



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Colored Stickers: 	CATEGORY: NCBO: Australian EVENTS: Youth U26 PLAYERS: Michael Whibley & Justin Howard
1 Level overcalls light and wide-ranging		Lead	In Partner's Suit			
5+ HCP NV, occasional 4 card suits all vuls	Suit	3/5	3/5			
2 level overcalls generally sound	NT	3/5	3/5			
In RESP. cue raise and new suits are 1RF - Transfers	Subsequent	ATT or SP or Count	ATT or SP			
Re-open: 8+	Other: Ace Asks For ATT, King Asks for Count					
	General Approach:					
1NT OVERCALLS (2nd / 4thLive; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Direct = 15-18	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
Reopening = 10-14	Ace	A(x), AK(x), AKQ(x) ect.	AK(x), AKQ(x)	2/1 Game Force (5-card majors (semi-F 1NT response))		
Responses: system on (stayman/transfers ect.)	King	AK(x), AKQ(x), KQ(x), K(x)	AK(x), AKQ(x), KQ(x)	Open Heavy 1-bids		
	Queen	KQ(x), QJ10(x), QJ9(x), Q(x)	QJ10(x), QJ9(x)	Transfer responses 1C opening and in comp.		
	Jack	KJ10(x), J109(x), J108(x), Jx	AJ10(x), KJ10(x), J109(x)	2C opening = 18-19 BAL, 2D opening = Game Force ART		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(K/Q)109(x), 109(x), 10(x)	(A/K/Q)109(x), 109(x), 10(x)	NAT weak 2M Bids pretty much always 6 except 1 st seat Not Vul		
1-suit: Pre-emptive and almost always 6+ cards	9	3rd from length or Dbleton	3rd from length or Dbleton	1NT Opening: (14)15-17 BAL/Semi-BAL		
2-suit: Constructive	Hi-x	3rd from length or Dbleton	3rd from length or Dbleton	2 OVER 1 Response: Game Forcing		
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding		
Michaels = Constructive 5/5+	Suit	1 Hi=Disc	Hi=Odd	Hi=Disc	2C opening = 18-19 BAL/Semi-BAL with ART responses	
(1m)-2m = both majors 5+/5+		2 Hi=Odd	S/P	Hi=Odd	2D opening = GF	
(1x) - 2NT = lowest 2		3 S/P	-	S/P	Xfer responses to 1C opening (1D=4+H, 1H=4+S & 1S= no 4 card M)	
	NT	1 Hi=Disc	Hi=Odd	Hi=Disc	This includes X of 1C/1D/1H/1S and 1D overcall	
VS. NT (vs. Strong / Weak; Reopening; PH)		2 Hi=Odd	S/P	Hi=Odd	BERGEN Four Card Raises of 1M	
2C = both majors 4+4+		3 S/P	-	S/P	Weak Jump Raises in COMP and Fit Showing Jumps	
2D = good major	Signals (including Trumps): Hi-Lo is S/P or asks for a ruff			Scrambling 2NT in COMP (two places to play)		
2H/S = weak major NAT	UDCA normally – S/P is given when a long suit is being ran (even when following)			LEBENSÖHL after 1NT openings and 2 level openings		
2NT = minors, 3C/3D = constructive, X = Penalties or balancing	DOUBLES			GAMBLING 3NT		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						
X = T/O through 4H, X of 4S+ = values	TAKEOUT DOUBLES (Style; Responses; Reopening)					
Transfers and switcharoo after 2/3 level bids	Can be lighter with good shape. Virtually always shows tolerance for un bid suits					
(3C) x p 3D lebensohl	Heavy overcalls. 1m-(X)-1M-(X) is for penalties. Cue bid forces to suit agreement					
	Resp. doubles through 4H.					
VS. ARTIFICIAL STRONG OPENINGS	2NT in comp is either LEB or Scrambling					
Suction (1 and 2 level) 3 level = natural	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
The suit above or the other 2 suits	After all doubles of our 1 level openings XX and other suits are transfers			When we have shown game values or have clear ownership of the hand		
1NT after a strong club is the Odd suits	High level negative doubles can be off shape and slightly flexible			When it is obvious the opposition is sacrificing		
	RESP doubles have more emphasis of major suits			When we have forced to a level higher than the ops have bid		
OVER OPPONENTS' TAKEOUT DOUBLE	Support doubles after opening the bidding			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
Transfers (including XX) ater 1C-1S openings	Game try doubles when no room for inviting			Low Level Doubles are almost always T/O		
XX are often transfers	Lead-directing doubles of Cue/ART bids, Double of own suit is either good hand			Low Level Bids in COMP are often transfers (including doubles)		
Use double as step	or don't lead the suit.			Low level relays and shape/range finders		
				PSYCHICS: Rare - Light in 3rd seat (fairly common)		

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION / COMPETITIVE BIDDING	PASSED HAND BIDDING / COMPETITIVE BIDDING
1♣				10)11+ HCP, 2+C	1D =4+H, 1H=4+S , 1S= no 4M, 1NT=11-12 4+C 2C – GF, 2D = NAT GF, 2NT = 8-11 with clubs 3C = 0-7 NAT	Accepting TRF shows 3M, or 4M with 11-14 1C-1D-2S = 6C5S 10-14	
1♦				10+ HCP, 4+D	2D = NAT GF, 2M = 8-11 NAT 3C=8-11, 3M=SPL 2NT = natural, 3NT = 12-15 4333 no major Transfers after 1m (2M) overcall from 2NT to 3M	UNBAL. Others NAT 1D – 1H – 2S = 6D3H Invite	
1♥				10+ HCP, 5+H	1H – 3m = NAT inv, 1H-3H=0-6 4+H, 1H-2C = BAL GF or 3 card limit raise+ or NAT GF, 2NT = Invite+ Raise 4 cards 2S=6-9 4H	NAT. Over 1m-2M we play same system as 2M opening Mostly NAT; responder is in control. Relays after a 2C response by both players – if interfered revert to Natural with forcing pass and XX options to penalise	
1♠				10+ HCP, 5+S	Same as above except 3H is the 6-9 4S 4 level bids are 9-13HCP splinters Transfers from 2NT up to 3M after a 1M – (2OM) by ops.	Swedish responses to 2NT bid After 1M -2M+1, 3M is min, 3x is extras and NAT	
1NT				(14)15-17 BAL-Semi BAL	2C-stayman, 2D/H-transfers, 2S-rangefinder or clubs 3M – SPL (3154 or 3145), 2NT = diamonds 3C = (minors choice of games) or 4441 with short Major 3D = Slam Try (minors)	Mostly NAT; responder is in control. Transfers after stayman + smolen Shortages after transfers – 2NT = 6/4 or 5/5 After 1NT – 2C – 2D – 4H = quant with 4C, 4S = Quant with 4D	
2♣				(17)18-19 BAL-Semi BAL	2D-3C=transfers, 3D = minors, 2S = puppet to 2NT 3H/S = SPL, 3NT = to play, 4NT = Quant	Same as 1NT	
2♦				Game Force	2H =wait, 2 under TRNS,3H-ODD,3S-minors,3NT-Majors	NAT, Std – after 2 Under transfers the suit between shows 0-1 Jumps by 2D opener are suit setting with serious 3NT to follow	
2♥				Standard weak 2	2S = asking, 2NT = Spades 1RF, new suits are semi F	Min, max, max, min (with shortage then without) next step asks for shortage unless 3H/3NT	
2♠				Standard weak 2	2NT = asking, new suits are semi F	Min, max, max, min (with shortage then without) next step asks for shortage unless 3S/3NT	
2NT				(19)20-22 BAL-Semi BAL	3C = simple, 3D/H = TRNS, 3S=3NT, 4C=majors, TRNS 4S = 2335 Quant, 4NT = Quant, 3NT = to play	HIGH LEVEL BIDDING	
3♣				Standard PRE	NAT 1RF, game bids are to play	1430 RKCB 1430 Exclusion RKCB	5NT is pick a slam when grand is not an option
3♦				Standard PRE	NAT 1RF, game bids are to play	Cue bid 1 st /2 nd round controls, focus on first	
3♥				Standard PRE	NAT 1RF, game bids are to play, 4C/D control ask	Forcing pass (rarely)	
3♠				Standard PRE	NAT 1RF, game bids are to play, 4C/D control ask	New suits can be lead directing or shape showing	
3NT				Gambling	4/5m pass or correct, 4M to play	6 key card black wood if a 2 suiter is shown and After Pre-empts 02112 key card	no agreed suit (sometimes have 2 RKCB)
4♣				Standard PRE	RKCB – 02112	5C = 0 or 2 w Q, 5D = 1 w/o Q, 5H = 1 w Q	
4♦				Standard PRE	RKCB – 02112	5S = 2 w/o Q, 5NT = 1 w void, 6x = 2 w void, 7 = 3	
4♥				Standard PRE	New suits are control asks, RKCB – 02112	After 5nt trump ask if major – 3 to bid grand, if	Minor 2 to bid grand. 6 suit = 0, 6C = 1, 6D = 2
4♠				Standard PRE	New suits are control asks, RKCB - 02112	Any time there are 2 suits at the same level we	Switch them at the 2/3 level (some transfers)
4NT				Ace Ask	5C = 0, 5D/H/S = that Ace, 5NT = 2, 6C = club ace	If doubled during relay xx shows interest to play	Pass shows good hand or mild interest to play