DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND S	IGNALS	WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			▲ ♥ ♦ ♠ ♣ ▲ ▲ ▲	
Generally sound overcalls = 5+card suits		Lead	In Partner's suit		
Most 2/1 overcalls are of around opening strength	Suit	Overlead style	Overlead style	Category: Green	
	NT	Overlead style	Overlead style	NCBO: Australia EVENT: PABF	
	Subseq	Overlead	Overlead	PLAYERS: Peter Chan-David Lusk	
			-		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)			1	SYSTEM SUMMARY	
Immediate = 15-18 with Stayman, Transfers and Baron (System On)	Lead	Vs. Suit	Vs. NT		
	Ace	Asks for attitude signal	Asks for attitude signal	GENERAL APPROACH AND STYLE	
Pass-out = 11-14 with Stayman, Transfers and Baron (System on)	King	Asks for count signal (AK or KQ)	Asks for count signal (AK or KQ)	5 Card majors	
	Queen	QJ(xxx)	AQJ(xx) or QJ(xxx)	Weak NT	
	Jack	KJ10(x) or J10(xx)	AJ10(xx), KJ10(xx) or J10(xx)	Prepared Club (2+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109(x), Q109(x), 109(x), 10x	A109(x), K109(x), Q109(x) 109,		
Weak Jump overcalls, usually 6-10 hcp and 6 cards, usually 7 at the 3-level	9	109(x) or 9(x)	109(x) or 9(x)		
Intermediate Jump overcalls in pass-out seat only	Hi-x	Even number	Even number		
	Lo-x	5			
	SIGNAL	S IN ORDER OF PRIORITY			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)			er's Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Direct cue of Major = Other major + minor (5+5+) up to about 12 hcp		1 Reverse attitude Reverse		Bergen Raises over 1 <major></major>	
Direct cue of Minor = Other minor + major (5+5+) up to about 12 hcp	Suit	2 Reverse count McKen		Twerb over Precision 1♣	
2NT overcall = Suits of opposite rank to opening (5+5+) up to about 12 hcp		3 McKenney Foghor		Suit Bid = Next higher suit or the other two	
Jump cue = stopper ask.		1 Reverse attitude Reverse		NT bid = unmatched suits (♣+♥ or ♦+♠)	
VS. NT (vs. Strong/ Weak; Reopening; PH)	NT	2 Reverse count McKen		Level indicates enhanced shape rather than strength	
Cappelletti: 2♣ = Single suited 2♦ = both majors 2 <major> = 5M-4+m</major>		3 McKenney Foghor	n Foghorn		
2NT = Minors 5+-5+. All overcalls deny values to double					
X = 15+ (13+ in pass-out vs Weak). No distinctions for posn or strength					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)					
Over weak 2s: X = Values/T/O	_	DOUBLE	S		
Over artificial weak 2s X = values, next X = T/o, subsequent Xs are Penalty					
Over weak 3s and 4 Minor X = T/o. Over 4 Major, X = values	TAKEOUT DOUBLES (Style; Response; Reopening)			-	
Direct Cues suggest 5-5+ distribution with few losers (3-4)	Usually	sound but may be light if shape is goo	-		
	Responses limit in suits, cue = force			-	
	Reopening: Good shape 10+ or good hand, 14+ or 15+ bal.			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES				
Over strong 1 TWERB up to and including 3NT Usually less than 13 hcp.	In competitive auctions X of raised suit = T/o other Xs show that suit				
Suit bid = sut above or other two. NT = unmatched suits	1D: (1H): 2D: X may be good raise in hearts				
Level dictated by enhanced shape rather than strength	Negative Xs to 4♥			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Over strong 2 Natural	Responsive Xs to 4				
OVER OPPONENTS' TAKEOUT DOUBLE	1				
XX = 10/11+	1				
2NT = quality raise to 3+ of opening suit	1			PSYCHICS: Rare	
Other raises and bids 2+ = pre-emptive	1				

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1♣	2	4♥	Any opening with no 5cM or 4+	Natural. Inverted minors 2=4+	1NT rebid = 15-17 bal. Second suit rebid confirms clubs as primary suit.	As before but no inverted minors	
			11-20 hcp	3 ♣ = 5+ 1NT = 8-10 bal, 2NT=16+ bal	1 : 1 <major>: single jumps and double jumps = splinter. 2NT rebid = 18-20 bal.</major>	2NT = 11-12 bal with no 4cM	
1♦	4	4♥	Natural bid	Natural. Inverted minors	1NT rebid = 15-17 bal. Over 1♥,1♠ single jumps and double jumps = Splinters	As before but no inverted minors	
			11-20 hcp	1NT = 5-8, no 4cM. 2NT =16+ bal		2NT = 11-12 bal with no 4cM	
1♥	5	4♦	Natural 5 card major.	Natural. Bergen raises 2♠ = limit with 3 card supp	1NT rebid = 15-17 bal. Jump NT rebid = 18-20 bal. After 1♥: 1♠ single and double jumps	As before	
			11-20	3 ♣ = 6-9 with 4, 3♦ = 10+ with 4. 3♥ = 4 cards,	are splinters.		
				less than 6hcp. 2NT = 16+ bal, 3NT = bal raise. Splinters.			
1♠	5	4♥	Natural 5 card major. 11-20	As above. 3 = limit raise with 3 card supp.	2NT rebid = 15-17 bal, 1 ≜ : 2♥: 4m = splinter.		
1 NT		3♦	Balanced 12-14 may be any 5-3-3-2	2♠ = Stayman. 2♦, ♥ = transfers, 2♠ = Baron	Super-accepts over major transfers with 4 card support.		
			or (rarely) 6-3-2-2 with a minor	2NT = transfer to a minor. 3♣,♦ invitational with 6 cards	After 1NT: 2: 2 <any>, 2NT = invitation and does not promise a 4 card major</any>		
				3 <major> = slam interest 5+. 4<minor> = RKC in that minor</minor></major>	1NT: 2♣: 2♥: 2♠ = invitation with 4♠		
2	0	3♦	Strong. 21-22 if balanced, otherwise	Step responses: 1st step = 0 or a King, 2nd step= 2 kings or	3NT rebid = 25-26 usually bal, Stayman and transfers. 2NT rebid = 21-22 bal (system on)	3♥ = 5♥, 4♠, forcing.	
			game-forcing.	an Ace. 3rd step 3 Kings or Ace+King. DOPI, ROPI	Suit rebids below game = natural and forcing.		
2♦	1	3♠	Weak (6-9) in either major (6 cards)	2NT = value enquiry. 3♣or 3♦ forcing. 2♥,2♠, 3♥, 3♠, 4♥	After enquiry, $3 = \max$ with \forall and $3 = \max$ with 4 . $3 \forall$, 4 natural, min.	System on.3♥ = 5♥, 4♠, forcing.	
			or balanced 23-24 hcp.	= Pass or correct.	2NT rebid = 23-24 bal, system on.		
27	5	3♦	Weak (6-9) 5 card major 4/5+ minor	2NT = value enquiry. 3♣, 3♦, 4♣, 4♦, 5♣ = p/c	After enquiry, opener rebids 3 <minor> and may bid more with 6.</minor>		
				2♠ = Forcing. 3NT to play.			
2♠	5	3♦	Weak (6-9) 5 card major 4/5+ minor	2NT = value enquiry. 3♣, 3♦, 4♣, 4♦, 5♣ = p/c	After enquiry, opener rebids 3 <minor> and may bid more with 6.</minor>		
				3♥ = forcing. 3NT to play.			
2 NT		N/A	Weak (6-11/12) 5-5+ in minors.	Any minor at any level = Preference. 3 <major> = Force</major>	Raise major with 2.		
3 bids	6+	N/A	Natural Pre-empt.	Some potential for psychic bids. New suits forcing.			
3NT		N/A	Gambling style with solid minor.	4♣, ♦, 5♣ = Pass or correct. 4♥,♠ to play			
4 ♠	7+		Natural pre-empt				
4♦	7+		Natural pre-empt				
					HIGH LEVEL BIDDING		
					After we call 2 <minor> over 1<major>, 4NT over 4<major> = good raise.</major></major></minor>		
					DOPI and ROPI over RKCB		
					Non-competitive raises to 4♣,♦ are RCK for that suit.		
					RKC = 0314		
L			1		1		