DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE						W/DE 0ti 0 0 40	
Overcalls maybe light		Lead		In Partner's Suit		_	WBF Convention Card 2.19	
response by non-passedd hand forcing one round	Suit	Suit 2nd/4th . low or hig		low or high		_		
	NT	2nd/4th		low or high		Category:	Green	
	Subseq			-		Country:	Australia	
	Other:			•		Event:		
		†				Players:	an THOMSON - Richard BRIGHTLING	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS	LEADS					JMMARY	
NT is 15-28 in 2nd and 16-19 in4 th live	Lead	Vs. Suit		Vs. NT	Vs. NT		GENERAL APPROACH AND STYLE	
Balancing NT = 10-14	Ace	STND		STND	STND		Standard 5 card major better minor, strong NT	
	King STND STND			2♦ opening is a weak -6 card Major				
	Queen	STND		STND STND		2♥, ≜ opening are 5 card suits 8-11pts		
	Jack	STND						
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	STND	ST					
1-Suit: Weak	9	STND		STND	STND			
2-Suit:	Hi-x	High from 2, middle from 3		High from 2	ligh from 2, middle from 3		gs: 15- 18 pts may include 5 catrd major	
	Lo-x	High from 2, middle from	1 3	High from 2	High from 2, middle from 3		2 OVER 1 Responses Forcing to 2NT or 3 of suit	
Reopen:	SIGNALS	IN ORDER OF PRIORIT	Υ			SPECIAL BI	DS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer'	's Lead	Lead Discarding			
direct cue = ♠ and another	Suit:1st	low=E	High = O	dd	Odd=E			
2NT = lower 2 suits	2nd	U/D count U/D count		nt	U/D count			
	3rd	3rd suit pref suit pref			suit pref			
	NT: 1st low=E High = O		dd Odd=E					
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	U/D count	U/D cour	nt	U/D count			
Over strong NT x = one suit, 2♣ = ♣+♦, 2♦=♥+♠, 2♥ = ♥+ minor, 2♠=♠+ minor	3rd	suit pref	suit pref suit pref		suit pref			
Over weak NT X= penalty, 2♣=♣+◊, 2◊=♥+♣	Signals (including Trumps):							
	DOUBLES							
	TAKEOUT	TAKEOUT DOUBLES (Style; Responses; Reopening)						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	When distr	When distributional X maybe light						
x= t/o	When part	ner is a passed hand X r	maybe light					
						SPECIAL FO	DRCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					2♣ opening 23+ balanced or strong playing tricks		
strong 1♣ - X = ♥+♠, 1NT=♣+◊	Over Multi	openings and interferen	ce over our	· 1NT - 3 X prir	nciple -			
strong 2♣ - x =≜ and another	first X cards, 2nd Xtakeout 3 X penalty							
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKE OUT DOUBLE								
xx = 10+								
Fitshowing jumps						Psychics:		
2 of lower suit = not forcing								
						•		

OPENING BID DESCRIPTIONS											
Opening	Artificial	Min.	Neg Dble thr Description		Responses	Subsequent Auction	Passed Hand Bidding				
1♣		3	4♠	11+	natural 6+, 2◊= limit raise in ♣, 2NT= strong raise or 16+	Natural, mini splinters	2NT = best raise, fitshowing jumps				
1¢		3	4♠	11+	natural 6+, 3♣= limit raise in ♦, 2NT= strong raise or 16+	Natural Mini splinters	2NT = best raise, fitshowing jumps				
1♥		5 (4)	4♠		natural 6+, 2≜=3 card limit raise in ♥, 2NT= strong raise o	·	2NT = best raise, fitshowing jumps				
1♠		5(4)	4♠	11+	natural 6+, 3= limit raise in ♣, 2NT= strong raise or 16+,3	Natural Mini splinters	2NT = best raise, fitshowing jumps				
1NT		15-18	4♠	can contain 5 card suit	2♣ = 5card staymen other 3 bids are transfers, 3level bid	after 2♣, 2♦ min no 5 major, 3 any max 5 card suit					
2♣	Yes	0	4♠	23+ bal or strong	2♦ = 0-3 or 10+, 2♥ =4-6 any, 2♠ =7-9 balanced or poor	after 2♣-2♦,2♥= gameforce then 2♣ = second neg					
2\$	Yes	0		weak 6 cards ♥ or ♠ 6-10 pts	Pass or correct = 2♥,♠,3♥,♠,4♥,♠ - 2nt = sy\uit range as						
2♥		5		8-11 5 card suit not 4 of other major	new suit one round force, 2NT shape and range ask	after 2NT - 3♣ = clubs 4+, 3♦ =5♦, 3 ♥= 3♣ and 3nt=253					
2♠		5		8-11 5 card suit not 4 of other majo	new suit one round force, 2NT shape and range ask	after 2NT - 3♣ = clubs 4+, 3♦ =5♦, 3 ♥= 4♦.3♠=3♥ and					
2NT				21-22 - balnced/ish	3♣= 5 card stayman, other transfers						
3♣		6		pre-empt	new suit forcing one round - fitshowing jumps	3NT or return to suit show 0/1 of responders suit					
3♦		6		pre-empt	new suit forcing one round - fitshowing jumps	3NT or return to suit show 0/1 of responders suit					
3♥		6		pre-empt	new suit forcing one round - fitshowing jumps	3NT or return to suit show 0/1 of responders suit					
3♠		6		pre-empt	new suit forcing one round except 4♥ to play	3NT or return to suit show 0/1 of responders suit					
3NT											
4♣	Yes	0		strong ♥	step is slam invite						
4♦	Yes	0		strong ≜	step is slam invite						
4♥				pre-empt							
4♠				pre-empt							
4NT				Minors							
5 ♣											
5♦											
5♥											
5♠											
5NT											
HIGH LEVEI	BIDDING		•								
Roman key card balckwood											
cue - usually first round											
			<u> </u>								