

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBV CONVENTION CARD																														
OVERCALLS	OPENING LEADS STYLE	Category Green																														
1M: 6-16 (17) ; 5+ or 4 good cards, light style. 2L: 10-16	<table border="1"> <thead> <tr> <th></th> <th>Suit</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>General</td> <td>3/low</td> <td>2/4 (high from xxx)</td> </tr> <tr> <td>Pd's suit</td> <td>3/5</td> <td>3/5</td> </tr> <tr> <td>Middle of game</td> <td>3/5 (+att)</td> <td>3/5 (+att)</td> </tr> <tr> <td>A</td> <td>AK dub or Ax+</td> <td>AK+ (att)</td> </tr> <tr> <td>K</td> <td>AK+, short K</td> <td>Unblock or count</td> </tr> <tr> <td>Q</td> <td>KQ+, short Q</td> <td>KQ+</td> </tr> <tr> <td>J</td> <td>QJ+, short J</td> <td>QJ+</td> </tr> <tr> <td>10</td> <td>JT+, short 10, KJT</td> <td>J10+, HJ10+</td> </tr> <tr> <td>9</td> <td>109+, short 9, HT9</td> <td>109+, HT9+</td> </tr> </tbody> </table>		Suit	NT	General	3/low	2/4 (high from xxx)	Pd's suit	3/5	3/5	Middle of game	3/5 (+att)	3/5 (+att)	A	AK dub or Ax+	AK+ (att)	K	AK+, short K	Unblock or count	Q	KQ+, short Q	KQ+	J	QJ+, short J	QJ+	10	JT+, short 10, KJT	J10+, HJ10+	9	109+, short 9, HT9	109+, HT9+	NCBO USA1
	Suit	NT																														
General	3/low	2/4 (high from xxx)																														
Pd's suit	3/5	3/5																														
Middle of game	3/5 (+att)	3/5 (+att)																														
A	AK dub or Ax+	AK+ (att)																														
K	AK+, short K	Unblock or count																														
Q	KQ+, short Q	KQ+																														
J	QJ+, short J	QJ+																														
10	JT+, short 10, KJT	J10+, HJ10+																														
9	109+, short 9, HT9	109+, HT9+																														
2L Vul = sound, Nvul = may be light single/jump raise = preemptive		EVENT Bermuda Bowl 2023																														
		PLAYERS Vincent DEMUY – John KRANYAK																														
INT OVERCALL	1st trick: STANDARD CARDING	GENERAL APPROACH AND STYLE																														
Live: 15-18, System On	After: REVERSE ATTITUDE, REVERSE COUNT, STD SP	2/1 5533																														
Balancing: (1m) 11-14, System ON	REVERSE SMITH in NT, REVERSE REMAINING COUNT	1NT Opening – (13+)14-17 (may have 5422, 6m)																														
(1M) 11-16 System ON	1st discard REVERSE ATTITUDE	2♣ Opening – (17+)18-20 balanced, 2N Opening – (20+)21-23 balanced																														
JUMP OVERCALLS	SIGNALS IN ORDER OF PRIORITY	2♦ Opening – W2♥ or any FG w/out primary ♥																														
Direct: weak NV, intermediate Vul	<table border="1"> <thead> <tr> <th></th> <th>SUIT</th> <th>NT</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Reverse attitude</td> <td>Reverse attitude</td> </tr> <tr> <td>2</td> <td>Reverse count</td> <td>Reverse count</td> </tr> <tr> <td>3</td> <td>Standard SP</td> <td>Standard SP</td> </tr> </tbody> </table>		SUIT	NT	1	Reverse attitude	Reverse attitude	2	Reverse count	Reverse count	3	Standard SP	Standard SP	2♥ Opening – 5+♥ FG																		
	SUIT	NT																														
1	Reverse attitude	Reverse attitude																														
2	Reverse count	Reverse count																														
3	Standard SP	Standard SP																														
Balancing: intermediate (10-15)		2♠ Opening – W2♠																														
		SPECIAL BIDS THAT MAY REQUIRE DEFENCE																														
DIRECT and JUMP CUE		2♣ = (17+)18-20 balanced, 2♦ = W2♥ or FG no ♥																														
(1m) 2♦ = Michael's Cue Bid, (1M) 2M = Michael's Cue Bid		Some transfers in competition.																														
(1m) 3m = natural preemptive, (1M) 3M = asks for stopper		1N – 2♦ = INV Stayman or ♥																														
(2M) 3M = weaker Michael's Cue Bid, (2M) 4m = strong Michael's Cue Bid		1N – 2♣ = Stayman does not promise a 4cM and does not show any points																														
(2M) 4M = strong with minors																																
(2m nat) 3m = both Majors, 4♣ = ♥+om, 4♦ = ♠+om																																
VS.NT	EXCEPTIONS TO RUSINOW LEADS:																															
DBL = good hand (4M5+m by PH), 2♣ = MM, 2♦ = one M, 2M = M+m	- opponent's suit																															
2N = mm	- partner's suit																															
VS. PREEMPTS	- whenever there is a preempt leads in any suit are standard																															
3C: 4♣ = ♦+M, 4♦ = MM	- when partner shows 15+ or equivalent																															
3D: 4♣ = ♣+M, 4♦ = MM	- when known to have trump length in a doubled contract																															
3M: 4♣ = ♣+OM, 4♦ = ♦+OM																																
	DOUBLES																															
VS. ARTIFICIAL STRONG OPENING	TAKE OUT DOUBLES	SPECIAL FORCING PASS SEQUENCES																														
(1♣) X = MM, 1N = mm (also after 1♣-1♦)	Light (9+) if proper (ex: 4441) distribution in any position																															
(2♣ or any strong art opening) X = MM	Most low level DBLs are T/O or COMP																															
OVER OPPONENTS DOUBLE	SPECIAL ARTIFICIAL DOUBLES/REDOUBLES	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE																														
1m/M (DBL) RDBL = 10+ (then pen double unless they jump or support)	Lead directing DBL																															
1M (DBL) transfers from 1N+	Support DBL/RDBL; PEN DBLs after opening Weak 2/3																															
2♦ (DBL) transfers, 2♣ (DBL) transfers	Game try DBL; (3 in our Suit is COMP)																															
		PSYCHES																														
		Rare.																														

OPENING	ART	MIN	NEG	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND
1♣		3	7♥	3+♣, ♣♦♥♠ 11-14 balanced 11+ unbalanced	1♦=4+ (FG if 4M), 1M=4+F1, 2♣=nat FG, 2♦=limit raise, 2♥=55MM less than INV, 2♠=mixed raise, 2N=nat INV, 3♣=weak, 3♦♥♠=preemptive.	2-way NMF. Spiral raises. 1♣-2♣: 2♣ from either is 15+.	2-way NMF is OFF. Inverted minors are OFF.
1♦		3	7♥	3+♦. 11-14 balanced 11+ unbalanced	1M=4+F1, 2♣=nat FG, 2♦=nat FG, 2♥=55MM less than INV, 2♠=limit raise, 2N=nat INV, 3♣=nat INV, 3♦=mixed/weak, 3♥♠=preemptive.	2-way NMF. Spiral raises. 1♦-2♦: 2♦ from either is 15+.	2-way NMF is OFF. Inverted minors are OFF.
1♥		5	7♦	5+♥. 11-14 balanced 11+ unbalanced	1NT=SF, 2/1=FG, 2♠=nat less than INV, 2N=4+♥ FG, 3♣=limit raise 4♥ or 3♥ unbalanced, 3♦=nat INV, 3♥=mixed/weak, 3♠=unspecified void (weak), 3N=♠ void, 4m=m void.	1♥-1♣-1N=bal or ♦, 1♥-1♣-2♦=15+ w/ 3♣ or 6+♥, 1♥-1♣-2N=4♠. 1♥-2N: 3♣ short ♣ or bal, 3♦ short, 3♥ short ♠, 3♠ unspecified void, 3N ♠ void, 4m void.	2-way Drury.
1♠		5	7♦	5+♠. 11-14 balanced 11+ unbalanced	1NT=SF, 2/1=FG, 2N=4+♠ FG, 3♣=6+♥ INV, 3♦=limit raise 4♠ or 3♠ unbalanced, 3♥=nat INV (length not points), 3♠=mixed/weak, 3N=unspecified void (weak), 4m/♥=void.	1♠-1N: 2♣=Gazzollo, 2N=6+♠ or 4+♦ FG, 3♦=54(31), 3N=5422. 1♠-2N: 3♣ short ♣ or bal, 3♦ short, 3♥ short, 3♠ unspecified void, 3N ♥ void, 4m void.	2-way Drury.
1NT		2	7♥	(13+)14-17 balanced May have 5M or 6m	2♣=Stayman, 2♦=INV Stayman or ♥, 2♥=trsf, 2♠=range ask or ♣, 2NT=♦ or mm weak, 3♣=Puppet Stayman, 3♦=55+mm FG, 3♥/♠=(13)(54), 4♠=2245 Quant, 4♥/♥=trsf, 4♠=2254 slam force, 4N=2254 Quant.	1N-2♣: 2♣ from responder 5♠ INV, Smolen, 2N/3♣ transfers 1N-2♦/♥: transfers after transfers 1N-2♠: 3L from responder shortage w/ ♣	Same.
2♣	Y	2	7♥	(17+)18-20 balanced May have 5M or 6m	2♦=4+♥, 2♥=4+♠, 2♠=relay to 2N, 2N=6+M, 3♣=♦, 3♦=55mm FG, 3♥=short, 3♠=short, 4♣=2245 Quant, 4♥/♥=trsf, 4♠=2254 slam force, 4N=2254 Quant.	2♣-2♠-2N: 3♣ system ON as per 2N opening. 2♣-2♦/♥: transfers after transfers	Same.
2♦	Y	0	2♦	Weak Two in ♥ OR any FG w/out primary ♥	2♥=P/C, 2♠=nat F1, 2N=enquiry, 3m=nat F, 4♥=to play (with values)	2♦-2N: 3♣=non min 6♥, 3♦=6♥4m, 3♥=min, 3♠=7♥, 3N=6♥4♠. Else=natural strong and forcing to slam.	Same.
2♥		5	2♥	5+♥ FG (not 5332)	2♠=waiting, 2N=6♠, 3m=nat, 3♥=4♥ balanced, 3♠=unspecified splinter (less than 1KC+control), 3N=short ♠, 4m=short, 4♥=4♥ balanced, really bad.	2♥-2♠: transfers	Same.
2♠		5	2♠	Weak Two in ♠	2N=enquiry, new suit=F1, 3♠=preemptive, 4♠=KC	2♠-2N: 3♣=non min 6♠, 3♦=6♠4m, 3♥=7♠, 3♠=min, 3N=4♥6♠.	Same.
2NT		2	7♥	(20+)21-23 balanced May have 5M or 6m	3♣=Puppet Stayman (mod.), 3♦/♥=trsf, 3♠=msS or ♣, 4♣/♦/♥=♦/♥/♠ slam try, 4N=Quant, 4♠/5♠=trsf ♣/♦.	2N-3♣: 3♦=no 4M or 5♠, 3♥=4-5♥, 3♠=4♠, 3N=44MM. 2N-3♦-3♥-3♠=5♠5♥ FG.	Same.
3♣/♦		6	3♣/♦	Natural preemptive	New suit forcing. 4om=KC	HIGH LEVEL BIDDING One over KC: 3041 Step Q ask: up the line K responses Second step K ask: up the line responses Other steps ask for third round control up the line Non serious 3♠ (over ♥) and 3N (over ♠) 3-step EKCB: even/odd/odd with 3-step KC occasionally: even/odd/odd with	
3♥/♠		6	3♥/♠	Natural preemptive	3♥: 4♣=slam try ♥. 3♠: 4♣=COG or 4♥ signoff, 4♦=slam try ♠, 4♥/5m=nat slam try		
3NT	Y	7		Solid M	4♠=trsf me to your suit, 4♦=slam try, 4M=to play.		
4♣/♦/♥/♠		5		Natural preemptive	4♣-4♦=KC, 4♦-4N=slam try ♦ 4♦-4♥=to play, 4♥-4♠=to play 4M-4N=KC (3-step over ♥)		