


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card</div> <div></div>	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
very aggressive in direct seat, not often 4 cards,		Lead	in Partner's Suit			
1x-1Y-P a simple response is NF, a reopening jump overcall shows	Suit	3rd/5th	3rd/5th high from xxx poss			
extra values	NT	4th	3rd/5th high from xxx poss			
	Subseq	2/4 thru declarer in many spots	std honors in partners suit			
	Other:	no rusinow in dummys suit, partners suit, or opp a strong NT or better				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
15-17/18 in direct, normal NT responses	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
11-15/16 in balance, systems on, also systems on over 4th seat	Ace	short A, usually asking att, AK poss	AK++ typically asking att		2/1 GF, 5M3m, 14-16 NV 1NT, 15-17 V 1NT, GF 2C, Nat weak 2 bids	
after 1x-p-1y-1N	King	AK+, short K	ask unblock or count		aggressive openings and overcalls	
reopening jump in NT is typically natural and extras	Queen	KQ, short Q	KQ		some transfers in competition	
	Jack	QJ, short J	QJ, KQJ, AQJ		all point ranges are guidelines, and upgrades are more likely than downgrades	
	10	JT, HJT, short T	JT, HJT, short 10			
JUMP OVERCALLS(Style; Responses; Unusual NT)		9	109, 3rd best, short		1NT Openings: 14-16 1/2/3 NV otherwise 15-17	
1-Suit:if show 1 suit then typically preemptive	Hi-x	3/low	2nd poss from 4+bad, xxx high,		2 OVER 1 Respons GF	
almost all our direct jump overcalls are 2 suited	Lo-x	3/low	4th		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening:stronger in reopenig seat	SIGNALS IN ORDER OF PRIORITY				our 2 suited overcalls are known suits, over 1m=2C natural, 2D=majors, 2H=4S 5+H 10-14,	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2S=S+other minor limited, 2N=2 lowest, 3m=other minor and spades F1	
1C-2C=nat 1C-3C=S+D F1	Suit:1st	attitude	count/SP	attitude	1H-2H=S+C, 1H-2S=S+D nf, 2N=S+D F1, 3C=minors, 3M=minors strong	
1D-2D=majors 1D-3D=S+C F1	2nd	count	Sp/count	count/Sp	1S-2S=H+C, 1S-2N=H+D F1, 1S-3C=minors, 1S-3D=5h5d NF, 1S-3S=minnors strong	
1H-2H=S+C 1H-3H=minors extrra strength	3rd	SP		SP/count		
1S-2S=H+C 1S-3S=minors extra strength	NT: 1st	attitude	count/SP	attitude		
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	count	Sp/count	count/Sp	
penalty X	3rd	sp		SP/count		
2C=majors	Signals (including Trumps):					
2D=1 major	Standard at Trick 1 (high enc and even), After trick 1 UDCA (h/l odd, low enc)					
2M=M+m	2/4 thru declarer in unbroken suits (some exception) No Smith--SP instead vs NT					
2N=minors	DOUBLES					
PH=X=4M5m	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)						
t/o X, higher the preempt (5 level) more its just penalty	most doubles are t/o, in direct seat can be aggressive with good shape					
jumps vs preempts are typically strong, NT bids natural at 2/3 level					SPECIAL FORCING PASS SEQUENCES	
cue bid is usually 2 suiter					when we are in a GF	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
vs 1C, X=majors, 1N=minors, 2D=1maj, 2M=M+m	support X and XX thru 2M, higher show extras and typically imply t/o					
vs most others X=majors	1x-1y-1/2Z, Double by 4th hand shows 4th suit with at least 2 in overcallers suit				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	at higher levels X is typically regressive and suggests defending					
OVER OPPONENTS' TAKE OUT DOUBLE						
some transfers, XX usually Implies strength					A psyche is rare, but possible	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	4S	weak NT, clubs, 17-19 bal	inverted minor, 2H=5s4+h non inv, 2S=5s4+h inv, 2N GF could	opener can jump to 2N to show big bal	fit jumps
				3/3 minors 1C	have a 4 card major, 3m=less than inv, 3M=natural long suit	1C-1M, now a 3D jump=GF C	
1 ♦		3	4S	4432 otherwise 4D, weak NT, diamonds, 17-19 bal	inverted minor, 2H=5s4+h non inv, 2S=5s4+h inv, 2N GF could	1D-1H-2S is art GF many hands	fit jumps
				4/4 minors usually 1D	have a 4 card major, 3m=less than inv, 3M=natural long suit	1D-1S-3H=GF D	
1 ♥ / ♠		5	4S	weak NT with 5M, 17-19 NT with 5M, or Major unbalanced	single raise is wide ranging, 2N=GF major, 1H-3C=limit in H, 1S-3D=limit in S, 1H-3D=nat inv, 1S-3C=nat inv, direct spl	1H-1S special treatments if opp silent	fit jumps, 2N is a 4 card fit limit+
					is void showing, and 2 tiered splinters		
1 NT			4m	6m, 5M, singleton (usually honor) all possible	stayman, transfers, puppet, direct bids for 55 minors, or 54 minors	t/o X over int with stayman	
					x=t/o	xx shows good for maj if trans X	
2 ♣	GF		4S	Art GF unless 21-23 bal	2D=wait, anything else natural very good suit 6+	transfer kokish	
					t/o doubles if they interfere		
2 ♦				2D-2S are natural preemptive, if we are NV then simple responses	2N is a Inv+ inquiry, 4C=rkc, new suits are F1 vul		
				are NF, except 2S-3H is F, typically 6 cards, 5 cards is possible NV			
2 ♥				but would typically be a good suit or possibly be shapely			
2 ♠							
2 NT			yes	19-21 bal or semi balanced, can include 6m5M or singleton possibly	puppet, transfers, texas, minor oriented hands, x=t/o		
3 ♣				3 level openers are 6+ cards preemptive	new suits are F1, 4C asks rkc		
3 ♦				if 2 level is available then 3 level shows a better playing hand			
3 ♥				w/r could be bad but not usually a joke			
3 ♠						High Level Bidding	
3 NT				solid minor, no A/K outside (to play 3/4 no restrictions)	4D asks for shortness	One over RKC in many auctions	
4 ♣				4 level openings are preemptive opposite an UPH		Double discourages further action in GF auctions at a high level	
4 ♦				can be wide ranging			
4 ♥							
4 ♠							
4NT				minors66			
5 ♣							
5 ♦							
5 ♥							
5 ♠							
5NT							