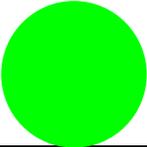


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			 	<b>CATEGORY:</b> Natural - Green <b>NCBO:</b> Australia <b>EVENTS:</b> Seniors 2010 <b>PLAYERS:</b> Avi Kanetkar – Terry Brown <small>Rev: 31/03/10</small>
Fairly standard style. May be aggressive.			Lead	In Partner's Suit		
Responses: new suit = F if you pass or X; NF if you bid.		<b>Suit</b>	Top of sequence, 4 <sup>th</sup> best.	Same		
Cue = sound raise, 3 <sup>(+)</sup> support. Jump cue= same, 4 <sup>+</sup> . NT bids = nat, NF. Jump new suit = fit showing.		<b>NT</b>	Same.	Same		
<b>Re-open:</b> Much the same.		<b>Subsequent</b>	Same.	Same		
<b>1NT OVERCALLS (2<sup>nd</sup> / 4<sup>th</sup> Live; Responses; Reopening)</b>		<b>Other:</b>				
15-18 direct, 11-14 reopening.		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
Responses as to opening 1NT		Lead	Vs. Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>	
		<b>Ace</b>	A(x) / AK(x)	Same	Standard, strong NT, 5 card majors.	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		<b>King</b>	K(x), KQ(x)	Same		
<b>1-suit:</b> 2x / 3x = weak (direct) / intermediate (reopening).		<b>Queen</b>	Q(x), QJ(x)	Same		
<b>2-suit:</b> 2NT = 5-5 lowest unbid suits (direct only).		<b>Jack</b>	J(x), J10(x)	Same		
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>10</b>	10x, 109(x)	Same		
(1m) 2m=5♠ 5♥. (1M)2M=5OM 5m. Wide strength.		<b>9</b>	9x, 2 <sup>nd</sup> of bad suit.	Same		
2NT response = asks for other suit.		<b>Hi-x</b>	2 <sup>nd</sup> of bad suit, or 4 <sup>th</sup> best.	Same		
		<b>Lo-x</b>	2 <sup>nd</sup> of bad suit, or 4 <sup>th</sup> best.	Same	<b>1NT Opening:</b> 1NT = 15-17, 5M common. May be 14 or offshape. <b>2 OVER 1 Response:</b> All natural 10 <sup>+</sup> .	
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
Over 1x / weak 2x, 3x=stopper ask.			Partner's Lead	Declarer's Lead	Discarding	3NT = minimum opening, 5♠ 6♥.
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		<b>Suit</b>	1 Hi=ENCRG	Hi=E original	Hi=ENCRG	
X of 1NT = penalty. 2♣ = 1 suited, 2♦ = ♥+♠, 2M=M+m			2 Hi=E original	S/P	Hi=E original	
			3 S/P		S/P	
		<b>NT</b>	1 Hi=ENCRG	Hi=E original	Hi=ENCRG	
			2 Hi=E original	S/P	Hi=E original	
			3 S/P		S/P	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		<b>Signals (including Trumps):</b> Standard attitude / standard count.				
X = T/O						
		<b>DOUBLES</b>				
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
Jumps: weak.		Either support for 2 <sup>(+)</sup> suits (esp majors) or strong.				
X of strong 1♣ = majors, 1NT = minors.						<b>SPECIAL FORCING PASS SEQUENCES</b>
						At high level, pass often F at unfav vul; pass-then-pull = slam try.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES</b>				
XX = penalty oriented, others = unchanged.						<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
						HCP ranges shown on this card are best indication of meaning but we may vary HCP depending on hand quality & context.
		<b>PSYCHICS:</b>				
		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 <sup>+</sup> , 3 <sup>+</sup> ♣.	1NT = 6-10 balanced. 2♣ = 10 <sup>+</sup> , 4 <sup>+</sup> ♣. 3♣ = weak, 5 <sup>+</sup> ♣. 2♦ / 2♥/2♠ = natural, slam interest. 2NT = 11-12, NF. 3♦/3♥/3♠ = splinter, GF, 5 <sup>+</sup> ♣.	Over 1♣-1x, 1NT: 2♣ = checkback. 4 <sup>th</sup> suit = FG.	Same. Maybe not normal shape/strength.
1♦		3	4♥	11 <sup>+</sup> , 4 <sup>+</sup> ♦ (or 4:4:3:2).	As over 1♣.	As over 1♣.	Same. Maybe not normal shape/strength.
1♥		5	4♦	11 <sup>+</sup> , 5 <sup>+</sup> ♥.	1NT = 6-10. 2♥ = 6-9. 2 of a minor = 10 <sup>+</sup> . 2♠ = invitational, 3 card ♥ support. 2NT/3♣/3♦=4 card supp: 2NT=GF,3♣=10-12,3♦=6-9.		Same. Maybe not normal shape/strength.
1♠		5	4♥	11 <sup>+</sup> , 5 <sup>+</sup> ♠.	As after 1♥. 3♥ = invitational, 3 card ♠ support.	As after 1♥.	Same. Maybe not normal shape/strength.
1NT			4♥	15-17 BAL. (Maybe 14 with long suit.) Maybe 5M or 6m or 5422. Maybe singleton A or K.	2♣ = Stayman. 2♦ = transfer, 5 <sup>+</sup> ♥. 2♥ = transfer, 5 <sup>+</sup> ♠. 2♠ = transfer, 6 <sup>+</sup> ♣. 2NT = transfer, 6 <sup>+</sup> ♦. 3♣/♦/♥/♠ = natural, slam interest.		Same.
2♣	Y	0	4♦	Game force.	2♦ = waiting. Others = natural positive.		Same.
2♦	Y	6(5)	pen	Weak 2, 6 card suit normal, 6-10.	2NT = ask.		Same.
2♥	Y	6(5)	pen	Weak 2, 6 card suit normal, 6-10	2NT = ask.		
2♠	Y	6(5)	pen	Weak 2, 6 card suit normal, 6-10	2NT = ask.		
2NT			pen	20-22 balanced or semi-bal.	3♣ = Puppet Stayman. 3♦ / 3♥ = trf. 3♠ = minors.	<b>HIGH LEVEL BIDDING</b>	
3♣		6	pen	Natural.		RKCB.	
3♦		6	pen	Natural.		Control bids at 4 level may = 1st or 2nd controls.	
3♥		6	pen	Natural.			
3♠		6	pen	Natural.			
3NT	Y		pen	Min opening 6♥/5♠.	4♣ = sets ♥, 4♦ = sets ♠, 4M = to play.		
4m		7	pen	Natural.	Natural.		
4M		6	pen	Natural.			