



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Change of suit after overcall forcing if next player passes!	Suit	Lead	In Partner's Suit		
	NT	4th from honour,overlead,MUD	Top from 3 small after supporting		Category: Green
		4th from honour,2nd from 4 small.			Country: Australia
		A/Q for attitude, K count or unblock			Event: Open Playoffs/PABF
	Subseq	Overlead			Players: Arjuna Delivera and Ian Robinson
	Other:				
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
1NT in 2nd seat shows 15-18		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
1NT in pass-out seat shows 11-14		Ace	Overlead(count from partner)	Overlead (attitude from partner)	Acol - 4 card openings (11)12-14 INT
1NT in 4th seat after response shows 5-5(4) weak take-out		King	Overlead(count from partner)	Asks for count or unblock	Opening balanced 11pts are rare
		Queen	Overlead(count from partner)	Asks for attitude	4th suit forcing to game
		Jack	Overlead(count from partner)	Overlead	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	Overlead(count from partner)	Overlead (could be interior sequence)	
1-Suit: weak	9				1NT Openings: 12-14
2-Suit: Strong jumps after weak opening at 2 level	Hi-x	shows even number		shows even number	2 OVER 1 Responses 9+pts
2NT overcall after 1 level opening shows 5-5 lower two suits	Lo-x	shows odd number		shows odd number	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopen: constructive	SIGNALS IN ORDER OF PRIORITY			2D = weak 6 cards in either major	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	2H = 4+♥ 4+♠ 6-11 pts
Michaels cues show both majors over minor and other major and minor over major	Suit:1st	Natural count	Natural count	Natural count	2S = 5 ♠ 6-11pts can have a minor- not compulsory to open
Jump cue asks for stopper	2nd				
	3rd				
	NT: 1st	Attitude to Ace/queen	Natural count	Natural count	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	Count/unblock to king	Suit preference		
2♣ transfers to 2♦ to show ♦s or ♥s and ♠s	3rd				
2♦ transfers to 2♥ to show ♥s or ♠s and ♣c	Signals (including Trumps): high low to indicate ruff (if important) or suit preference				
2♥ transfers to 2♠ to show ♠s or ♣c and ♦s					
2♠ shows ♣s and ♥s OR ♦s and ♠s (5-5 distribution)					
2NT transfers to 3♣ to show ♣s or ♦s and ♥s	DOUBLES				
x is penalties over weak and strong NT opening	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Initial double could be strong single suited hand				
x is take-out	x can replace game try in competition				
cue shows good two suiter	x of splinter shows suit or asks for lead of suit below				
	SPECIAL FORCING PASS SEQUENCES				
	In high level competitive situations pass can be forcing				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Over big1♣, x and 2♦ show majors.1NT shows odds. 2♥/2♠ show suit and minor	After 1NT is doubled, XX forces rescue to 2♣ to show single suiter				
Over strong club and 1D response same method but 2♦ natural	CTP (cards,take-out,penalties) in many situations				
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
	Modified blackout after reverse				
	Lebensohl after 1NT intervention and our double of weak 2 (slow shows)				
OVER OPPONENTS' TAKE OUT DOUBLE	2NT in competition could be Lebensohl or two places to play				
xx shows 10+ pts but new suit is unlimited	Psychics: After minimum suit rebid 3rd suit is artificial and game forcing				
	Invisible cue bids after opponent's two suited overcalls				

OPENING BID DESCRIPTIONS

Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		4	4♥		Fit showing jumps guarantee outside shortage	Jump shift by opener is a splinter (6 or less losers)	
					1NT 6-9. 2NT raise(limit or strong) 3NT raise (13-15)	Double jump shift shows void	
1♦		4	4♥				
1♥		4	4♥				
1♠		4	4♥				
1NT			4♥	12-14pts	Stayman and transfers. 3 level bids strong	Baron initiated by 2D transfer then 2S	
2♣	Yes		4♥	Strong balanced,Acol 2 or better	2♦ =0-3 or 10+ , 2♥ = 4-6 any 2♠ =7-9 balanced	2♥ after 2♦ response is game forcing then 2S = 0-3	
2♦				Weak either major 6-11	2NT = enquiry. Major is pass or correct. Minor to play		
2♥				Weak both majors 6-11	2NT = enquiry. others non forcing		
2♠		5		5♠s 6-11 can have a minor	2NT = enquiry. others non forcing		
2NT				5-5 minors 6-11pts	New suit natural and forcing		
3♣		6					
3♦		6					
3♥		6					
3♠		6					
3NT	Yes	7		Gambling in a minor	Bids in a minor are correctable		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	Yes			Both minors			
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

Slam sacrifice convention at equal or favourable vul

cue bids show 1st or 2nd round control

3NT in cue bidding situations shows trump control(s)

Key card blackwood 30 41. Then 5NT asks for specific kings/source of tricks

Exclusion key card blackwood

After intervention over Blackwood D1P2, R1P2 and PEDO

4♣/♦ is minor suit blackwood if cue bidding sequence is stil possible

Raise of splinter is blackwood

GSF

Supplementary notes file (WFB Convention card NOTES.txt) Arjuna Delivera and Ian Robinson (Aus

Over transfer responses to 1C double shows overcall in suit bid and cue is take-out. After 1C -1S(showing balanced or diamonds) x shows spades and 1NT is major suit take-out. If 1S guarantees diamonds 2D is takeout and 1NT is weak two-suited takeout