


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 2.19 	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Light wide-range (about 6-16 hcpts) overcalls at 1-level		Lead	In Partner's Suit			
9/10+ hcpts at 2-level; 11+ vul-v-not	Suit	4th's; 2bd from 3,4,5 small; hon= 0 or			Category: Seniors	
Re-opening: good 8+ hcpts	NT	same				
Responses: new suit virtually forcing; cue raises	Subseq	low card shows hon.				
After (1A)-P-(1B)-2-level suit bid = just a good suit	Other:	Honour lead and 9 shows 0 or 2 higher			Country: Australia	
Michaels overcalls 6-10 or 15+ hcpts		Inverted attitude and count signals; 1st-discard = odd/even			Event: APBF 2013 & Transnational Teams 2013	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS				Players: Peter Buchen & Henry Christie	
Direct 1NT = 15+ - 18 hcpts; full system-on	Lead	Vs. Suit		Vs. NT	SYSTEM SUMMARY	
Re-Opening 1NT = 12-14 hcpts; full system-on	Ace	Overlead; asks for attitude at 5+level			GENERAL APPROACH AND STYLE	
Over weak-2: 2NT = 16-18+ hcpts; full 2NT system-on	King	Overlead; asks for count at 5+level			Standard 2-over-1 with 5-card Majors; 15-17 NT	
Over weak-3: 3NT = natural; full 3NT system-on	Queen	Overlead			Forcing 1NT, Bergen-style jumps and Jacoby 2NT over 1-Major	
	Jack	Overlead = 0 or 2 higher			Inverted minor raises and weak 2-level jumps over 1-minor	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	as above			Multi-2♦, 2M= 5M+4+minor; 2NT = both minors (all < opening values)	
1-Suit: Weak (6-10 hcpts) 6+ suit; better if vul.	9	Possible doubleton			Artificial responses and relays after GF 2♣ opening	
2-Suit: Jumps over weak twos are natural and very strong	Hi-x	2 or 4 + card suit			1NT Openings: 15-17 (may contain 5-card Major)	
Responses: natural; cue = game interest	Lo-x	Possible MUD			2 OVER 1 Responses: Natural 4+ suit (5+Hearts over 1♠); GF	
Reopen: Min 8+ hcpts; X = T/O and 8+hcpts	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2♦ = Multi weak-2 in Major or bal. 20-22	
cue = Michaels overcall (both Majors over 1m; O.Major+minor over 1M)	Suit:1st	reverse attitude	reverse count		2NT = 6-10 hcpts; 55+ minors	
Ranges: 6-10 or 15+ hcpts	2nd	natural present count	suit preference			
ump cue = asks for NT stopper with solid outside suit	3rd					
	NT: 1st	as above	as above			
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd					
Over weak 1NT: Hamilton	3rd					
X = penalty; 2♣=1-suiter; 2♦=Majors; 2M=5+M & 4+minor; 2NT = minors	Signals (including Trumps): Suit-preference overtones in trump suit					
Over strong 1MT: DONT	Also in Declarer's 1st NT suit					
X = 1-suiter; 2♣ = C+higher; 2♦ = D+Major; 2♥=Majors; 2♠ = Spade 1-suiter						
All 2-suiters in DONT typically show 54 either way.	DOUBLES					
	TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)	T/O doubles at 1/2-level are Major oriented					
Double = T/O; new suit = natural encouraging	After interference of our 1NT: 1st two doubles = T/O; 3rd double = penalty					
(3m)-4m = 55+Majors, not nec. strong	Double of P/C bid = take-out of suit bid					
(4♥)-4NT = T/O for minors; (4♠)-4NT = 2-suited T/O	T/O and responsive doubles to 4H				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				At 5-level if we have shown Majority of points	
Over strong 1♣ : X = 2-suits same rank; 1♦ = 2-suits same color; 1NT = odd-suits	Double by partner of pre-empt = penalty					
Other: weak jumps;	After 2♦-(x): xx = bid 2♥ and Pass next bid					
Over strong 2♣ (or other): natural long suit	Support x's and xx's (but not over 1NT overcall)				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
					We may give suit-pref using trump suit or Declarer's first played NT-suit	
OVER OPPONENTS' TAKE OUT DOUBLE						
1-level suit: natural (6-9 hcpts); xx = 10+hcpts;						
2NT = artificial limit raise or better in partner's suit					Psychics: Sometimes	



## 1. After a minor opening bid

1m-1M : 2M-2NT = art. GF asking about M-length  
1m-1M : 1NT - 2 = puppet to 2 with invitational hand or weak Diamonds  
2other = transfer to next suit; GF if Responder bids again  
1m-2m = 10+ hcpts inverted minor raise; forcing to 2NT/3m  
1m-3m = 5-9 hcpts; weak raise but good enough for 3NT opp. 18-19 bal.  
1m-2M = 4-7 hcpts; weak hand with 6+ Major; opener's 2NT = Ogust  
1m-3suit = GF splinter  
Passed hand jumps in other-minor = criss-cross raises (6-9 hcpts)  
After 1m-1M:2M-2NT = art GF asking Opener for M-length and description  
After 1m-1M:2NT-3C = puppet to 3D, and other = transfers

## 2. After a Major opening bid

1-2 = 9-11 bal 4-card limit raise; or mini-splinter (7-9) or maxi-void  
splinter (10-13)  
1-3m = mini-splinter (7-9) or maxi-void splinter (10-13)  
1-3 = 9-11 bal 4-card limit raise; or mini-splinter or maxi-void splinter  
1-3/ = mini-splinter or maxi-void splinter  
3-card limit raises go via forcing 1NT  
1M-1NT : 2 = natural 11-16 hcpts or 11-14 hcpts and some 5332  
2 by responder is now BART: art. 9-11 hcpts w/o 3-Major fit  
1M-1NT : 2other = 11-16 hcpts; natural 4+suit  
1M-1NT : 2NT = art. GF Responder bids cheapest 4+suit  
1M-1NT : 3suit = 17-18 hcpts; natural 4+suit; non-forcing  
1M-2NT ♠Jacobys♥ : art. rebids by opener follow  
1M-4m = splinter ♠singleton♥; 10-13 hcpts; also 1-4

## 3. After 1NT (15-17) opening bid

2 = 5-card Major Stayman with rebids;  
2 = at least one 4 card Major;  
2M = 5-card Major;  
2NT/3 = min/max no 4/5-card Major  
Major transfer + new suit = natural GF  
minor transfer + Major = GF splinter  
1NT-3suit = natural slam going; opener cues with a fit; bids 3NT w/o a fit  
Texas transfers: 4 to Hearts; 4 to Spades

## 4. After 2 GF opening bid

2 = 5-8 any w/o 2-Aces  
2 = 0-4 any w/o 1-Ace  
2 = 9+ any w/o 55-shape or a good suit  
2NT = 9+ with some 55+ shape  
3 to 3 = 9+ hcpts with good 5+ card suit in ♠D/H/S/C♥  
3NT to 4 = 9+ hcpts with solid 1/0-loser suit in ♠C/D/H/S♥  
2 opener can relay in these sequences

## 5. After 2M (5M & 4+minor) opening bid

2 = Natural, invitational (after 2)  
2NT = minor suit enquiry; to play in minor or force to game o/wise  
3 = 15-17 no major fit (Opener can Pass with min & Clubs)  
3 = Game try in Opener's Major  
3M = Not invitational; 3NT = to play  
4m = Splinter

6. After Opener pre-empts at 3-level

new suit = GF. Responder bids in steps as follows:

step-1 = no fit (at most xx)

step-2/3 = fit + lo/hi shortage

step-4/5 = fit, no shortage, good/bad controls

raise = not invitational over minor; 2-way (weak/strong) over Major

jump new suit = denial cue

3NT = to play; 4NT = KCB for opener's suit

5 = GSF over minor pre-empt; 5NT = GSF over Major pre-empt

7. Other Conventions and styles not mentioned above

4th-suit = artificial GF

Lebensohl over weak-two and 2-level overcall of our 1NT

Blackout after Opener's reverse (2NT = puppet to 3 if 16-18)

In GF minor: 4 = slam interest; 4 = KCA (for either minor)

Over strong 2NT: puppet Stayman; transfers and 3 = strong minors

Over strong 3NT: 4 = Baron; transfers and 4 = strong minors

Direct raises are usually pre-emptive; cue-raises show strength

8. GF 2-over-1 rebids and structures

After 1M-2m Opener rebids:

2M = artificial; denies ability to bid as below; now 2NT = artificial

enquiry for description

2NT = rel. balanced; no rag xx outside; now 3 = enquiry about range

and fit for Responder's suit

suit = natural; no extras promised at 2-level; extras promised at 3-

level

raise = 4+ support

jumps = splinters for Responder's suit

3NT = 18-19 bal typically xx in Responder's suit

3M = strong; typically no worse than 1-loser suit

4 = v. strong minor raise; 4 = KCB for Responder's minor