

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Generally sound overcalls = 5+card suits
Most 2/1 overcalls are of around opening strength
Constructive responses: 1NT, New Suits, same level
Invitational Responses: 2NT, Cue raises.
Forcing Responses: New suits, higher level, cues(one round).
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Immediate = 15-18 with Stayman, Transfers and Baron (System On)
Pass-out = 11-14 with Stayman, Transfers and Baron (System on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak Jump overcalls, usually 6-10 hcp and 6 cards, usually 7 at the 3-level
Intermediate Jump overcalls in pass-out seat only
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Direct cue of Major = Other major + minor (5+5+) up to about 12 hcp
Direct cue of Minor = Majors (5+5+) up to about 12 hcp
2NT overcall = Two lower ranked suits (5+5+) up to about 12 hcp
Jump cue = stopper ask.
VS. NT (vs. Strong/ Weak; Reopening; PH)
Cappelletti: 2♣ = Single suited 2♦ = both majors 2<major> = 5M-4+m
2NT = Minors 5+-5+. All overcalls deny values to double (i.e. under 16)
X = 15+ (13+ in pass-out vs Weak). No other distinctions for posn or strength
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
Over weak 2s: X = Values/T/O
Over artificial weak 2s X = values, next X = T/o, subsequent Xs are Penalty
Over weak 3s and 4 Minor X = T/o. Over 4 Major, X = values
Direct Cues suggest 5-5+ distribution with few losers (3-4)
VS. ARTIFICIAL STRONG OPENINGS
Over strong 1♣ TWERB up to and including 3NT Usually less than 13 hcp.
Suit bid = sut above or other two. NT = unmatched suits
Level dictated by enhanced shape rather than strength
Over strong 2♣ Natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 10/11+
2NT = quality raise to 3+ of opening suit
Other raises and bids 2+ = pre-emptive

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	Overlead style	Overlead style	
NT	Overlead style	Overlead style	
Subseq	Overlead	Overlead	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude signal	Asks for attitude signal	
King	Asks for count signal (AK or KQ)	Asks for count signal (AK or KQ)	
Queen	QJ(xxx)	AQJ(xx) or QJ(xxx)	
Jack	KJ10(x) or J10(xx)	AJ10(xx), KJ10(xx) or J10(xx)	
10	K109(x), Q109(x), 109(x), 10x	A109(x), K109(x), Q109(x) 109,	
9	109(x) or 9(x)	109(x) or 9(x)	
Hi-x	Even number	Even number	
Lo-x	Fouth Highest and MUD	Fourth Highest and MUD	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Reverse attitude	Reverse count	Reverse attitude(1st)
	2 Reverse count	McKenney	Reverse count
	3 McKenney	Foghorn	Foghorn
NT	1 Reverse attitude	Reverse count	Reverse attitude
	2 Reverse count	McKenney	Reverse count
	3 McKenney	Foghorn	Foghorn
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Usually sound but may be light if shape is good			
Responses limit in suits, cue = force			
Reopening: Good shape 10+ or good hand, 14+ or 15+ bal.			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
In competitive auctions X of raised suit = T/o other Xs show that suit			
1D: (1H): 2D: X may be good raise in hearts			
Negative Xs to 4♥			
Responsive Xs to 4♥			

WBF Convention Card
♠♥♦♣
Category: <u>Green</u>
NCBO: <u>Australia</u> EVENT: <u>PABFC</u>
PLAYERS: <u>Peter Chan</u>
<u>David Lusk</u>
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card majors
Weak NT
Prepared Club (2+)
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Bergen Raises over 1<major>
Twerb over Precision 1♣
Suit Bid or X = Next higher suit or the other two
NT bid = unmatched suits (♣+♥ or ♦+♠)
Level indicates enhanced shape rather than strength
Frequent Splinter Raises
Inverted Minor Raises
Frequent cue raises
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Many double jumps are splinters
PSYCHICS: Rare



