT=1	se; 3♦=limit	<pre>} Other Bids natural NF; } OVER ALL 2NT REBIDS:</pre>	2/1 response F2NT or S/A 3NT=max PH support raise		
1♥		4	4♥	11-20 HCP; 15+ if BAL	New suit=natural F1; 1NT=4-9(no 4card ♠); 2♥=6-9raise Jacoby 2NT; single jumps FIT INV; SPL (12-14); 3NT=1	se; 3 v =limit	} 3. Checkback (FG);			
1♠		5	4♥	11-20 HCP; 15+ if BAL	New suit=natural F1; 1NT=4-9; 2A=6-9raise; 3A=limit, J single jumps FIT INV; SPL (12-14), 3NT=12-14 bal raise		<pre>} JACOBY 2NT Over M and m; }</pre>			
INT				11-14 HCP (5M or 6m OK)	2♣=STAY; Jacoby TFR(4 suits 2♣-♣, 2NT-♦); 3 level sl & Good suit; 4♣=Gerber; 4♥/4♠=To Play; 4NT=Quantat		Superaccepts after TFR; New suit FG			
2*				ART, STR	2♦=RELAY; 2♥/2♠/3♣/3♦=natural good suits					
2♦		6		2♥ PRE or 2▲ PRE	2 v =P/C; 2 ▲ =Pass or INV+ v , 2NT=INQ; 3 ♣ /3♦ natural 3 v /3 ♦ /4 v /4 ♦ = P/C; 3NT=To Play;	l F1;	2NT INQ – OGUST style			
2♥		5		WEAK 5+♥/4+ another	2♠/3♣/3♦=P/C; 2NT=second suit INQ; 3♥=law raise; 3♠=natural INV; 3NT/4♥ = To play;					
2♠		5		WEAK 5+ A/4+ minor	3♣/3♦=P/C; 2NT=second suit INQ; 3♣=law raise;					
					3♥=natural INV; 3NT/4♠ = To play;					
2NT				20-22 HCP	3♣="PUP STAY"; 3♦/3♥=Jacoby TFR;3♠=MINORS;					
					4♣/4♦= sets suit asks for CUES; 4♥/4♠=To Play;					
3bids		6		Natural, PRE	3 level bids natural F1; 4 level bids CUES;					
3NT	V	6		Minor suit PRE	Club Bids = P/C ; 4 \bullet asks for shortage (slam try);	100 N				
4*		6		Namyats – sound V PRE	4♥ To Play, 4♦ asks shortage, 4♠=CUE; 4NT=RKCB-1					
4♦		6 6		Namyats – sound A PRE	4 To Play, 4♥ asks shortage, 4NT=RKCB-1430; Note#	#2				
4♥ 4♠		6		Natural PRE weaker than 4. Natural PRE weaker than 4.	New suit= ASK; 4NT=RKCB-1430; New suit= ASK; 4NT=RKCB-1430;					
4▲ 4NT		0		Specific ACE Ask	$5 = 0 \text{ Aces}; 5 = A \Leftrightarrow; 5 =$	Acos:				
5*	N	7		Natural, PRE	5 ₩ =0 Aces, 5 ¥ =A ¥ , 5 ¥ =A ¥ , 5 # =A # , 5 NT=A # , 6 # = 2 h	ALES,				
5 ♦		7		Natural, PRE						
							HIGH LEVEL BIDDING			
					KNCD-	5♦=0/3, 5♥=2noQueen, 5♠=2+Q, 5NT=2+useful void, =1/3+void in suit bid)				
					FXCIII		R (over 1NT opening only)			
					EXCLUSION RKCB- PASS, then pull is a S					
					CUE BIDS (1 st round					
					5NT: G		WOOD (in some situations)			

Supplementary notes file (notes.txt) Linda King & Kim Neale (Australia)

Note:..1

Escaping from 1NTX

Pass Forces XX to escape to touching suits or to play XX Forces 2C relay, to escape to a single weak suit 2C escape into C and either H or S 2D escape into D & S 2H/S constructive, good 5 card suit, partner is expected to raise with good hand

1NT (P) P (X) Opener can run with a good 5 card suit or 6-cd minor.
1NT (P) P (X)
(P) (P) Pass To Play

XX 5+ card minor, Forces 2C to pass or correct
Suit bids are cheapest of two (perhaps 3) suits (DONT style)
(Note: with a weak 5 card major you should have transferred immediately)

A minor suit may only be 3 cards. Majors are always 4+ cards.

This structure also applies if our balancing NT is doubled.

Note:..2:

NAMYATS

Opening bid of 4C=strong 4H; 4D=strong 4S; Good 4M opening, distributional hand with 8 1/2 - 9 playing tricks depending on vulnerability They do not need to be solid suits.

Next step (4C or 4H) are slam invitation enquiries. Responses are:

4M not too good (any suit bid by responder now is a cue bid) New suit is a cue bid (but says nothing about the quality of the major suit) 4NT solid major suit (denies 1st round control in any missed suits) 5C/D 1st or 2nd round control (no solid suit and denies spade control if available)

4NT is RKCB (1430) 5C/5D are exclusion RKCB

In competition, if 4Cor 4D are X:

Then pass is the strongest possible bid and bidding to lowest level of Major is weakest possible bid. XX is slam interest and shows 1st round control in the suit which opened the bidding (C or D) Therefore, using the forcing enquiry (4D or 4H) denies 1st round control in that suit.