


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card</div> <div></div>
OVERCALLS (Style; Responses; 1/2-level; Reopening)		OPENING LEADS STYLE			
<b>Style:</b> May be light if good suit or good shape <b>Responses:</b> New suit 1/1 or 2/2 F1; (1m)-1M-(P): 2♣=cue 2♦=om Jump: over 1L nat F1; over 2L fit (inv+ 9+ cards); 3M = Mixed  2N always Limit+ (1x)-2♣-(P/Dbl): Transfers (2♦=cue or may show ♦ over 1♠)  (1x)-1M-(Dbl): Transfers from 1NT to 2M (Direct 2M=constructive)			<b>Lead</b>	<b>In Partner's Suit</b>	
		<b>Suit</b>	3rd from even, low from odd	same, but high from small cards if raised	
		<b>NT</b>	4th, 2nd from xXx(+), top from Xx	same, but high from small cards if raised	
		<b>Subseq</b>	4th or attitude (highest or 2nd highest if necessary)		
		<b>Other</b>			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			
2nd position: 15-18 HCP usually bal, but may be off shape  Special responses after (1M)-1N-(P)  4th position: 11-16 hcp  Responses: 3-tier range ask stayman		<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	
		<b>Ace</b>	AKx(+), A(+)	AK(+), A(+) (asks ATT)	
		<b>King</b>	KQ(+), AK, Kx	AKJ10, KQ109, KJ1098 (asks UB/CT)	
		<b>Queen</b>	QJ(+), Qx	AQJ(+), KQ(J(x)), QJ(+), AKQx, Qx (ATT)	
		<b>Jack</b>	KJ10(+), J10(+), Jx	AJ10(+), KJ10(+), J10(+), AJx, KJx, Jx	
JUMP OVERCALLS (Style; Responses; Unusual NT)		<b>10</b>	H109(+), 109x, 10x	H109(+), 109x, H10x, 10x	
Style: Natural and preemptive  Ununusal 2NT: Two lowest unbid suits  Reopening: Intermediate jumps, 2NT shows 19-21 bal (system on)		<b>9</b>	H98(+), 9x	H98(+), 98x(x), 9x	
		<b>Hi-x</b>	Xx, xXxx(+), Xxx (if raised suit)	Xx, xXxX(+), Xxx(+)(if raised suit)	
		<b>Lo-x</b>	HxxxX(+), HxX(x), xxX(x), xxxxxX	HxxX(+), HxX, xXxX(+)	
		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
(1♠)-2♣ = Natural; (1♠)-2♦=5/5+ Majors if 1♦ = 3+  (1M)-2M=5+OM/5+m any strength; 2NT=ask; 3♣ = P/C; 3♦=inv M  (1m)-3m =NAT weak  (1M)-3M = stopper ask		<b>Suit:1st</b>	ATT (Low = ENC)	CT (Low = EVEN)	ATT (Low = ENC)
		2nd	CT (Low = EVEN)	S/P	CT (Low = EVEN)
		3rd	S/P	S/P	S/P
		<b>NT: 1st</b>	ATT (Low = ENC)	ATT lead (Low = ENC)	ATT (Low = ENC)
VS. NT (vs. Strong/Weak; Reopening; PH)		2nd	CT (Low = EVEN)	CT (Low = Even)	CT (Low = EVEN)
Dbl vs weak = PEN; first Dbl by either hand = T/O; further Dbl = PEN  DBL vs strong = Pen in direct; 4M/5+m in bal or by PH 2♣=Majors; 2♦=1M; 2♥-2♠ = 5+ & 4+ minor; 2nt = minors  1m-(1NT): Same (DBL=Pen always)  (1m)-P-(1NT): Same (DBL=Pen unless PH)  (1m)-P-(1NT)-P-(P): DBL=Pen; 2m=Majors		3rd	S/P	S/P	S/P
		<b>Signals: UD ATT, UD CT, STD S/P, STD present count, UD Smith vs NT, STD Trump S/P</b>			
		Vs Suits: S/P trick one if dummy has x or Kx; trump S/P			
		DOUBLES			
		TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		Distributional or any strong hand			
T/O through 4S; LEB vs (2M); Special responses after (2♦)-DBL  2NT=15-18; (2M)-2NT: Special responses; (2♦)-2NT: Systems on  Leaping Michaels over (2X); (2X)-3X= Michaels weaker or very strong		<b>Reopening:</b> 8+ hcp			
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
(1♠) or (1♠)-P-(1♦): Dbl = Both Majors, 1NT = both minors		1♠-(1♠)-DBL = 4+♥ & 4+♣ ; 1m-(1♥)-DBL= 4-5♦; 1m-(1♠)-DBL= 4♥ 6+ or 5+♥ weak			In invite or game force situations, opened 2♣, voluntarily bid game
		Support DBL and RDBL mandatory through 2♥; higher = extra values			Red/white (2/3X)-DBL/Bid-(5/6X)
		Responsive DBL up to 4♠			
		Maximal DBL			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
VS. OPPONENTS' TAKEOUT DOUBLE		1st DBLs are generally takeout after a Dbl or Rdbl that showed values			Def to Multi 2♦: ACBL Option 2: DBL=13-15 BAL or Strong; 2M/3m=NAT; 2N=16-18;
Over 1M-(DBL): Rdbl=10+; 1NT/2♣/♦ = TRF; 2M-1 = weak; 2M=CONST; 2NT=4+card LR+		1NT-(2♦)-Dbl = 5+♥ any strength			3M=Strong; 4m=m+M 5/5+; (2♦)-DBL-(2M): DBL=BAL INV+; 2N=-> 3♣ signoff ♣ or
		Curly Cuebids after (1X)-DBL-(1Y): Cuebid X for M, Y for m, stronger than bidding suit			or FG with m; 3♣=Stayman; 3♦/3♥=TRF; 3♠=Both m FG
					Psychics: Very rare

OPENING	TICK IF ARTIFICIAL	MIN NO. OF CARDS	NEG. DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	3+♣, 10-22 HCP, NF	1♦=(3)4+♦; 1♥=4+♥; 1♠=4+♠; 1NT=8-11; 2♣=LR+; 2♦=NAT Inv in ♦; 2♥=5+♠ & 4+♥ 5-9 hcp; 2♠=5+♠ & 4+♥ 10-12 hcp; 2NT=Inv 11-12; 3♣=MR; 3♦/♥/♠=Preemptive; 3N=15-17	1♣-1♦-1♥/♠ = NAT Unbalanced 1♣-1♥-1N = May have 4♣ only if 4333 XYZ and 2-way New Minor Forcing by responder TRF after 2NT rebid; accepting denies fit	1♣-(1♦)-DBL = 4/4+ Majors 1♣-(1♥)-2♥ = 6+♠ weak or FG 1♣-(1♥)-2♠ = 6+♠ INV 1♣-(1♥)-2♦ = Limit Raise+
1♦		3	4♥	3+♦, 10-22 HCP, NF	1♥=4+♥; 1♠=4+♠; 1NT=6-10; 2♣=NAT FG; 2♦=NAT 10+; 2♥=5+♠ & 4+♥ 5-9 hcp; 2♠=5+♠ & 4+♥ 10-12 hcp; 2NT=Inv 11-12; 3♣=NAT INV; 3♦=Mixed; 3♥/♠=Preemptive; 3N=15-17	1♦-1♥-1N = May have 4♣ only if 4333 XYZ and 2-way New Minor Forcing by responder TRF after 2NT rebid; accepting denies fit	1♦-(1♥)-2♥ = 6+♠ weak or FG 1♦-(1♥)-2♠ = 6+♠ INV 1♦-(1♥)-2♦ = Limit Raise+
1♥		5(4)	4♦	5+♥ (10)11-22	1♣=4+♣; 1NT=SF; 2♣=2+♦ FG; 2♦=5+♦ FG; 2♥=Constructive raise; 2♠=6+♠ 9-11 hcp; 2NT = 4+♥ INV+; 3♠/♦= NAT 6+ INV; 3♥ = 4+♥ 7-9 hcp; 3♣= 10-14 hcp unknown singleton; 3NT=FG void ♠; 4m=FG void; 4♠=NAT	Over 2♣: 2♦ = waiting bid, 2♥=6+, 2♠ does not show extra Over 2♦: 2♥ = catch-all, 2NT = 11-14/18-19	1♥-(DBL): TRF 1N to 2♦; 2♥=7-9; 2♠=7-9 4+♥; 2NT=INV+ 4+♥; 3♠/♦=NAT weak; 3♥=weak 1♥-(1♠): 3♦=7-9 hcp 4+♥; 3♥=weak PH: 2♠=Drury 3+♥ 8+ hcp
1♠		5(4)	4♥	5+♠ (10)11-22	1NT=SF; 2♣=2+♠ FG; 2♦=5+♦ FG; 2♥=5+♥ FG; 2♠= Constructive raise; 2NT = 4+♠ INV+; 3♠/♦/♥= NAT 6+ INV; 3♣= 7-9 hcp 4+♠; 3NT= 10-14 hcp unknown singleton; 4♠/♥/♥=FG void	Over 2♣: 2♦ = waiting bid, 2♠=6+ Over 2♦/♥: 2♠ = catch-all, 2NT = 11-14/18-19	1♠-(DBL): TRF 1N to 2♥; 2♠=7-9; 2NT=INV+ 4+♠; 3♠/♦=NAT weak; 3♥=7- 9 4+♠; 3♣=weak 1♠-(2X): 3♥=7-9 hcp 4+♠; 3♣=weak PH: 2♠=Drury 3+♠ 8+ hcp
1NT			4♥	14+ to 17 hcp, 5M or 6m possible	2♣=Stayman; 2♦/2♥=TRF; 2♠=Inv or 6+♠; 2N=6+♦ or weak both minors; 3♠=5 card Stayman; 3♦=FG both minors; 3♥/♠=(31)(54); 4♦/♥=TRF	1NT-2♣-2♦-2♥=weak 4/4+ in Majors 1NT-2♣-2R-2♠=5+♠ INV 1NT-2♦-2♥-2♠=BAL INV with 5♥ TRF after TRF, FG (except example above)	System on over ART 2♣ or a non-pen DBL TRF after Stayman is doubled and passed NAT runouts except 2♣=♠ or two-suiter without ♠; TRF LEB over 2M and higher
2♣	✓	0	4♥	22+ bal or any FG	2♦=waiting; 2/3X=8+ HCP NAT FG; 2NT=55+ M FG	2♣-2♦-2♥-2♠-2NT=24+ BAL FG 2♣-2♦-2♥-2♠-3♠=6+♥ FG 2♣-2♦-2♥-2♠-3♥=♠+♥ FG	Dbl=FG; Pass=Bust or trap
2♦	✓	6(5)		(5)6♦ 4-10 hcp	2N=INV+ asking; New suit F except white/red 1st seat	2♦-2NT: 3♠=MAX, then 3♦=FG shortness ask; 3♦=MIN, then 3♥=FG shortness ask; 3♥/♠/NT=MAX LMH 4-card side suit; 4♠=6♦5♠	DBL & RDBL = PEN
2♥		6(5)		(5)6♥ 4-10 hcp	2N=INV+ asking; New suit F except white/red 1st seat	2♥-2NT: 3♠=min UNBAL; 3♦=max UNBAL; 3♥=min BAL; 3♣=max w/4♣; 3N=max BAL; 4m=6♥5m	2♥-(DBL): 2♣ NAT NF; 2N/3♠=TRF; 3♦=INV to 4♥; Higher jumps = FIT 2♥-(BID): DBL = PEN; New suit F1; 4m = FIT
2♠		6(5)		(5)6♠ 4-10 hcp	2N=INV+ asking; New suit F except white/red 1st seat	2♠-2NT: 3♠=min UNBAL; 3♦=max UNBAL; 3♥=max w/4♥; 3♣=min BAL; 3N=max BAL; 4m=6♠5m	2♠-(DBL): 2N/3♠/3♦=TRF; 3♥=INV to 4♠; Higher jumps = FIT 2♠-(BID): DBL = PEN; New suit F1; 4m = FIT
2NT				20-21 bal	3♠=Stayman; 3♦/3♥=TRF; 3♣=Variety of minor oriented hands SLT 4♠=ST ♥; 4♦=ST ♠; 4♥=ST ♣; 4♣=ST ♦	3N RESP to Stayman=4522, then TRFs; Smolen; Delayed Texas; oM SLT for M	
3♣		6		(6)7♣ 4-10 hcp	New suit=F1 except 1st seat white/red; 4♦=RKC 01122		
3♦		6		(6)7♦ 4-10 hcp	New suit=F1 except 1st seat white/red; 4♠=RKC 01122		
3♥		6		(6)7♥ 4-10 hcp tend to be more aggressive	New suit=F1 except 1st seat white/red; 4♠=RKC 01122		
3♠		6		(6)7♠ 4-10 hcp	New suit=F1 except 1st seat white/red; 4♠=RKC 01122		
3NT	✓			1st/2nd Solid minor no side A/K; 3rd/4th may have outside strength	4♠/5♠=P/C; 4♦=asking shortness; 4M=To play; 4NT=asks for extra length	3NT-4♦: 4M=short; 4NT=7222; 5m=short in o/m	
4♣		6		Preemptive	4♦=RKC 01122; 4M=To play		
4♦		6		Preemptive	4M=To play; 4N=To play; 5C=RKC 01122		
4♥		6		Preemptive		High Level Bidding	
4♠		6		Preemptive		4NT 1430 for ♣; 4♠ 1430 for ♥; Non-serious 3M+1; Last Train; 4m Optional Keycard 1430	
4NT	✓			Ace Asking	5♠=0; 5x=specific ace; 5NT=A♠	Poorman's keycard 01122 after preempt; DIFS/RIFS; DEPO/REPO above 5T	
5♣		8		4 - 10 hcp		1st and 2nd round cue-bids	
5♦		8		4 - 10 hcp		In many auctions, 4♠= fit for major, slam try; eg (2/3X)-3M-(P)-4♠, 1M-(3X)-4♠	