

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			<div><div></div></div> <div>WBF Convention Card</div> <div><div></div></div>
OVERCALLS (Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			
Overcalls at 1 level 7/17, Overcall at 2 level 11/17, jump Overcalls weak		Lead	in Partner's Suit	Category i.e. Green / Blue / Red / HUM / Brown Sticker: GREEN
	Suit	3rd/5th	3rd/5th or attitude after raise	
TWO SUITES OVERCALLS SYSTEM MODIFIED GHESTEM	NT	Attitude	3rd/5th or attitude after raise	
1♣/♦ → 2+ = MAJORS, 2NT = ♥ + OTHER MINOR, 3♣ = ♠ + OTHER MINOR	Subseq	Top	Top	
1♥/♠ → 2♥/♠ = ♣ + other M, 2NT= minors, 3♠ = ♦ + other M.1♦ 3♦ = ♠ + ♣ Forcing	Other:			
REOPENINGS = as in 2^ position less 3/4 hcp, exclude 1♥/♠ → 2NT = 18/20 bal				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
2nd/4th = 15/18bal→ system on		Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
reopening 4th position = 11/14 bal → system on	Ace	A, AKx, Ax(x)	Ax(x), AKx(x), AKJx, AKQx	2/1, 5 cards major, 1♣ 2+ cards, 1♦ 4+ cards unbalanced
	King	AK, KQx(x), Kx	AKQ10(x), AKJ10(x), KQJ10(9), KQ109, KQ10xx	1NT 14+-17
	Queen	Q, Qx, QJ(x)	KQ(x), AQJ(x), QJ10(9)	
	Jack	J, Jx, J10(x), KJ10(x)	J10(x), KJ10(x), AJ10(x)	2 OVER 1 Response Game Forcing
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10, 10x, 109(x), Q109(x), K109(x)	10x, 109(x), Q109(x), K109(x)	
1-Suit: WEAK	9	9, 9x, KJ9(x)	A98(x), K98(x), Q98(x), J98(x), A(K)J98(x)	OPENING'S BID
2-Suit: GHESTEM	Hi-x	count "even"	attitude	1♣ = any balanced hand also with 4/5♦ 11/14 or natural unbalanced 11/21
	Lo-x	count "odd"	attitude	1♦ = 4+ ♦ unbalanced 11/21
Reopening: in second seat exception 1♥/♠ → 2NT = 18/20 bal	SIGNALS IN ORDER OF PRIORITY			1♥/1♠ = 5+ cards 11/21
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
Direct CUE BID = Ghestem	Suit: 1st	reverse count	reverse count	odd encourage
JUMP CUE BID = 7+ solid cards in minor ♣ or ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd	Odd encouraging	preferential	reverse count
	Suit: 3rd	Lavinthal		Lavinthal
	NT: 1st	reverse count	reverse count	odd encourage
VS. NT (vs. Strong/Weak; Reopening;PH)	NT: 2nd	Odd encouraging	preferential	reverse count
DBL = points same range +	NT: 3rd	Lavinthal		Lavinthal
2♣ = majors 4+4+, 2+ = multi 6+ ♥/♠ or two suites 5M+5m strong	Signals (including Trumps): Lavinthal			1♥/1♥/1♠ → Natural responses 2/1 FG
2♥/♠ = 5+ with 4+ minor, 2NT = minors				3 way check back : 2♣ forced 2+, 2+ any FG, 2NT forced 3♣
Reopenings: same				
	DOUBLES			
	TAKEOUT DOUBLES (Style;Responses;Reopening)			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE			
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 9+			
3♠/♦ → 4♣ = 5 other minor with 5M, 4♦ = majors 55	REDOUBLE = 10+ ANY DISTRIBUTION (NO SUPPORT)			SPECIAL FORCING PASS SEQUENCES
3♥/3♠ → 4♠/4♦ 5 in minor + 5 in other M				
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
DBL = both majors	1♣ → 1♦ → DBL = 4+♥			
1NT or 2NT = two suites 4M + long minor	1♠/1♦ → 1♥ → DBL = 4/5♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
jump 2+ or 3+ = weak in 1Major ♥ or ♠	1♠/1♦ → 1♠ → DBL = 4/5♥			Transfer after opponent's overcalls
2♥/2♠ = 5+ cards and 4+ minor	1♠/1♦/1NT/2♦/2NT → 2/3♥ → DBL = 4/5♠ (3♠=L.o. w/out 4+♠)			
OVER OPPONENTS' TAKE OUT DOUBLE				
RDBL = 10+ any distribution				Psychics: RARE
New suit at level = transfer				
1♠/1♦ → DBL → jump suit al level 2 = Natural 5+ cards and 3/4 ♠/♦ support 6/9				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	5♥	11/14 any balanced hand also with 4/5♦	1♦ = 4+♥, 1♥ = 4+♠	1♣ - 1M-1 - 1M = 3 /4cards, 1NT = 2 cards	1♣ - 1NT = 10/11 balanced
				11/21 4+♣ unbalanced	1♠ = TRSF to 1NT, weak no major, minors invit+, 5♣ 4M FG, weak/invit ♦	1♣ - 1M-1 - 2NT = 15+ 4 cards support M	1♣ - 2♣ = 5♣ 10/11
					1NT = 12+ any FG balanced, 2♣ = 5+ ♦ FG unbalanced	3 way check back = 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣	1♣ - 2♦ = 6♦ 9/11
					2♦ = 3-8 6♥/♠ or FG, 2♥ = 5+♠ 4+♥ 3/8, 2♠ = 6+♣ 10/11 inviting	1♣ - 1X - 2♦ = multirever	others = same
					2NT = pre ♣, 3♣ = mixed 3♥/3♠ = pre		
1♦		4	5♥	11/21 4+ cards unbalanced	1♥/1♠/2♣/2♦ = natural, 1NT = FG any balanced	1♦ - 1M - 1NT any rever 16+	1♦ - 2♣ = drury 3/4 cards support 9/11
				can have 4 only with 4441♣ 11-21 or 4441♠ 11/17	2♥ = 5+♠ 4+♥ 3/9, 2♠ = 6♣ 9/11 inviting		
				only in third seat can have balanced hand (direction lead)	2NT = pre ♦ or FG 6+♥/♠ very good suit, 3♣ = 4+♦ Inv, 3♦ = Mixed 3♥/3♠ = pre	3 way check back = 2♣ forced 2♦, 2♦ any FG, 2NT forced 3♣	
					1♥ could be 3 rd with 5-11 3-3-2-5	1♦ - 1NT - pass only with singleton ♣	
1♥/1♠		5	5♦	11/21 5+ cards	1NT = 5/11 NF (can have 3 cards support with 3/6 hcp)	1M - 1X - 2♣ = gazzilli (any 15+ or natural 54 11/14)	drury
					1M - 2M = 3 cards 6/9, 2NT = 3/4 cards inviting, 1M - 3♦ = Mixed	3 way check back	1♥ - 2♠ = minors 55 9/11
					1M 3♣ = 3cards inv., 1M - 3M = pre, 1M - 3NT = void ♣	2/1 FG	
1NT			5♥	14+/17 5M possible	2♣ = nf Stayman, 2♥/2♦/3♠ = transfert		same
					2NT = puppet stayman, 3♦ = 55 MM inviting, 3♥/3♠ = both minors + shortness		
2♣	*	0	5♥	any FG unbalanced	2♦ = waiting or 5+♥, 2♥ = 5+♠, 2♠ = 55 minors	2♣ - 2♦ - 2♥ = Kokish forced 2♠ natural or 24+ balanced	
				any 20-21+ balanced	2NT(♠) 3♠(♦) 3♦(♥) = 6+ cards 2HH or 1H 7+ cards		
2♦	*	2	5♥	Multicolor weak 2in a major or 22-23 bal or 4441 19-22	2♥♠ = P/c, 2NT= positive, 3♣=5-4 Ms, 3♦ 44Ms, 3♥ 3-3Ms, 3♠ 1 min pre		
					3NT to play, 4♣ bid transer, 4♦ bid suit, 4♥♠ to play		
2♥/2♠		6	3♥	weak 2, (9)10-12)	2NT = relais F1, 2♠ - 3♠ = 5+♥ F1		
2NT			5♥	18-19 balanced possible 5M	Transfert responses, 3♣ = puppet stayman		
3♣/3♦		6	NO	pree, only not vulnerable vs vulnerable can be very aggressive	new suit F1		
3♥/3♠		6	NO	pree, only not vulnerable vs vulnerable can be very aggressive	new suit F1		
3NT	*		NO	good preemptive in one major, promise 2KC	4♣ = ask major -1		
4♣/4♦		7	NO	pree,			
4♥/4♠		7	NO	pree			
4NT	*		NO	6/6 or 7/6 in minors (not strong)			
5♣/5♦		8	NO	Nat.			
						High Level Bidding	
						RKCB = 1430	
						DOPI - ROPI - EXCLUSION BLACKWOOD	
						TURBO ONLY WITH ♣ TRUMP → 1 step 1/3/5 KC, cue 0/2/4	
						4NT = QUANTITATIVE ONLY OVER NT BID	
						JUMP TO 5NT JOSEPHINE OR PICK UP SLAM	