

DEFENSIVE & COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF CONVENTION CARD	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS/STYLE				
Light with shape and/or good suit. Trsf after 1M X (direct or overcall) New suit = usually F after 1 level overcall, F1 after 2+level j-cue = mixed 4+supp Jump responses VUL = GF good 6 card suit Jump responses NV = weak and natural			Lead	In Partner’s Suit	Category:	GREEN
		Suit	3 rd and 5 th	3 rd and 5 th	NCBO:	CANADA
		NT	att	normal	Event:	BERMUDA BOWL 2025
		Subseq.	att	att	Players:	Nick L’Ecuyer – Darren Wolpert
		Other :	K could be from AK in suit contract vs 5+level -- strong lead is K (in a NT contract)			SYSTEM SUMMARY
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			GENERAL APPROACH and STYLE	
15-18 (system on) 4th: 11-16, wide, doesn’t promise stop (2♣ = range inquiry, TRF’s) 2NT in balance is 18-21 natural		Lead	Vs. Suit	Vs. NT	Natural with 2/1 gameforce (“US-style”). 5-card M’s 1NT = 15-17 (14+), with 10-13 only 1/2nd seat favorable Multi 2D (only weak) and 2-suited 2M-openings 3NT = gambling	
		Ace	Ax(x), AKx	Same (if looking for att)		
		King	KQx(x), AK (5 level)	K for unblock/count		
		Queen	QJx(x)	Q for attitude (could be KQ)		
		JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack		
PRE 2NT = 55+ lowest unbid Unusual (2 lower unbid) Leaping Michaels		10	109(x), 10x, H109(x)	same		
		9	9(x)	same or 9xx usually not 9(x)xx		
		Hi-x	1	1 (2)		
		Lo-x	4 (3)	att		
		DIRECT & JUMP CUE BIDS (Style; Resp; Balance)		SIGNALS IN ORDER OF PRIORITY		
55+ Michaels and 2 lowest unbid Jump-cue = ASK for stop (in M) Any constructive (13+) 55+ in balancing position.			Partner’s Lead	Declarer’s Lead	Discards	2♦/2M/3NT openings 2♦-2M/3M = pass/correct 2M-3♣/4♣ = pass/correct 1m-2♥ = 5-9, 5♠ & 4+♥ 2♦ in response to 1Cl opening is Multi (typically less than 8HCP) 1m-2♠ = limit raise in minor 1♥-3♣ = limit raise with 4♥ (could be a bad opener) 1♠-3♦ = limit raise with 4♠ (could be a bad opener) Reverse Drury by passed hand Fit showing by PH only DONT by PH only
		Suit: 1 st	low = E	low = 2	low = E	
		2 nd	low = 2		low = 2	
		3 rd	S (rare)			
		VS. NT (vs. Strong/Weak; Reopening; Passed Hand)		NT: 1 st	low = E	
X = strong (next X = T/O) 2♣ = M’s 2♦ = 1-suited M 2M = M & m 2NT = 55+ m’s DONT by PH		2 nd	low = 2		low = 2	
		3 rd	S (rare)			
		Signals (trumps): UDCA – suit preference in trump suit				
		DOUBLES				
		VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)		TAKE-OUT X (Style; Responses; Reopening)		
X = T/O X vs multi = take out of hearts (or strong) - 2H take out of spades Leaping Michaels and Non Leaping Michaels 2♦ and 3♦ Lebensohl over 2♣ and 3♣ when X		May be light with classic shape. Very light response to any opening. At FAV, could bid a 3M in response to 1x opening.			1NT - (if 2x = ART) X ===== FP to 2NT No FP if 4♠ over 4♥ Generally no FP Negative slam doubles when clear.	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL & COMPETITIVE X/XX			IMPORTANT NOTES THAT DON’T FIT ELSEWHERE	
X = good hands (next X is take out) 1x = next suit or two remaining (44+) – Suction over strong ♣ 1NT = rounded or pointed suits (45/54+) 2♣ = M’s 2NT = 55+ any suits - good hand		Support X. No support XX.			Penalty X after any overcall of our 1NT = 10-13.	
OVER OPPONENTS’ TAKE-OUT X						
XX = 10+ and transfers starting at 1NT 1x = F1 Fit showing						

OPEN	ART	Min	NEG X	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND
1♣/♦		3	4♦	11-21	1x Walsh-style 2m = FG, 4+supp 2♥ = weak 5+♠ & 4+♥ 2♠ = ART, limit raise in m 2NT = NAT INV 3m = weak, 5+supp 3x = Natural INV	2-way checkback after 1NT-rebid (2WNMF) Wolff signoff over 2NT rebid	Fit-jumps
1♥/♠		5 (4)	4♦	11-21, 5+♥/♠ may be 4-cards in 3rd/4th	1NT = semiF (1♥), F1 (1♠), may be weak raise 2/1 = NAT FG (2♣ = may be only 2) 2M = 6 ⁺ -9, 3+supp (const) 2NT = ART FG, 4+supp 3(-2) = ART INV(+), 4+supp 3x = NAT INV 3M = weak, 4+supp 3NT = good PRE, 4/5+supp with 2 tricks 4x = splinters (not ♥ over 1♠)	2-way checkback after 1NT-rebid 1M-2NT: 3♣ = any min (3♦ = asks for SHO) 3♦ = extras, any SHO 3M = extras, no SHO 3oM/3NT/4♣ = voids up-the-line	Reverse Drury
1NT		-	- 3♠	1st & 2nd favourable: 10-13 other: 15-17, BAL (incl 5M332)	2♣ = Stayman 2♦/♥ = TRF, 5+M 2♠ = size-ask / 6+♣ 2NT = 6+♦ 3♣ = Puppet Stayman 3♦ = FG, 55+ m's 3M = FG, 45/54 m's & SHO M 4m = TRF to corr M (South African Texas)	Minorwood after minor suit transfer	DONT by passed hand
2♣		-	-	any FG / 22-24, BAL+	2♦ = ART FG 2♥ = ART weak (0-2)	2♣-2♦; 2♥ = 5+♥ or 25+ BAL ('Kokish') 3M is GF asks for specific aces	In comp X = bad hand
2♦	√	-		Multi = weak, 6M (usually) 4-10	2M/3M = p/c 2NT = ART INV+ 3m = NF 4♣ = asks for TRF to M 4♦ = asks for M 4NT = Blackwood (4 Aces)	2♦-2NT: 3♣ = ART min (3♦ = asks, 3M = p/c, 4m = TRF/asks) 3♦ = non min ♥ 3♥ = non min ♠ 3♠ = 46 M's 3NT = 64 M's	
2♥/♠		5	-	weak, 5M & 4+m 4-10	2♠ = NF, 6+suit 2NT = ART INV+ 3♣/4♣ = p/c 3♦ = ART INV to 4M only, 3+supp 2oM or 3oM = NAT INV	2M-2NT: 3♣/♦ = min, NAT 3♥/♠ = max, 5+corr m	
2NT		-		(19) 20-21, BAL	Stayman 3♦/♥ = TRF, 5+M 3♠ = Minor suit Stayman 4m = slam try corr M 4M = slam try corr m		
3x		6		PRE	Over 3CI opening, 3♦ ask 3 card M	HIGH LEVEL BIDDING RKC 1430, cuebidding 1 st /2nd round -non-serious 3NT, splinters, DOPI, 5NT pick-a-slam, DEPO	
3NT	√			"Gambling", long solid m			
4x		6		PRE			