


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div></div> <div>WBFC Convention Card</div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Sound at 2 level, can be light at 1 level; 4M possible at 1 level		Lead	in Partner's Suit		
Advancer 2 over 1 not forcing	Suit	4th, 2nd from rubbish	Same (or Xxx if supported)		
	NT	4th, 2nd, Top from xxx(x)	Same (or xxX if unsupported)		Category BLUE
	Subseq	4th or attitude; K from AK	Same		Country: AUSTRALIA
	Other:	K for count at 5+ level or vs 4M opener or overcaller			Event: 2021
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			Players: Yumin Li, Liz Sylvester - Peter Gill
15-18, System On		Lead	Vs.Suit	Vs. NT	SYSTEM SUMMARY
Re-opening 14-16, System On	Ace	AKx(+), Ax	AK(xxxx), Ax		GENERAL APPROACH AND STYLE
	King	KQx(may be Akx 5 level), Kx	KQx(+)		Precision
	Queen	QJx(xx), Qx	QJx(+), Qx		2/1 GF unless responder rebids their suit
	Jack	JTx(+), KJT(+), Jx	JTx(+), KJT(+), Jx		Light openings and responses
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	T9x,HT9x,Tx	T9x(x),HT9x,		HCP only a guide
2NT Overcall = 5+/5+ lowest unbid suits	9	9x,9	9x, 9xx maybe		UDCA
Jump overcall can be weak or intermediate	Hi-x	Xx	Xx, Xxx, Xxxx maybe		1NT Openings: 14-16HCP in 1st-2nd; 15-17 in 3rd-4th
	Lo-x	xxX	HxxX, HxX		
Reopening: Suit overcalls as above; 2NT = 19-21	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2D = 3 suited, short diamond 10-15 (4414, 4315, 3415 ,4405)
(1m) - 2m = 5+/5+Majors;	Suit:1st	Reverse attitude	Reverse Count	Reverse attitude	1D-2H = 5 spades, 4+ hearts, less than invitational
(1m)-3m = natural, 14-16 6+ suit	2nd	Suit Pref	Suit Pref	Suit Pref	1D-2S = 5 spades, 4+ hearts, invitational
(1M)-2M=5+OM,5+m. Any Strength	3rd	K = count at 5 level			Deal NV vs Vul only, Weak 2 = 0-6HCP often 5 cards
(1M) - 3M = ask for stopper	NT: 1st	Reverse attitude	Reverse Count	Reverse attitude	All bids may be light at favourable vul
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Suit Pref	Suit Pref	Suit Pref	
2C = Majors(4+/4+); 2D = one major, 2M = 5+M and 4+minor	3rd	K = count at 5 level			
A non-vul X in passout just shows 10+ HCP unsuitable for other bids;	Signals (including Trumps): UDCA; Some suit pref; Reverse Present Count				
Else X=Penalty	Suit Pref if singleton or void in Dummy				
	Secondary Suit Pref if needed				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	DOUBLES				SPECIAL FORCING PASS SEQUENCES
T/O Doubles +Leb	TAKEOUT DOUBLES(Style;Responses;Reopening)				
	Negative/Responsive Doubles thru to 4S				
	T/O Doubles can be light				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
X = Both Majors; NT = Both Minors else Natural;	Many low level takeout doubles				Non vul 1 level response can be 0+ HCP
Weak jumps	After responder raises 1M to Game, double by partner = keen to bid on				3rd Seat non vul openings can be light
	Double is penalty in Game Forcing Auctions				
OVER OPPONENTS' TAKE OUT DOUBLE	Support Doubles and Redoubles				
System ON					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	4S	16+ HCP Artificial	1D=0-7HCP, any (then 1M 4+ F);	Some asking bids	In comp X by resp =6-7 HCP and
					1H = 5+ spades; 1S = 5+ Hearts; 1NT = 5+ Clubs; 2C = 5+ Diamonds,		Bids= Nat GF.
					2D = 8-10 Bal; 2H = 11-13 Bal; 2S = 14+ Balanced;2NT thru 3S shows 4441 hands		
1♦		2+	4S	10-15 HCP; Often 11-13 Bal	2H/2S = Reverse Flannery		
					2m response = GF unless responder rebids 3m. 2H=5S, 4+H, < invite. 2S= 5S, 4+H , invite.		
					2NT = invite. 3C=both minors NF. 3D=diamonds NF. 3M= splinter at least 5-4 in minors.		
					1M and 1NT can have 0HCP when not vul. 1NT <= 11 (approx 6-11 when vul).		
1♥ /♠		5+	4S	10-15 HCP	3C=GF Raise; 3D=invitational Raise; 2NT=GF Raise; See " Other Notes" below		Reverse Drury (2M=Bad)
					2/1 GF unless responder rebids.		
1NT		Bal	4S	14-16 1st/2nd	Simple Stayman + Smolen; TRF to M; 2NT Invitational; South African Texas		
				15-17 3rd/4th	2S puppet 2NT (then 3m to play, 3H/S=F with C/D;3X = shortage (3S = 14xx). 4C/D=H/S		
2♣		6	4S	10-15; Can have 4M	2D = Enquiry for majors, F. 2M = F1. 2NT = invite. 3C = to play. 3M = 6 cards, F.		
2♦	x	0/1D		10-15; 3 Suited	2NT enquires for shape and strength; 3D= natural, inv. Others = to play		
2♥/2♠		(5)6+		Weak; Less than Opening Hand	Vul: 2NT Shortage ask applies if opening Bid(P or X) ie not after intervening overcall		
					NV: 2NT Asks if 5 or 6 cards and if min/max		
				See Other Notes	2S/3C/3D = 5+ cards & F; 3M to Play; 3NT to Play		
2NT		Bal		19-21 in 1st/2nd; 20-21 in 3rd/4th	Simple Stayman; TRF to M; 3S = Both Minors (4+4+)	High Level Bidding	
3♣		6+		Pre-empt; weak at fav vul; good if vul		If they bid 4M, 4NT is usually Takeout	
3♦		6+		Pre-empt;weak at fav vul; good if vul		Some 4M raises lead to 'want to bid on' doubles by limited opener	
3♥		6+		Pre-empt;weak at fav vul; good if vul		High level cue bids in comp often choice of games.	
3♠		6+		Pre-empt; weak at fav vul; good if vul		RKCB 1430;	
3NT		7+		Solid minor +A/K in 1st/2nd;To Play 3rd/4th			
4♣		7+					
4♦		7+				Cue Bids: 1st/2nd Round Control	
4♥		7+			Other Notes		
4♠		7+			Weak Two's		
4NT				Specific Ace Ask	A vulnerable weak 2 is 6 cards and a good suit. Not vulnerable, often 5 cards, around 6-9HCP. Dealer when not vul vs vulnerable, 0-6 HCP, usually 5 cards.		
5♣		7+			Responses to 1M		
5♦		7+			1NT can have 0 HCP when not vul. 1NT <= 11 (around 6-11 when vulnerable), Raise to 2M = 7+-11 (constructive). 2NT = GF 4+ card raise.		
5♥				Raise with Trump Honour	3C= GF raise, no slam interest. 3D= invite in M. 3M = pre-emptive. 3NT = 3M choice of games.		
5♠				Raise with Trump Honour	4M = wide ranging (weak and preemptive, through to 3 card support and 13 HCP). 2/1 response is GF unless responder rebids their suit at the 3 level.		
5NT							