DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			WBF Convention Card				
Responding to O/calls	Lead in Partner's Suit		er's Suit					
2 of Partners suit = 5-9 with 3 card fit	Suit					Category i.e. Green / Blue / Red / HUM / Brown Sticker:		
Cue bid = 3 card fit with 10+ HCP	NT	2nd/4th, top of nothing		low from 3+		Country:		
2NT = 4 card fit with 10+ HCP	Subseq			Smith peter		Event: Mixed Trials		
Jump Cue Bid = 4 card support with 6-9	Other:	•				Players: Breda Synnott & Kevin O'Dea		
3 of Partner's suit = 4 card fit with 0-5 HCP		4						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY		
2nd = 15-18	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE		
4th = 10-14	Ace	AKx(+) or Ax(+) REV ATT		AKx(+) or Ax(+) REV ATT		Natural: Strong NT, 5M, 3m		
Response as if to 1NT opening, i,e, Stayman & Transfers	King			AKJT(+), KQT(+), KQx(+) CT/UB		1C/1D=3+, 2C=Strong, 2D=Multi, 2H/2S=5M&4+m (5-5 if Vul) and 5-11		
	Queen	QJ(+) REV ATT		QJ(+) REV ATT		2NT =20/21, 2D-2H/2NT=22-23, 2C-2D/2NT=24-26		
	Jack JT(+), Jx, REV ATT JT(+), Jx, AKJT-		, AKJT+	3 openings =6+				
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	10+, H109(+) REV A	п	10+, H10	09(+) H10x REV ATT	4C/4D=Strong 4H/4S opening with 3 Key Cards, 4H/4S is weaker opening		
1-Suit: Weak	9	9, 9x, 98xx,		9x, 98x,	98xx	1NT Openings: 14+ to 17. Infrequent Upgrades		
2-Suit: Ghestem	Hi-x	Sx, xSx(+)		Sx, Sxx(-	+)	2 OVER 1 Respon: GF		
Unusual NT = 2 lowest suits	Lo-x	HxS, HxxS		HxS, HxxS		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening:	SIGNALS IN ORDER OF PRIORITY			-				
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's	Lead	Discarding	2D (Multi)		
Direct Cue Bid = 2 suiter, extreme suits (e.g. 1C-2C=D+S)	Suit:1st	REV ATT	СТ			· · ·		
Jump Cue Bid = stopper ask	2nd	CT or S/P SP where Poss				Multi-Landy		
	3rd				СТ	,		
	NT: 1st	REV ATT / CT	Smith Peter					
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	CT or S/P	СТ					
Vs. Weak NT, X = penalty	3rd							
Vs. Strong NT, X = Clubs	Signals (	including Trumps):						
Vs Both Weak & Strong NT		S/P sometimes						
2D = Long Major (5+)								
2M = 5+M & 4+m	DOUBLES							
2NT = 5/5 minors	TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	Standard							
Over Weak 2 bids, X = take-out (then Lebensohl)								
Over other preempts, X = take-out to level of 4H	All Xs be	low game are take-ou	t			SPECIAL FORCING PASS SEQUENCES		
NT bids are to play	pur no solon game are take out					None		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			E DOUBLE	S/REDOUBLES			
None								
	Support doubles & redoubles			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
						Multi-Landy		
OVER OPPONENTS' TAKE OUT DOUBLE								
Standard						Psychics:		
						3rd in hand, lighter openings, particularly non-vul vs vul		

OPEN	IF	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-21, open 1♣ with 3♣ + 3♦	Natural, 2♣ = Inv+, 3♣ = 5-9	New minor forcing / 4th suit GF	
1♦		3	4♥	11-21, 1♦ = 4♦ unless 4=4=3=2	Natural, 2♦ = Inv+, 3♦ = 5-9	New minor forcing / 4th suit GF	
1♥ / 1♠		5(4)	4♥	11-21	2♣ = GF, can be 3+, 1NT = semi-forcing, 2NT=GF with 4 card support	For responses to Jacoby 2NT, see Note 1	Reverse Drury
				occasionally 4 card, 3rd in hand	3♣ = Bergen (6-9), 3♦ = Bergen (10/11),	New minor forcing / 4th suit GF	Doubles below game generally t/out
1 NT				15 to 17	Stayman (non-promissory), 2♦/2♥ transfers, 2♠ = ♣, 2NT = ♦	Garbage Stayman	Multi-Landy
				may incl 5M or 6m	3♣ = Asks for 5M (not 4M), 3♦ = ??, 3♥ = 31(54), 3♠ = 13(54),	Smolen	Lebensohl (SANS)
				May include a singleton honour	4•/4♥ = transfers, 4♣ = Gerber	After response of 2M to Stayman, 3OM =	
						slam try in M	
2.	√	0		Strong, 22+ or 9 playing tricks	2◆ = waiting	2NT rebid = 24/26	
2•	1	0		Weak 2 <b>♥</b> /2 <b>♠</b> or 22/23 Bal	2NT=Suit/Range enquiry	Responses to 2NT are 3♣ = Max with ♥	
					New suit natural & forcing	3♦ = Max with ♠, 3♥/3♠ min with bid M	
2♥		5		5+ <b>▼</b> & 4+ <b>♣</b> /4+ <b>♦</b> (5/5 if Vul)	2NT=Suit/Range enquiry	Responses to 2NT are 3♣ = min with ♣,	
2♠		5		5+♠ & 4+♣/4+♦ (5/5 if Vul)	2NT=Suit/Range enquiry	3♦ = min with ♦, 3♥ = max with ♣	
						3♠ = Max with ♦	
2 NT				20/21 Bal	3♣ = Puppet Stayman, 3♦/3♥ Transfers		
					3≜ = puppet to 3NT (minor slam try), 4♣ = Gerber, 4♦/4♥ Transfers		
3♣		6+		Pre-emptive	New suit forcing		
3♦		6+		Pre-emptive	New suit forcing		
3♥		6+		Pre-emptive	New suit forcing		
3♠		6+		Pre-emptive	New suit forcing	High Level Bi	dding
3 NT	<b>√</b>			4♣ to play in opener's minor	RKC Blackwood 1430		
			Long solid minor, no outside stopper		4◆ slam try in opener's minor	Voidwood 3041	
4.	1			Good 4♥ opening with 3+ Key cards	4♦ asks for extra, slam try	Non-Serious	3NT
4•	1			Good 4♠ opening with 3+ Key cards	4♥ asks for extras, slam try		
4♥				To play			
4♠				To play			
4NT				Asks for specific Aces			

Note #	Description					
1	Stenberg					
	After 1M-2NT:					
	3C = min (11-14), no void					
	3D = 15+ Bal					
	3H = 15+, single Club					
	3S = 15+ single Diamond					
	3NT = 15+ single Other Major					
	4C = void (any strenght)					
	4D = void (any strength)					
	4H = void in OM (even when Hearts is agreed suit)					
	After 1M-2NT/3C (min)					
	3D asks opener about distribution					
	3H/3S/3NT = short in C/D/OM					
	4C/4D = control in that suit (no shortage)					
	4H = H control if Spades agreed					
	4M =denies any of the above					