
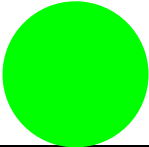


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			 	CATEGORY: Natural – Green Rev: 26/03/10 NCBO: Australia EVENTS: Senior Playoff 2010 PLAYERS: Mike Hughes, Bruce Neill
Fairly standard style. May be aggressive.		Lead	In Partner's Suit			
Responses: new suit = F if you pass or X; NF if you bid.	Suit	Rev count: bottom of 2/4/6	Same			
Cue = sound raise, 3 ⁽⁺⁾ support. Jump cue= same, 4 ⁺ . NT bids = nat, NF. Jump new suit = fit showing.	NT	Rev count: bottom of 2/4/6	Same			
Re-open: Much the same.	Subsequent	Low encourage, or rev count.	Same			
1NT OVERCALLS (2nd / 4th Live; Responses; Reopening)	Other:			SYSTEM SUMMARY		
15-18 direct, 11-14 reopening.	LEADS			GENERAL APPROACH AND STYLE		
Responses as to opening 1NT except transfer into their major is weakish 3 suited.	Lead	Vs. Suit	Vs. NT	Standard, strong NT, 5 card majors.		
JUMP OVERCALLS (Style; Responses; Unusual NT)	Ace	A(x) / AK	Unblock/count (not pard's suit)			
1-suit: 2x / 3x = weak (direct) / intermediate (reopening).	King	Same as NT	2 nd highest seq (not pard's suit)			
2-suit: 2NT = 5-5 lowest unbid suits (direct only).	Queen	Same as NT	2 nd highest seq (not pard's suit)			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Jack	Same as NT	2 nd highest seq (not pard's suit)			
(1m) 2m=5♠ 5<other>. (1M)2M=5OM 5m. Wide strength.	10	Same as NT	2 nd highest seq (not pard's suit)			
2NT response = asks for other suit.	9	Same as NT	Rev count: bottom of 2/4/6			
New suit = NF (3x= nat, 2x=P/C).	Hi-x	Same as NT	Rev count: bottom of 2/4/6			
Over short/artificial minor, 2m = natural.	Lo-x	Same as NT	Rev count: bottom of 2/4/6	1NT Opening: 1NT = 15-17, 5M common. May be 14 or offshape.		
Over 1x / weak 2x, 3x=stopper ask. (2♣ Prec: 3♣=♥+♠.)	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: All GF unless responder rebids his suit.		
VS. NT (vs. Strong / Weak; Reopening; PH)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
X of 1NT = PEN. Then 2♣ adv=asks Xer to pick suit.	Suit	1 Lo=ENCRG	lo=E original	lo=ENCRG	2♦ multi: weak with a 6 card major, or 22-23 balanced.	
2♣=4 ⁺ ♥ 4 ⁺ ♠, or ♦s (maybe canapé). Then 2♦=pass/correct.		2 Lo=E original	S/P	lo=E original	2♥ & 2♠ weak two suited, including suit opened plus minor.	
2♦/2♥/2♠ = transfer to ♥/♠/♣, maybe canapé.		3 S/P		S/P	2♥ & 2♠ are fit-showing jump responses over 1 of a minor.	
2NT/3♣/3♦ = 5-5: ♣+♠, ♣+♥, ♦+♠.	NT	1 Lo=ENCRG	lo=E original	lo=ENCRG		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		2 Lo=E original	S/P	lo=E original		
X = T/O (except 2♦ multi: X = 13-15 balanced or any 18 ⁺)		3 S/P		S/P		
	Signals (including Trumps): Reverse attitude / reverse original count.					
VS. ARTIFICIAL STRONG OPENINGS	DOUBLES					
Jumps: weak. Pass then bid = opening bid or more.	TAKEOUT DOUBLES (Style; Responses; Reopening)					
X = 4 ⁺ bid suit, 4 ⁺ non-touching suit.	Either support for 2 ⁽⁺⁾ suits (esp majors) or strong.					
Min NT bid = 4 ⁺ next suit above bid suit, 4 ⁺ next suit below.	Minimum equal level conversion.					
Non-jump suit bids = 4 ⁺ bid suit, 4 ⁺ next suit.	Over partner's X of their 2M opening, 2NT = pick a minor, ...				SPECIAL FORCING PASS SEQUENCES	
Over all 2 suiters: jump 2NT=F1, ask.	... or weak with ♦ (or ♥ over 2♠ X), or FG with 4OM.				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	
	low level XX may = rescue.				HCP ranges shown on this card are best indication of meaning	
	1NT (X) XX = puppet to 2♣. Usually 1 suited. (If X=ART, XX=PEN.)				but we may vary HCP depending on hand quality & context.	
					PSYCHICS:	
	X of 2♦ multi = 13-15 balanced or any 18 ⁺				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 ⁺ ♣.	1♦ = 3 ⁺ ♦, F1. 1M = 4 ⁺ , F1. 1NT = 6-10 balanced. 2♣ = 10 ⁺ , 4 ⁺ ♣. 2♦ = 6-9, 5 ⁺ ♣. 3♣ = 0-5, 5 ⁺ ♣. 2♥/2♠ = 6-10, NF, 5 ⁺ suit, 4 ⁺ ♣. 2NT = 11-12, NF. 3♦/3♥/3♠ = splinter, GF, 5 ⁺ ♣.	Over 1♣-1x, 1NT: 2♣ = puppet to 2♦; either any invite, or to play 2♦. 2♦ = artificial FG. 2NT = puppet to 3♣. Over 1♣-2NT, 3♦/3♥/3♠ = splinter. 4 th suit = FG.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1♦		3	4♥	11 ⁺ , 4 ⁺ ♦ (or 4:4:3:2).	1M = 4 ⁺ , F1. 1NT = 6-10 balanced. 2♣ = GF unless rebid 3♣. 2NT = 11-12, NF. 2♦ = 10 ⁺ , 4 ⁺ ♦. 2♥/2♠ = 6-10, NF, 5 ⁺ suit, 4 ⁺ ♦. 3♣ = 6-9, 5 ⁺ ♦. 3♦ = 0-5, 5 ⁺ ♦. 3♥/3♠ = splinter, GF, 5 ⁺ ♦.	2♣ response forcing to 3♣. Others as after 1♣.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1♥		5	4♦	11 ⁺ , 5 ⁺ ♥.	1NT = NF: 6-11, or 0-5 with 3♥. 2♥ = 6-9. 2 of a suit = GF unless rebid 3 of the suit. 2♠ = invitational, 3 card ♥ support. 2NT/3♣/3♦ = 4 card supp: 2NT=GF, 3♣=6-9, 3♦=10-12.	Over 2m, opener's 2NT or above = extra strength, FG.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1♠		5	4♥	11 ⁺ , 5 ⁺ ♠.	As after 1♥. 3♥ = invitational, 3 card ♠ support.	As after 1♥.	Same. Maybe not normal shape/strength. Negative free bids at 2 level in competition.
1NT			4♥	15-17 BAL. (Maybe 14 with long suit.) Maybe 5M or 6m or 5422. Maybe singleton A or K.	2♣ = ask for 5 card major. 2♦ = transfer, 5 ⁺ ♥. 2♥ = transfer, 5 ⁺ ♠. 2♠ = transfer, 6 ⁺ ♣. 2NT = transfer, 6 ⁺ ♦. 3♣/♦/♥/♠ = art splinter, FG.		Same.
2♣	Y	0	4♦	Game force.	2♦ = 0-7 any. Others = 8 ⁺ .		Same.
2♦	Y	0	4♠	Multi. Weak 6 ⁽⁺⁾ ♥ / 6 ⁽⁺⁾ ♠; or 22-23.	2NT = ask. 2M / 3M = pass/correct. 3m = F1. 4♣ = asks opener to transfer into his major. 4♦ = asks opener to bid his major. 4M = natural.	ART after 2NT. Others nat.	Same.
2♥	Y	5	pen	2 suited : 5♥4 ⁺ minor. 6-10(1 st /2 nd)	2NT = asks other suit. Others = nat, NF.	After 2♥-2NT; 3m: 3♥ = INV, new suits = F.	3rd: 0-12 nv, 5-12v; 4 th 10-14,55.
2♠	Y	5	pen	2 suited : 5♠4 ⁺ minor. 6-10(1 st /2 nd)	2NT = asks other suit. Others = nat, NF.	After 2♠-2NT; 3m: 3♠ = INV, new suits = F.	3rd: 0-12 nv, 5-12v; 4 th 10-14,55.
2NT			pen	20-21 balanced or semi-balanced.	3♣ = Puppet Stayman. 3♦ / 3♥ = trf. 3♠ = minors.	HIGH LEVEL BIDDING	
3♣		6	pen	Natural.		RKCB 1430.	
3♦		6	pen	Natural.		Control bids at 4 level may = 1st or 2nd controls.	
3♥		6	pen	Natural.		After major agreed at 3 level, 3NT denies serious slam interest, allows partner to cue.	
3♠		6	pen	Natural.			
3NT	Y		pen	Good 4♥/4♠ opening.	4♣ = asks transfer, 4♦ = asks for suit, 4M = P/C.		
4m		7	pen	Natural.	Natural.		
4M		6	pen	Natural.	Cue suit below needed control.		