

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Not vul wide-ranging overcalls		Lead	in Partner's Suit		Category i.e. Green
Vul sound overcalls	Suit	Thirds and Low	Hxx if want lead or normal		
(1M) 2m typically 6 card suit	NT	Fourths and Seconds	Fourths and Seconds		Country: New Zealand
Advancers new suits constructive NF	Subseq	Attitude switches (xX if ruff coming)		Attitude switches	Event: Youth
Cue = limit raise or forcing own suit	Other:				Players: Bradley Johnston Nik Mitchell
(1x) 1M (.) 2NT = 4 card limit. Fit jumps in comp and as passed hand					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY 2 over 1
15-18 with stopper if suit is 2+	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
14-16 reopening	Ace	Attitude	Attitude		Transfers over 1C
Full systems on	King	Attitude	Count or u/b Q		Aggressive first/third action when not vulnerable
	Queen	Attitude	Attitude or u/b A-J		Intermediate Jump Overcalls (1m - Jump om is weak)
	Jack	Typically denies higher honour	Overlead, (a/k)Jt9...		Upside down carding
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	0 or 2 above		Overlead
1-Suit: 11-15 6 card suits, 1C 2D or 1D 3C weak	9	0 or 2 above			1NT Openings: (14+)15-17(-)
2-Suit: Jumping over weak openers = strong, leaping michaels	Hi-x	X; Xx; Xxx if no ruff coming	X; Xx; xXx; xXxx		2 OVER 1 ResponsGame Forcing
LUBS = 2 lowest unbid (3+ suits considered bid for purpose)	Lo-x	X; hX; xxX; hxX; hxXx; hxxxX	X; hX; xXx; hxxX; hxxXx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Intermediate Jump Overcalls	SIGNALS IN ORDER OF PRIORITY				Transfers over 1C, 1S is 6-9 or 13-16 bal no M, long minor weak, diamonds (+major) GF
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2D opening variable with vulnerability NV = 0-7 5+ in H or S. Vul = 8-11 (5+/4+) in H+S
Cue = limit raise or forcing own suit	Suit:1st	Reverse Attitude	Reverse Count	Reverse Attitude	1C opening can contain 5D (rarely 5M), typically in a 5332 shape, possibly 5422 shape
Jump Cue to 3 level = Mixed raise (4-card 6-9)	2nd	Reverse Count	Standard SP (trumps)	Reverse Count	
Jump Cue to 4 level = Splinter	3rd	Standard SP	Reverse Attitude	Standard SP	
	NT: 1st	Reverse Attitude	Standard SP ("trumps")	Reverse Attitude	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Reverse Count	Reverse Count	Reverse Count	
X = penalties	3rd	Standard SP	Reverse Attitude	Standard SP	
2C = H+S	Signals (including Trumps):				
2D = H or S	Reverse Smith Peter in NT. Give signal which looks most important to partner in conte				
2M = M + m	Typically giving SP in declarers trump suit				
2N = minors	DOUBLES				
3m = nat, wide ranging when green	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Can be light with shapely hands				
X = takeout always. Multi2 - assume weak Hs for 1m	cue response = any gf				
NT bids offers to play, typically balanced hands with stoppers	Jumps = constructive				SPECIAL FORCING PASS SEQUENCES
3 cue = stopper ask, 4cue = michaels (option not covered by (n)1m)	reopening X typically only shows shortage (no extra points)				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
X = majors	1C (1D) X = 4+ hearts				
NT = minors	Game try doubles competing to 3M				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE					
New suit = F1 nat					Psychics:
XX = penalty interest (sets Pen Xs)					Occasionally

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 }	Y	2	INF	Natural clubs or weak/strong NT	1D = H; 1H = S	1M=3(4 unbal), 2M=weakNT 4M	Full system as passed hand
					1S = NT or weak m or gf D	1N = weak NT; 2c = clubs; reverses	
					2c = gf nat; 2* = 8-11 6	Jacoby LMH over 1c 2c	
					2N = 16+ bal	3C = clubs; 3D = weak NT; 3M NAT	
1{		4(5)	INF	5+ diamonds unbalanced or 4441	2C = gf nat or clubs		fit bids
					1N = (0)3-12		
1] / [5	INF	5+ M, can be light if shapely / sharp cards	1N = (0)3-12	2N any gf	1N = normal hand
					2* = GF nat (5+), 2C = GF C or bal		2-way reverse drury
					3m = split bergen		fit bids
					2N = Jacoby gf	3C = min, FLMH shortages	
1 NT			INF	(14+)15-17(-). Balanced or semi-balanced	2C = stayman	Smolen (showing oM), SA Texas	
				all 5332s, some 6322s, rare singleton Ms, rebid problem singletons	2R = transfer	New suits gf nat	Accepting shows fit
					2S = rf or clubs (weak/str), 2N = minors weak or diamonds (weak/str)	3M = shortage GF	
					3C = puppet, 3D = gf minors, 3M = SPL		
2 }	Y	0		Game Forcing or 22+ bal	2D waiting	2H standard Kokish	takeout doubles
					New suit = good hand good suit		
2 {	Y	0		RED: both majors INV Green: Weak 1 major	Green: Pass/correct, 2N inq, 3m to play		Partners X = pen
					Red: M bids to play, 2N inq, 3m to play		
2]		6		Good 6 card H suit	2S inq, 2N forcing with spades	Un/Un/Bal/Bal min/Max/Max/min	Partners X = pen
					jump shifts splinters	last train	
2 [6		Good 6 card S suit	2N inq	Un/Un/Bal/Bal min/Max/Max/min	Partners X = pen
					jump shifts splinters		
2 NT				(semi-)Balanced (19+)20-21	3C = stay, 3S = MSS, 4M = optional KC tied m [4N to play], SATexas	Smolen (showing oM)	
3 }		5		Natural weak bid, can be v bad green / first third	New suits forcing, game bids to play, 4d optional KC (no, 0, 1, 1q, 2, 2q)	Going above 3N shows fit	Partners X = pen
3 {		5		Natural weak bid, can be v bad green / first third	New suits forcing, game bids to play, 4c optional KC (no, 0, 1, 1q, 2, 2q)	Going above 3N shows fit	Partners X = pen
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3 [5		Natural weak bid, can be v bad green / first third	Game bids to play, 4c optional KC (no, 0, 1, 1q, 2, 2q)	High Level Bidding	
3 NT	Y			5S + 6H (10) 11-15	4m = ST major, 4M to play, 4N = keycard both Ms	Cue bids show first or second round control	
4 }		6			4N KC 0, 1, 1q, 2, 2q	1430	
4 {		6			4N KC 0, 1, 1q, 2, 2q	Specific King Ask after KC	
4]		6			4N KC 0, 1, 1q, 2, 2q	New suits after KC typically 3 round asks/ not offers	
4 [6			4N KC 0, 1, 1q, 2, 2q	5NT pick a slam without KC	
4NT	Y			Minors pre	To play, 5N pick a slam		
5)		7					
5 {		7					
5]		7					
5 [7					
5NT							

Note #

Description