DEFENSIVE AND COMPETITIVE BIDDING	LEADS AN	ND SIGNALS						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING	LEADS STYLE					WDE Convention Cord 2.10	
Simple o'calls may be aggressive at 1 level ; sounder at 2 level		Lead		In Partner's	Suit	_	WBF Convention Card 2.19	
Change of suit responses are constructive	Suit	4th highest long suit/MUD	from 3	Same	Same			
Jump raises are premptive	NT	4th highest long suit/MUD	from 3	Same		Category:	Green	
Cue raises are limit +	Subseq					Country:	Australia	
	Other: O	verlead ; A asks for attitue	de ; K ask	s for count		Event:		
						Players:	Kirsten Bailey - Gavin Bailey	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS	LEADS					IMMARY	
15-18 in 2nd and 3rd seat - system on	Lead	Vs. Suit		Vs. NT		GENERAL A	PPROACH AND STYLE	
10-14 in 4th seat - system off	Ace	Ace AK & asks for attitude ditto			Standard American			
	King	AKx(+) & asks for count		ditto		Short Club 2+ , may have longer ◊ diamonds		
	Queen	QJx(+) or AQJx(+)		ditto		1NT = 15 - 18		
	Jack	J10x(+) or KJ10x(+)		ditto		Fast Arrival		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109x(+)		ditto		FSJ to 1 Clu	b/1 D'mond	
1-Suit: ROMAN showing touching suits	9	98x(+)		ditto		Roman Jum	o o'calls	
2-Suit:	Hi-x	Sx		Sx		1NT Opening	gs: 15-18- HCP NT	
	Lo-x	HxS		HxxxS		2 OVER 1 R	esponses Forcing for one round	
Reopen: Roman	SIGNALS	IN ORDER OF PRIORITY	′			SPECIAL BI	DS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's	s Lead	Discarding	2D opening	= both majors 6-10	
ROMAN - two suiter ; unlimited	Suit:1st	low enc and/or even ca	rreverse c	count rev count / att		2H /2S = we	ak 2 with 6 card suit	
	2nd	2nd high disc &/or odd count				TWERB (TO	XIC) over NT , strong 1C and 2C openings	
	3rd	d		2NT o'call = strong two-suiter				
	NT: 1st	rev count & att rev count		& att rev count & att		4C/ 4D = Ion	g m with 4 card major	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd							
Over weak NT = TWERB (TOXIC) ; X = penalty; 2NT = odd suits	3rd							
Over strong NT - Twerb (toxic) : X = C or red suits ; 2NT = odd suits	Signals (ir	cluding Trumps):						
	DOUBLES	DOUBLES						
	TAKEOUT	TAKEOUT DOUBLES (Style; Responses; Reopening)						
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	T/O double	es to 4♥♥♥H						
CMOBDOR - Cheaper Minor Over Black Double Over Red = T/O	Double in	4th seat (may be weak ) fo	or other s	uits				
- Double of black suits = penalty								
						SPECIAL FO	SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,	ARTIFICIAL AND COMPI	ETITIVE D	OUBLES/RED	OOUBLES			
TWERB		X of weak NT = penalty						
	X of strong NT = C or both red suits							
	X of strong1C and strong 2C = C & S					IMPORTAN	NOTES THAT DON'T FIT ELSEWHERE	
		nd 3S = penalty						
OVER OPPONENTS' TAKE OUT DOUBLE	Support de	oubles of Major suit to 2 le	vel					
Transfer option over X of Major								
XX = 10+						Psychics:		
						-		

pening	Artificial	Min.	Neg Dble the	Description	Responses	Subsequent Auction	Passed Hand Bidding
		IVIII I.			1 '	Subsequent Auction	rassed Hand bloding
<b>.</b>	No	2	4H	11+ ,	natural, inverted support 2C = 11-14 or 18+;; FSJ		
<b>◊</b>	No	4	4H	11+	natural, inverted support 2D =10-12 and FSJ's		
2	No	5	4D	11+	Natural with various jump raises for shape and strength		
•	No	5	4H	11+	Natural with various jump raises for shape and strength		
NT	No	1	ŀ	15-18	SA TEXAS TRF:and tfr to all suits at low level		
<u>.</u>	Yes	-	-	Strong - generally GF	Kokish - 2D = game going ; 2H = weak or strong		
<b>&gt;</b>	Yes	-	-	Both M - at least 5/4 either way	2NT = enquiry ; 3D asks for better M		
γ	No	6	4D	6-10 with 6 H	2NT = Ogust		
<u> </u>	No	6	4H	6-10 with 6S	2NT = Ogust		
NT	No	-	-	21-22	Tfr to M; Puppet stayman and MSS; and SA Texas Tfrs		
<u>.</u>	No	7	-	Pre-empt, loose	Transfers to M apply		
<b>&gt;</b>	No	7	<u> </u>	Pre-empt, loose			
<b>&gt;</b>	No	7	<u> </u>	Pre-empt,loose			
<u></u>	No	7	<u> </u>	Pre-empt, loose			
NT	Yes	+	  -	Long solid minor			
•	No	7	<u> </u>  -	Long minor (7) with 4 card major			
<b>&gt;</b>	No	7	<u> </u>	Long minor with 4 card major			
2	No	7	<u> </u>	Long usually 8 - to play			
•	No	7	<u> </u>	Long usually 8 - to play			<del></del>
NT	Yes	5/5	<u> </u>	both minors	Pre-emptive		
•		†					
<b>&gt;</b>		+					
2		1					
<b>b</b>		1					
· <del>-</del>							
VT			1				