

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style, Responses, 1/2 Level, Reopening)	OPENING LEADS AND SIGNALS				
Style: 1-level may be light (6-18 HCP) or excellent 4-card suit	Lead		In Partners' suit	Category: Red	
Responses: 2NT=Mixed; jump in other suit= NAT+fit or F	Suit	3rd/5th; xxS, Sx	3rd/5th; no raise; ATT raise	NBO (Country): Canada	
jump raise=PRE; TRF advances over 1♥/♠	NT	4th; Sxx; Sx (2nd from bad suit)	2nd/4th; no raise; ATT raise	Event: Bermuda Bowl (Herning)	
1/1 and 2/2 F1; 2/1 NF CONST; many Fit Bids in comp	Subseq	Attitude (4th)	Attitude (4th)	Players: Jeff SMITH Fred POLLACK	
Reopening: with shape or values,	Other:	Can lead high from 3 or 4			
Natural advances after overcall and raise	after supporting partner (top from xxx)				
1NT OVERCALL (2 nd /4 th Live; Responses, Reopening)	L E A D S			SYSTEM SUMMARY	
2 nd and 3rd position: 5+ card minor, one 4 card major, (9)10-16 HCP	Lead	vs. Suit	vs. NT	GENERAL APPROACH AND STYLE:	
Responses: CUE=constructive; 2NT = GF	Ace	AK even or shortness	AK(x)(+) asks ATT	Canadian ♣, Aggressive openings (all 10 HCP NV, all 11 VUL many 10s, some 8+ with distributional hands)	
4 th position: 16-18 HCP, balanced,	King	AK odd or shortness OR KQJ(+)	Asks UB or CT	2/1 FG; MM > mm	
Responses: CUE = stayman, all others 2 level bids, NAT.	Queen	KQx(+); Qx	K or shortness asks ATT	STR 2♣ with drop dead responses	
JUMP OVERCALLS (Style, Responses, Unusual NT)	Jack	QJx(+); Jx	Q of shortness asks ATT or KQJ	Frequent 4-card M in 3 rd seat, possibly canape	
Style: over 1-level, PRE (0-9 HCP)	10	J10(+); 10x	AJ10; KJ10; J109;	Strong focus on MM	
over 2-level, STR	9	109x; 9x	A109; K109; Q109; 98;		
Responses: 2NT ASKS shortness	Hi-x	Hi	Hi		
Unusual notrump:	Lo-x	HxS; HxSx	HxS; HxxS(+)		
2NT in direct=5-5(+) lower suits, opening hand values with					
H in both suits	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: jump=12-16 HCP, 6+suit; 2NT=19-21 HCP	Partner's Lead	Declarer's Lead	Discarding	Openings:	
DIRECT & JUMP CUE BIDS (Style, Resp., Reopening)	Suit: 1st	Hi=DISCG	Hi=ODD	LOW=ENCRG	2♦ opening = 6+ M, 0-9 HCP 1/2/3 position
Style: (1m)-2m=5-5(+) Usually 10+ HCP	2nd	Hi=ODD	S/P	LOW=COUNT	
Responses: 2NT= good hand, asks; other bids=P/C	3rd				Other Bids:
CUE after (1x) - P - (1y) - ? = NAT (y); Michaels (x)	NT: 1st	Hi=DISCG	Count or REV S.	LOW=ENCRG	Over our 1♣/♦ opening; 2♥ response shows LIM
	2nd	Hi=ODD		LOW=COUNT	Over our 1♣/♦ opening; 2♠ response shows CONST raise
	3rd				Over 1m-(DBL) we play TRF at the 1-level
Reopening: As above	Attitude: Hi=DISCG; Count: Hi=ODD			Defence to opponents 2♦ Multi defence (See Supplemental notes)	
VS. NT (vs. Strong / Weak; Reopening; PH)	First Discard: Hi=DISCG; Count: Hi=ODD			Over our 1♣-1♥-2♠; 2♣ = RELAY showing INV+ values	
Strong & Weak: 2♣=♥+♠; 2♦=♥ or ♠; 2♥=♥+m; 2♠=♠+m	Upside down trick count is provided to coded AK leads vs suits, unless Qxx or longer is in dummy				
direct DBL= 4M and 5+m, 2♣: P/C; 2♦: Asks Major (pen v WK)	REV Smith vs NT				
Reopening: Same as above	S/P in trump suit				
Passed Hand: Same as above	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)				Pass then Pull is stronger than immediate bid	
DBL=T/O thru 4♥; CUE=Michaels, Leaping Michaels (4-level)	TAKEOUT DOUBLES (Style, Responses, Reopening)			LR and accept or when any GF has been established	
NT bids=NAT or ms by PH	Style: may be light with classic shape otherwise 19+ HCP				
CUE asks for NT stopper at 3 level	Doubles also made with 15-18 balanced (See NT overcall for why)				
VS. ARTIFICIAL STRONG OPENINGS	Responses: Cuebid response LIM+; jumps CONST			IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE	
vs strong 1♣: DBL=Majors, NT: Minors	Reopening: T/O			1♣ is multi purpose, please carefully review the opening bid section.	
vs strong (1♣)-P-(1♦): DBL=Majors, 1M=NAT, 1NT=ms	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES				
	Maximal DBL and RDBL thru 4♠				
	NEG DBL thru 4♠				
OVER OPPONENTS' TAKE OUT DOUBLE	SUPP DBL and RDBL thru 2♥				
Over 1M: TRF advance to suit below = CONST; 1M-2M = WK	Lightner, Snapdragon, Rosenkranz DBLs				

Opening	Artificial	Min	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	ART	0	4♣	8-37 UNBAL with C; 10-13 BAL 17-18 BAL; 24-26 BAL; GF 4441 or 5440, 27+ bal. NOTE: If NV and 10-11 balanced, could have 5M or even (4-5) in MM	1♦=0-7(8) HCP or CONST with ♦ or 12-13 without 4+ M 1M=NAT; 1NT=9-11; 2♣/♦=NAT 4+ GF, 2♥=♣ LIM, 2♠=♣ CONST, 2NT=14-16 BAL; 3NT=17-18, 3♠=NAT WK 6+, 3♦=NAT INV, 3M=SPL	Jumps to 2NT=GF; Jump to 3♦=GF, Jump to 3NT=STR with long ♣, short in M, SPL, 2-way CB stayman after 1NT and 2NT, 1XYZ, 1♣-1M-2M asking bids, SSG 1♣-1M-1NT, if 10-11 bal, NV, may contain 4M	
1♦		4	4♣	8+ UNBAL, 11-13 BAL no 5+M, 17-18 BAL with 5+♦	1♥/♠ NAT, 1NT=6-11, 2♣/♦=NAT 4+ GF, 2♥=LIM in ♦ or NT invite, 2♠=CONST in ♦, 2NT=14-16 BAL or 19+, 3NT=17-18, 3♠=♣ INV, 3♦=♦ WK, 3M/4♠=SPL	2NT=5+♦ 17-18 BAL, 3♠=relay to 3♦, 3♦=CB stayman GF; 2-way CB stayman after 1NT, 1XYZ, 1♣-1M-2M asking bids, SSGT	
1♥		5	4♣	10+ usually 5+♥, frequently 4 in 3rd seat, sometimes canape	1♠ NAT, 1NT=NF, 2/1 GF, 2NT=GF+♥ 2♠= INV in one minor 3♣/3♦=Bergen, 3♥=WK, 3♠= SPL 11-14, 3NT=4x3 15-17 4♣/♦=SPL 11-14	SSGT/SSST, 2NT asks shortness, 1♥-1NT-3NT=SOL suit intermediate values, 1♥-1NT-2♥=15-17, 1♥-1NT-3♥=GF,	2♣=CONST+ 3+♥ 2♦= NAT 2♥=raise
1♠		5	4♣	10+ usually 5+♠, frequently 4 in 3rd seat, sometimes canape	1NT=NF, 2/1 GF, 2NT=GF+♠, 3♣/♦=Bergen 3♥=NAT INV, 3♠=WK, 3NT= 15-17 4x3, 4♣/♦/♥=SPL 11-14	SSGT/SSST, 2NT asks shortness, 1♠-1NT-3NT=SOL suit intermediate values, 1♠-1NT-2♠=15-17, 1♠-1NT-3♠=GF	2♣=CONST+ 3+♠ 2♦/♥=NAT 2♠=raise
1NT			3♠	14-16 HCP, frequent upgrades, 15-16 in 3rd and 4th seats.	2♣=STAY, 2♦/♥=TRF; 2♠=range ask or ♣, 2NT=ms WK or ♦, 3♠=INV, 3♦=INV, GF, 3♥=31(54), 3♠=13(54)	Smolen; 1NT-2♣-2♦: 2♥=P/C, 4♣=Ms, 4♦=6♥4♠, 4♥=6♠4♥; 1NT-2♣-2♥-2♠=INV; 1NT-2♥-2♠-3♥=GF 55+Ms	
2♣	ART	0		19-20 BAL, GF 1-suiter, GF 2-suiter not ♣ L/S	2♦ ART waiting or xfer to ♥ 2NT=54+ms, 2♥/♠ and 3♠ are xfers, 3♥=31(54), 3♠=13(54)	Simple NT rebid shows 19-20, jumps in NT 27+	
2♦	ART	0		0-7 HCP NV, 5-9 HCP VUL, 6+M (1/2/3); 4th seat = 10-14 HCP, 6-7♦	2♥/♠=P/C, 2NT=ART ASK, 3♠=NAT NF, 3♦=(R) 3♥, 3♥/♠=P/C, 3NT= to play, 4♣=ASK for M TRF, 4♦=ASK to bid M	2♦-2NT=ASK, 3♠=MIN (3♦=ASK), 3♦=♥ medium, 3♥=♠ medium, 3♠=♥ MAX, 3NT=♠ MAX	
2♥		6		10-14 HCP, 6-7♥	new suit F1; 2♠ may be 12-14 balanced and ART; 2NT=ASK; 3♠, 4♣/♦=SPL	2♥-2NT=ASK, 3♠=MAX+singleton (3♦=ASK), 3♦=MIN+singleton (3♠=ASK), 3♥=BAL MIN, 3♠= BAL MAX	2NT=G/T, fit
2♠		6		10-14 HCP, 6-7♠	3♠=♥ 3♥= ♣ 3♦= NAT 2NT=ASK; 4♣/♦/♥=SPL	2♠-2NT=ASK, 3♠=MAX+singleton (3♦=ASK), 3♦=MIN+singleton (3♠=ASK), 3♥=BAL MIN, 3♠= BAL MAX	2NT=G/T, fit
2NT				21-23 BAL; 5M or 6m possible	3♠=STAY;TRFs; 3♠=RELAY 4♠= MAJs 4R=Texas 4♣=KK Slam Force	2NT-TRF-3M=3+suit, SMOLEN	
3♣		6		5-9 HCP; 6+ aggressive NV	new suit F1, NAT; 3NT to play, raise NF, 4♦=RKC		
3♦		6		5-9 HCP; 6+ aggressive NV	new suit F1 NAT (4♣=RKC), 3NT to play, raise NF		
3♥		7		5-9 HCP; 7+ aggressive NV	new suit F1 NAT (4♣=RKC); 3NT to play, raise NF		
3♠		7		5-9 HCP; 7+ aggressive NV	new suit F1 NAT (4♣=RKC); 3NT to play, raise NF		
3NT	ART			Long solid m, no A or K outside (1/2); To play (3/4)	4♣/4♦/5♣/5♦=P/C; 4♥/♠= to play	HIGH LEVEL BIDDING	
4♣		7		5-10 HCP; 7+	4♥/♠= to play		
4♦		7		5-10 HCP; 7+	4♥/♠= to play		
4♥		7		Usually true PRE in 1st/2nd	New suit=CB or RKCB		
4♠		7		Usually true PRE in 1st/2nd	New suit=CB or RKCB		
4NT	ART			Ace-asking -specific	5♣=0, 5♦=♦A, 5♥=♥A, 5♠=♠A	<ul style="list-style-type: none"> - Serious 3NT applies when M agreed as trumps and GF established - 0314 are RKCB responses; special KCB in some situations - DBL by preemptor = desire to bid again - D1P2 and R1P2 if interference over ASK 	
5♣		8		5-10 HCP			
5♦		8		5-10 HCP			
5♥		7		5-15 HCP	bid 6♥ with A or K of ♥ or 7 with both		
5♠		7		5-15 HCP	bid 6♠ with A or K of ♠ or 7 with both		