


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card <div></div>		
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE					
1 Level 8 - 17; 2 Level 11 - 17			Lead	in Partner's Suit			
NT Resp = SF/M, NF/m	Suit	3rd/low		same	Category : Green		
New suit = NF Constructive; Cue = Forcing	NT	2nd/4th		same	Country:	Indonesia	
Drury	Subseq	same as above		same	Event:	Women	
Reopening can be weak	Other:	K asks UB/CT vs NT; A/Q Asks ATT; 0/2 honor lead			Players:	Lusje Olha Bojoh - Dewita Sonya Tarabunga	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd pos = good 15 - 18, system on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE		
4th pos = 11 - 14, system on	Ace	AKx(+); Ax(+)	AKx(+); Ax(+)		STD 5542; Short C only for 4432		
4th pos jump 2NT = Bal 18 - 20	King	AK; KQx(+)	AKJT(+); KQJ(+); KQT9(+)		Multi 2♦; 2M Two suiter M + m		
Promise stopper	Queen	QJ; QJx(+)	KQ(+)		Level 3 and 4 preemptive; May be light if NV;		
	Jack	JT; JTx(+)	JT(+)		Gambling 3NT		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9; T9x(+); KJTx(+)		T9(+); HJTx(+)		
1-Suit: Nat weak 6+	9	HT9x(+); 9x		HT9x(+)		1NT Openings: (14)15 - 17 HCP; may have 5M or 6m; may have singleton honor	
2-Suit: Unusual 2NT, Leaping michaels	Hi-x	Sx; xxSx; xxSxxx		xSx; xSxx+		2 OVER 1 Responses: FG over M; F1 over m	
	Lo-x	xxS; xxxS		HxS; HxxS+		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Nat intermediate 6+	SIGNALS IN ORDER OF PRIORITY					2♦ = Weak one Major	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	2M = Weak 2 suiter M + m	
(1M) - 2M = 55 OM + m	Suit:1st	Low Encourage	Hi/Lo = Odd		Low Encourage	Gambling 3NT, solid m no outside A/K	
(1m) - 2m = 55 Majors; (1♦ prec) - 2♦ = Nat	2nd	Hi/Lo = Odd	S/P		Hi/Lo = Odd	Reverse Flannery	
(1M) - 3M = Asking stopper	3rd	S/P			S/P	Reverse Drury	
(1m) - 3m = Nat preempt	NT: 1st	Low Encourage	Hi/Lo = Odd		Low Encourage	Lebensohl	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Hi/Lo = Odd	S/P	Hi/Lo = Odd	Two way checkback	
Multi Landy	3rd	S/P			S/P	Michaels and Leaping Michaels	
DBL = Penalty	Signals (including Trumps):						
2♣ = Both majors (can be 54); 2♦ Resp = Ask better major	Reverse Smith Echo vs NT						
2♦ = 1 suiter major; Resp similar to opening	Remainder count = Hi/Lo odd						
2♥/♠ = ♥/♠ + m; Resp similar to opening	DOUBLES						
		TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		T/O 11+ or 18+ any; may be lighter with shape					
Lebensohl after 2x - DBL	Jump = Inv; Double Jump = Block						
Leaping Michaels	Cue = FG; Jump cue = ask stop					SPECIAL FORCING PASS SEQUENCES	
Otherwise natural	Resp double; Lebensohl						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
Vs 1♣: X = Majors; 1NT = Minors; Natural	Negative/Resp double through 4♦						
Vs 2♣: X = Majors; 2NT = Minors; Natural	1♣ - (1♦) - X = 44 Major					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Support double through level 2						
	Maximal double/redouble						
OVER OPPONENTS' TAKE OUT DOUBLE		Most low level double is T/O					
xx = 10+ no fit						Psychics: Rare	
Over 1M - (x): 1NT/2♣/2♦ (if ♠) = Transfer; 2(M-1) = Good raise							
2M = Weak raise; 2NT = Inv or FG raise							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♦	11 - 22 HCP 2+♣, only 2 for 4432	1♦/♥/♠ = Nat 4+ crd; 1NT = no 4 crd 5-9	1M = Unbal; 1NT = 11-14 Bal may have 4M	
					2♣ = Inverted minor, 10+; 2♦ = weak nat	1♣-2♣-2♦=11-14 Bal 2/3♣; 2♥=4414;	
					2♥/♠ = 5♣4+♥ 5-8/9-11; 2NT = Bal 11-12	2♠=4+♣ FG	
					3♣/♦/♥/♠ = Preemptive; 3NT = Bal 13-15	Two way checkback; 4th suit FG	
1♦		4	4♦	11 - 22 HCP 4+♦	1♥/♠ = Nat 4+ crd; 1NT = no 4M, 5-9; 2♣ = Nat 10+, F to 2NT/3♣	1♦-1♥-1♠ = Unbal; 1NT may have 4♣	
					2♦ = Inverted minor, 10+; 2♥/♠ = 5♣4+♥ 5-8/9-11	1♦-2♦-2♥=FG; 2♠=Inv; 2NT=18-19 Bal	
					2NT = Bal 11-12; 3♣/♦/♥/♠ = Preemptive; 3NT = Bal 13-15	Two way checkback; 4th suit FG	
1♥		5	4♦	11 - 22 HCP 5+♥	1♠ = Nat 4+ crd; 1NT = SF; 2♣ = GF any; 2♦ = GF 5+♦	1♥-1NT-2m = can be 3;	2♣ Drury
					2♥ = 3 crd 6-10; 2♠ = Nat weak; 2NT = 4+♥, inv	Long/short suit game try	
					3♣ = 3♥ inv unbal; 3♦ = 4+♥ GF any short; 3♥ = Preemptive	Two way checkback; 4th suit GF	
					3♣/3NT/4♣ = 9 - 11 void ♠/♦/♣; 4♦ = better than 4♥	1♥-3♦-3♥-3NT/4♣/4♦ = single ♠/♣/♦	
1♠		5	4♦	11 - 22 HCP 5+♠	1NT = SF; 2♣ = GF any; 2♦/♥ = GF 5+♦/♥; 2♠ = 3 crd 6-10	1♠-1NT-2m = can be 3;	2♣ Drury
					2NT = 4+♠, inv; 3♣ = 3♠ inv unbal; 3♦ = 4+♠ GF any short	Long/short suit game try	
					3♠ = Preemptive; 3♥/3NT/4♣ = 9 - 11 void ♥/♦/♣	Two way checkback; 4th suit GF	
					4♦ = better than 4♣; 4♥ = Natural to play	1♠-3♦-3♥-3NT/4♣/4♦ = single ♥/♣/♦	
1NT			4♦	15 - 17 BAL May have 5M or 6m May have singleton honor	2♣ = Stayman; 2♦/♥ = TRF ♥/♠; 2S = ♣/Range ask; 2NT = ♦	1NT-2♣-2NT/3♣ = Both M min/max	
					3♣ = Puppet stayman; 3♦ = Minors FG; 3♥ = 31(45); 3♠ = 13(45)	1NT-2♣-2NT/3♣ = Min/Max	
					3NT = To play; 4♣ = Gerber; 4♦/♥ = TRF ♥/♠	1NT-2♣-2♦-3♥/♠ = Smolen	
2♣	✓			GF except 2NT rebid	2♦ = 0/1 control; 2♥ = 2 controls; 2♠ = 3 or more controls	2♣-2♦-2NT = 22-24 BAL	
						2♣-2♦-2♥-2♠-2NT = 25+ BAL	
2♦	✓			6 - 10 HCP Weak two in M	2♥/2♠/3♥ = P/C; 3♠ = Nat inv; 4♥/♠ = To play; 2NT = Asking bid	2♦-2NT-3♣ = Max	
					3♣ = Inv ask to trf or GF 2 suiter; 3♦ = Bid your M, inv	2♦-2NT-3♦/♥ = Min ♥/♠	
					4♣ = Ask to trf; 4♦ = Bid your M	2♦-2NT-3♣-3♦-3♥/♠ = ♠/♥	
2♥		5		6 - 10 HCP, 5+♥ and 5+ m	2♠ = Nat NF; 2NT = Ask minor; 3♥ = Block; 4♥ = To play		
2♠		5		6 - 10 HCP, 5+♠ and 5+ m	2NT = Ask minor; 3♥ = Nat Inv; 3♠ = Block; 4♠ = To play		
2NT				20 - 22 BAL May have 5M or 6m	3♣ = Muppet stayman; 3♦/♥ = TRF ♥/♠	2NT-3♣: 3♦ = any 4M; 3♥ = no 4M; 3♠/NT = 5♠/♥	
					3♠ = Minor suit stayman; 3NT = To play	2NT-3♣-3♦-3♥/♠ = 4♠/♥;	
					4♦/♥ = TRF ♥/♠	2NT-3♣-3♥: 3♠ = Puppet to 3NT; 3NT = 4♠	
3♣		6		Preemptive	Natural; 4♦ = Fit, SI	High Level Bidding	
3♦		6		Preemptive	Natural; 4♣ = Fit, SI	Cue, 1st/2nd round control; Splinter	
3♥		6		Preemptive	Natural; 4♣ = Fit, SI	4NT RKCB Major 1430 2+ 2-	
3♠		6		Preemptive	Natural; 4♣ = Fit, SI	4NT RKCB Minor 0314 2+ 2-	
3NT	✓			Gambling NT, solid m no A/K	4♣/5♠ = P/C; 4♦ = SI; 4♥/♠ = To play	DOPI ROPI	
4♣		7		Preemptive		Exclusion, Major 1430, Minor 0314	
4♦		7		Preemptive		5NT asks king	
4♥		7		Preemptive		5NT pick a slam	
4♠		7		Preemptive			