

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive opposite non-passed partner
Sound at 2 level opposite passed partner
Jump raises pre-emptive style, cue raises to show high card strength
Single jump in new suit = fit showing
Double jump in new suit = splinters
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP, system on
in balancing seat 10-14 HCP, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
weak but has a constructive element, typically 6-8hcp at 2-level, 7-10hcp at 3-level (if weaker may make simple overcall)
2NT for lower unbid suits
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
Michaels, no strength constraints but with some expectation of declaring on hand
Responses: ♣ bids are pass or correct (if opposite a minor), 2NT shows values
Jump cue = stopper ask (for 3NT)
VS. NT (vs. Strong/ Weak; Reopening; PH)
X = good hand, say 15+ hcp
2♣=single suiter, cheapest action for overcaller's suit
2♥/♠=bid M + m (5/4+), 2NT = minors
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
X = T/O
2NT & 3NT = natural
jumps to 4♣/♦ = leaping Michaels
over weak 2♥/♠ (or multi 2♦ with a M), after we double, then Lebensohl
over weak 2♦ (or if no M promised), after we double, then nat
weak 2♦ : cue 3♦ = Majors. Weak 2♥/♠: cuebid = stopper ask
multi 2♦:X = (15)16+, if balanced likely 19+hcp
VS. ARTIFICIAL STRONG OPENINGS
X = Majors, 1NT = minors
one level overcalls assumed sound, in response cheapest NT bid is F1
jump overcalls weak/wide range
OVER OPPONENTS' TAKEOUT DOUBLE
1suit: (X) : XX = 11+hcp, F to two of opener's suit (XX= the "C" in CTP)
1m: (X) : raise to 2m and 3m = 5-9 hcp, 2NT is limit raise or better in m
1M: (X) : 2m=NF, higher system on (eg Bergen raises)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	4th, may MUD three small	4th, if supported may top if weak	
NT	4th, may top three small	4th, if supported may top if weak	
Subseq			
King vs slam,pre-empt, or against 5 level contract, wants count			
Overlead all honour sequences			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	usually AK	usually AK	
King	overlead all	overlead all	
Queen	overlead all	overlead all	
Jack	overlead, KJ10 possible	overlead, AJ10, KJ10 possible	
10	overlead, interior seq possible	overlead, interior seq possible	
9	doubleton, may be top of nothing	doubleton, may be top of nothing	
Hi-x	doubleton, may be top of nothing	doubleton, may be top of nothing	
Lo-x	3+ cards, MUD	3+ cards	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 natural attitude	natural count	if high encouraging
	2 natural count	suit preference	natural count
	3 suit preference		
NT	1 as for suit	as for suit	as for suit
	2		
	3		
When discarding, often will throw low cards - no signalling			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
Takeout doubles may be light on hcp if short in opponents suit			
Double when they bid partner's suit to play in it is TO			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
In competitive sequences the first double by the partnership "shows cards/ value (C), the next double is takeout (T), the next double is penalty (P) or "CTP"			
XX is Pen, but XX of partner's overcall suit shows Hx(x) in suit H = A, K or Q			
X is pen after we pre-empt (incl weak two, WJO) or shown a 5/5 two suiter			
Support double (and XX) only at one of a suit level			
They overcall 1♥, X promises 4♠s, to bid 1♠ shows 5♠s			

WBFC Convention Card
<div> <div> ♠ ♥ ♦ ♣ </div> <div> </div> </div>
Category: Green
NCBO: Australia EVENT: 49th APBF Championships
PLAYERS: Chris Hughes
Avi Kanetkar
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Standard 5 card Majors, open 1♦ with 4-4 in minors
Strong 1NT (15-17)
2 - over- 1 guarantees another bid by responder
2♣ GF
2♦ / ♥ / ♠ weak
Bergen raises
4th suit forcing (GF except 1♠ is 11+HCP)
unnecessary jumps usually splinters, in competition fit showing
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
opening 3NT minimum opening 6♥ + 5♠
SPECIAL FORCING PASS SEQUENCES
1x:(X):XX = F to 2x
(1NT):X is F to 2♥ if they bid
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
in competitive situations: "CTP" = first X is cards, second X is TO, third X is Pen.
PSYCHICS: rare

OPENING	TICKET	ARTIFICIAL MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♣	nat 11+hcp	1♦ will be 11+hcp if have 4cM; 2♣=GF unless rebid 3♣ 2♦/♥/♠=strong; 2NT=11-12 bal; 3♣ = 5♣s 6-9hcp	after 2NT or 3NT response, bid of new suit = splinter checkback after opener rebids 1NT (12-14); 2♣=game invite or weak with long ♣s, bids of	minor suit raises unchanged jumps = fit showing
1♦		3	4♣	nat 11+hcp, 4♦s unless 4-4-3-2	2♦=GF unless rebid 3♦; 2♥/♠/3♣ = strong 3♦=5♦s 6-9 hcp; 3NT=4333 or 4432 (no 4cM) 13-14	2NT or higher are GF	
1♥		5	4♣	nat 10+hcp	2NT=14+hcp, 4♥s; 3♣s=10-11,4♥s; 3♦s=7-9, 4♥s; 3♥=3-6, 4♥s; 3NT=13-14 bal, 4♥s; 2♠=11-12, 3♥s; JS=SPL's,11-13hcp	Responder guarantees another bid after a 2-over-1 after 3NT (bal'd raise) a bid of a new suit = splinter 1M : 1NT; 2m=F1 and 2NT or higher is GF	2♦=Drury, 3c M support, 9-11 hcp 2NT = nat 3♣♦ = Bergen (still)
1♠		5	4♥	nat 10+hcp	similar as for 1♥ except 3♥=11-12, 3♠s		
1 NT				balanced 15-17 points, good 14hcp	Stayman doesn't promise 4M, 2♦/♥/♠/NT=TFR	Stayman then rebid: 2NT may not have 4M, 3♣♦=weak	
				5M possible with 14-15 hcp	3♠♦/♥/♠=strong nat, 4♣=gerber, 4NT=quant		
2♣	✓			GF, usually 23+hcp	2♦=waiting; 2♥/♠/3♣♦=5+suit to 2/3 top honours 2NT=8-10 scattered values	2♣2♦; suit bid: 3♣ (and 3♦ over 3♣) = 2nd neg. 2♣2♦; jump in suit - sets suit, asks for cue of an ace, with a control but no ace bid NT	
2♦		6	pen	weak two, assume 5-9 hcp & six suit	2NT = enquiry game interest, opener bids singleton JS = nat, sets suit as trumps but all game bids = to play		
2♥		6	pen	weak two, assume 5-9 hcp & six suit	as above		
2♠		6	pen	weak two, assume 5-9 hcp & six suit	as above		
2 NT				20-22 balanced, can be off shape	3♣=puppet stayman; 3♦/♥=TRF; 3♠=minors; 4♠♦=nat,strong		
3 bids		6(7)	pen	nat pre-empts	New suit=F, 4♣=keyBlackwood (4♦ over 3♣)		
3NT	✓		pen	6♥s & 5♠s min opening strength	4♣=slam try ♥s; 4♦=slam try ♠s; if accept give keyBlackwood responses		
4♣		7	pen	nat pre-empt	4♦=keyBlackwood, 4♥/♠=to play, 4NT=to play		
4♦		7	pen	nat pre-empt	4♥/♠=to play, 4NT=keyBlackwood		
4♥/♠		7	pen	nat pre-empt			
4NT			pen	both minors, less than opening strength		HIGH LEVEL BIDDING	
						Keycard Blackwood (0314), when ♥s agreed 4♣=KCB, when minor agreed (before 4m)then 4m=KCB, if minor agreed by 4m	
						then step=KCB. In competition; D0P1 and R0P1. Exclusion KCB, must be jump, responses unchanged.	
						5NT seven try after KCB else pick a slam (or grand slam force (0,1,1+, 6NT=2) if jump)	
						Cuebid first and second round controls, if skip a suit denies control in that suit	
						In cue sequences KCB still applies	