


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			 WBF Convention Card		
OVERCALLS (Style; Responses; 1/2-level; Reopening)		OPENING LEADS STYLE			Category:	GREEN	
Style: Generally sound, but 1-level overcalls may be light		Suit	Lead	In Partner's Suit	Country:	CANADA	
Responses: New suit F1, 2NT LIM+(4+) of M, cue LIM+(3+), jump raise mixed (4+), fit jump shifts		NT	3rd/5th (5th from 7+ suits)	same, but high from small cards if raised	Event:	(Open//Transnational)	
Over Dbl of 1M overcall: Rdbl = exactly 2x supp 8+; 1NT → C; 2C → D; 2D → H; 2M-1 = CONST+(3=M)		Subseq	4th, 2nd from xXx(+), top from Xx	same, but top from Xxx(+)	Players:	Jeff BLOND & Brad BART	
In balancing position: May be a king lighter than direct action		Other	shifts are attitude leads, but will lead normal count card if count is important				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY		
2nd position, sandwich seat: 15-18 HCP usually bal, but may be off shape		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE		
Responses: Stayman, 4-way Transfers, Texas, Transfer Leb [B3]		Ace	AKx(+), A(+)	AK(+), A(+) (asks ATT)	1NT = 11+ to 14 HCP, two-way Stayman, 5-card majors common, but 6-minor or stiff honors possible		
4th position: 11-14 HCP over 1m, 11-16 HCP over 1M		King	KQ(+), AK, Kx	AKJ10, KQ109, KJ1098 (asks UB/CT)	5-card majors, jump raise mixed, forcing NT, Gazilli [B1]		
Responses: cue-bid only force (Stayman-like), jumps are inv		Queen	QJ(+), Qx	AQJ(+), KQJ(x), QJ(+), AKQx, Qx (ATT)	3-card minors, jump raise mixed		
		Jack	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+), AJx, KJx, Jx	2/1 FG, but off in comp		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	H109(+), 109x, 10x	H109(+), 109x, H10x, 10x	2D = Multi (1 major), 2M = weak M+m (5+/5+)		
Style: Weak, similar to weak 2 and weak 3 openers		9	H98(+), 9x	H98(+), 98x(x), 9x	Moderate opening style (Rule of 19, but not mandatory)		
Responses: As per weak 2/3 openers		Hi-x	Xx, xXxx(+), Xxx (if raised suit)	Xx, xXxX(+), Xxx(+)(if raised suit)	Middle of the road preempting style (Rule of 2-3-4)		
Unusual 2NT: Two lowest unbid suits		Lo-x	HxxxX(+), HxX(x), xxX(x), xxxX(+)	HxxX(+), HxX, xXxX(+)	Aggressive white vs red or in 3rd seat		
Reopening: Intermediate jumps, 2NT shows 19-20 balanced (cue-bid Stayman, all other suits are transfers)		SIGNALS IN ORDER OF PRIORITY			With the exception of 1S-4H, a jump to game on our first turn is to play		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	Cue-bid 1st or 2nd round controls up the line when appropriate	
1m-2m = 5+/5+ majors any strength		Suit:1st	ATT (Low = ENC)	CT (Low = EVEN)	ATT (Low = ENC)	A bid of 3NT in a fit auction is a suggestion to play 3NT and not some sort of cuebid	
1M-2M = 5+OM/5+m any strength; responses: 2NT = const m; 3C = P/C		2nd	CT (Low = EVEN)	S/P	CT (Low = EVEN)	1430 keycard: 4D when clubs agreed, 4H when diamonds agreed, 4NT when M agreed	
(1m)3m = preemptive		3rd	S/P	S/P	S/P		
(1M)3M = stopper ask		NT: 1st	ATT (Low = ENC)	ATT lead (Low = ENC)	ATT (Low = ENC)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
VS. NT (vs. Strong/Weak; Reopening; PH)		2nd	CT (Low = EVEN)	CT (Low = Even)	CT (Low = EVEN)	1m-2H = 5S, 4+H, 3-7 HCP; 1m-2S = 5D, 4+H, 8-10 HCP [B2]	
Dbl vs weak = PEN; first Dbl by either hand = T/O; further Dbl = PEN		3rd	S/P	S/P	S/P	2D = Weak 2 in H or S, 4-10 HCP	
DBL vs strong = 5+m, 4=M		Signals: UD ATT, UD CT, STD S/P, UD present count, UD Smith vs NT, STD Trump S/P			2M = 5+M, 5+m (could be 4m nv), 4-10 HCP		
2C = majors; 2D = 1 major; 2M = 5+M,4+m; 2NT = minors		Vs Suits: S/P trick one if dummy has x or Kx; trump S/P (no NEU signal)			3NT = Solid seven-card minor, no A or K outside.		
Reopening, PH: same		Vs NT: Signal CT at trick one if we can't beat dummy; reverse Smith (low = ENC, high = NEU)			Transfer Leb [B3]		
Vs. direct 1NT overcall: 2C = majors; transfers; 3C = minors [B4]		DOUBLES				2NT in comp show LIM+(4+) of major	
Vs. 2NT: 3C = majors; 3D = H; 3H = S; 3S = minors		TAKEOUT DOUBLES (Style; Responses; Reopening)				Transfers when opponents overcall 1NT in direct seat [B4]	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Tends to show support for unbid suits, except if extras (16+).				Suction vs strong 1C (→ thru 3NT) [B5]	
T/O through 4S; LEB vs weak 2 (all seats); (2M)3M stopper asking						Multi vs Multi [B6]	
2NT = 15-19, responses are cue-bid Stayman, all suits are transfers							
Leaping Michaels over 2X; Multi vs Multi [B6]							
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES		
Suction vs strong 1C → 3NT [B5]		Negative Dbl			1X(Dbl)Rdbl(Any)-P = Shows a willingness to defend		
Same over (1C)P(1D).		Responsive Dbl					
		Maximal Dbl					
		Snapdragon Dbl			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
VS. OPPONENTS' TAKEOUT DOUBLE		Dbl by opener in the "support seat" is T/O and often has a strong NT			White vs red or 3rd seat could be aggressive		
Over 1M(X): Rdbl = at most 2x supp 8+; 1NT → C; 2C → D; 2D → H;		Dbl of a cuebid by opener just shows a good hand, and says nothing about the suit doubled			Psychics: Infrequent		
2M-1 = CONST+(3=M); mixed raise; 2NT = LIM+(4+M); fit jumps		Dbl of a "blind" 3NT asks for a heart lead					
Over 1m(X): Rdbl = GF raise or PEN; 2NT = weak raise; 2M = 5=S,4-5H							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C/1D		3	4H	Generally 11-21 HCP. Unbalanced → longest suit; 3-3 or 4-4 minors → judgment	May bypass equal/longer D; INT = 6-10; 2NT = 11-12; 2m = GF; 3m = mixed; jump om = inv; 2H/2S = 3-7/8-10 HCP 54(xx) or 55(xx) [B2]; 4M or 5m = to play	4th suit FG; 3rd suit F1 Reverses by opener F1; reverses by resp FG 2-way NMF over INT (2C/2NT inv; 3C weak) txfrs over 2NT rebid; 1m-1M-2M-step [B7]	fit-showing jumps in competition
1H/1S		5(4)	4H	Generally 11-21 HCP. May be 4 cards in 3rd or 4th seat	INT = F1; 3M = mixed (4+M); 2NT = LIM+(4+M) or 16-18 (4333); jump shift = nat inv; 2/1 FG: default rebids are to show shape; splinters 8-11 HCP	1M-2M-step = asking GT [B7]; Gazilli over 1H-1S, 1H-1NT, 1S-1NT [B1] 2-way NMF as above	Comp: fit-jumps; 2NT = LIM+(4+M); cue = LIM+(3=M); txfrs over Dbl PH: 2C = 7-11 (4+) → 2D; 2D = 10-11 (3); 2NT minors
1NT			3S	11+ to 14 HCP balanced Frequently contains 5-card majors in 1st/2nd 6-card minors or singleton honours possible	2C = Stayman Inv or less; 2D = Stayman FG; 2M = to play; 2NT → 3C to play in 3m or shapely inv in M; 3m = natural, inv; 3H/3S = 5+5+ majors inv/FG; 4M = to play	After 2C-2D: 2H = weak Ms; 2S = 4S, 5m/wk; other continuations are inv Baron: 2D-2M-2NT or 2D-2NT-3C asks shape PH 2D: 5=M 10-11 HCP	DONT runouts; Txfr LEB (Q=Stay) [B3] System on over 2C or a non-pen X If they Dbl Stayman, bid with stopper; Rdbl is re-Stay → transfers by opener
2C	✓			Strong, artificial, near GF Any shape is possible	2D = waiting; 2H/2S/2NT/3C show 0 controls and a bad suit in S/H/C/D. 3D/H/S/NT show 2 of top 3 and a good single suiter in H/S/C/D.	Rebids: 2NT = 22-23 bal (Systems on); 2H → 2S and then ... 2NT = 24+ bal. (Sys on)	After overcall/X, Pass shows cards/values Dbl/Rdbl = less than a king (usually)
2D	✓	6(5)		Weak two in either major (4-10 HCP). May contain side 4-card suits or values. Style follows vul and seat. 3rd seat or white vs red may be aggressive.	2NT artificial and asking; 2M/3M = P/C; 3m = F1; 4C = resp plays; 4D = opener plays; 4M = to play	Over 2NT: 3C = any max; 3D = min w/H; 3H = min w/S. Shape ask and keycard follow.	2NT/4C/4D are still on, if available
2H/2S		5+/5+(4+)		5+ in named major and 5+ in unspecified minor (4-10 HCP). Style follows vul and seat. 3rd seat or white vs red may be aggressive.	2NT = artificial and asking and is the only forcing call 3M = inv	2NT asks for second suit; subsequent relays ask about values, shortness and keycards	2NT is still on, if available Dbl = PEN; New suits forcing.
2NT				20-21 HCP balanced. Extremely rare upgrades.	3D/3H/4D/4H → txfr; 3S → 3NT (1 or 2 minors S/T); 4S → 5C; 5C → 5D	Smolen; OM = Art S/T for M.	
3 suit		7(6)		Pre-emptive. Style follows vul and seat; 3rd/favourable may be aggressive.	New suit F1; 4C = miniKC over 3D/H/S; 4D = miniKC over 3C		New suit lead directing over Dbl
3NT	✓	7		Solid minor, no outside A/K	Any minor bid is P/C		
4C/4D		8(7)		Pre-emptive, natural			
4H/4S		8(7)		Pre-emptive, natural	New suit = control asking, responses are 0, K, S, A, V		
SUPP NOTES						High Level Bidding	
[B1] Gazilli	Over 1M-1X: 2C = either clubs or artificial with several strong hand types; 2D/2M = 11-16 natural; 2S = natural reverse (or 3-4x raise if 1H-1S); 2NT = 14-16 w/ some 6+/4+; jump shift = 14-16 with 5+/5+; 3M = 5-loser hand. Over 1M-1X-2C: 3M = limit raise (3); 2D = any 8+; 2M/2NT/3m are all 7 or less, and 2NT is both minors. Opener's rebid: 2oM = 15-16 bal (or 3xS raise); 2NT = 17-19 bal; 3any = nat FG. If opps Dbl 2C: Rdbl = clubs (PEN); Pass = 8+. If opps bid 2C: Dbl = 8+.	[B5] Suction over str IC	Over strong (1C) or (1C)-(1D), all bids are Suction → 3NT. Any suit bid shows the suit above OR the two below; any NT bid shows (C+H) or (D+S) Clubs (or Dbl of 1C) shows D OR (H+S); Diamonds (or Dbl of 1D) shows H OR (S+C); Hearts shows S OR (C+D); Spades shows C OR (D+H). Responses: All bids are P/C.	[B6] Multi vs Dixon	Dbl = Opening bid in either M OR 19-22 bal; 2H 15-19 bal partial stop in both M; 2S/N = Opening bid in C/D; 3C/D NAT PRE; 3H/S 5+M 5+m 8.5+ tricks; After (2D)Dbl(Pass): 2H/S = P/C, 3X = NAT GF; 2N shows 9+ and then 3C = 19-22 bal (3D Stayman), 3D = MIN H or MAX S, 3H = MAX H, 3S = MIN S After (2D)Dbl(2M/3M): Dbl = Takeout After (2D)2H: Pass/2S = to play; 2N → 3C weak 1 minor; 3any = NAT GF After (2D)2S/N: 3C/3D = weak; 2N/3C = constructive → ADV signs off with MIN After (2D)3M: 3N = to play; 4m = P/C 4th position: Dbl of M is Takeout; 2NT = 16-19	Cue-bids are 1st or 2nd round control, usually up the line; Rdbl shows a control; 3NT is a suggestion to play 3NT, and not some sort of cuebid Majors: RKCB 1430, queen ask, specific kings, DIFS/RIFS/PISS Minors: Redwood 1430, queen ask, specific kings, DIFS/RIFS/PISS 3D/H/S: 4C = mini-keycard (011*22*), but 4D over 3C is mini-keycard 4-level pre: 4NT is keycard 1430 4M pre (opening or overcall): control asking OKSAV responses Exclusion when obvious: 1430 responses	
[B2] Reverse Flannery	Over 1m (or 1m(X), or 1C(1D)), a response of 2M shows 54(xx) or 55(xx), where 2H is 3-7 HCP, and 2S = 8-10 HCP. Responses: 2NT asks and 3C/D are bad/good with 54(xx) and 3H/3S are bad/good 55(xx) Responses: 4NT is keycard for spades; 4om is keycard for hearts (on over 2NT)						
[B3] Txfr Leb	When opps bid over our 1NT opener or 1NT overcall, e.g., 1NT(2H): a cue-bid (3H) is Stayman without a stopper; all other 3-level bids are inv+ transfers "around" their suit						
[B4] Over 1NT overcall	Over str 1NT overcall: 2C = majors; 2D → H; 2H → S; 2S → C; 2NT → D; 3C = both m 1m(1NT); 2C 55+ Ms; 2D → H; 2H → S; 2S → C; 2NT → D; 3C 55+ ms 1M(1NT); 2C 2+M 5+OM; 2D → H; 2H → S; 2S → C; 2NT → D; 3C 55+ ms	[B7]	Over 1m-1M-2M, the next step asks. Answers: 3M = 15-17 with 4-card supp; Any other suit (2NT for spades) shows an unbalanced minimum with length/values there.				