


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
One level could be very light (specially with partner a passed hand)		Lead	in Partner's Suit		Category Green Brown Sticker:No Country: Brazil Event: Mixed Teams Players: Lis Ferreira Federico Kladt	
Standard responses, cue-bid shows at least INV hand	Suit	3 rd and 5 th	same			
Jump cue-bid = mixed raise	NT	2 nd and 4 th	same			
Jump raise = preemptive	Subseq	same	same			
	Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd = 15-17, 4th = 11-14	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Responses same as 1NT opening	Ace	A(x) AK(x)	AK(x)		5 card majors in 1 st and 2 nd seat, 3 rd and 4 th seats 4 cards are possible	
	King	KQ(X) K(X)	KQ(x)		With 3-3 or 4-4 in the minors, opener may choose any of those suits to open, based on	
	Queen	QJ(x) Q(X)	QJ(x) KQ109(x)		tactics or suit quality.	
	Jack	J10(x) J(x)	J10(x)		1NT = 14+ - 17- HCP	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	109(x) 10(x)	109(x)	2NT = 20+ - 22 HCP (may have 5 card major)	
1-Suit: weak, typically 6-7 cards	9	98 (x) 9 (x)	98(x)		1NT Openings: may have 5 card major	
2-Suit: 2NT over 1 level opening = 2-suiter with 2 lower unbid suits	Hi-x	Doubleton or even #	Doubleton or 2 nd from bad suit		2 OVER 1 Respons:FG	
Weak, very similar to a weak two opening, standard responses	Lo-x	Odd #	4 th best from a good suit		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening:	SIGNALS IN ORDER OF PRIORITY			2♣ = FG with any distribution, if balanced it has 23+ HCP		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♦ = weak (5-11 HCP) in either major, 99% it will show 6 cards	
Cue-bid over a major = OM + minor suite	Suit:1st	Count	Count	Suit Preference	2♥ = 2-suiter with ♥ and other suit (5-11) HCP - vul at least 5-5 or 6-4 (majors), non vul	
2d over a minor = majors 2-suiter	2nd	Attitude	Suit Preference	Count	♥ has at least 5 cards, 2nd suit at least 4 cards	
Jump cue-bid = asks for a NT stopper	3rd	Suit Preference	Attitude	Attitude	2♦ = 2-suiter with ♦ and other suit (5-11) HCP - vul at least 5-5 or 6-4 (majors), non vul	
	NT: 1st	Attitude	Count	Suit Preference	♦ has at least 5 cards, 2nd suit at least 4 cards	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Suit Preference	Count	3NT = solid minor, 7+ cards, nothing outside (a stray J is allowed, but not a Q)
Strong NT	Weak NT	3rd	Suit Preference	Attitude	Attitude	4NT = defensive minor 2-suiter, at least 6-5
Dbl= m 1-suiter or M 2-suiter	Penalty	Signals (including Trumps): Strange J (or 9) might show na outside void			♣♦♥♠	
2♣ = ♣ + other suit	M 2-suiter	Hi-Lo in trumps shows possibility of a ruff				
2♦ = ♦ + M	M 1-suiter	Echo Smith = small card in 2 nd trick (NT contract) shows likeness for the lead				
2♥/♦ = natural	this suit + m	DOUBLES				
	2NT = m 2-suiter	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)						
Michaels after 2 weak in majors and 3♥ opening	Dsritributional, could be quite weak with partner being a passed hand					
All other standard	Responses are standard				SPECIAL FORCING PASS SEQUENCES	
					After we are in a FG situation, or we bid a vulnerable game	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Pass is forcing when opponents sacrifice	
Against 1♣ Precision or a Strong 2♣	Support Doubles					
Double = M 2-suiter	Invitational Doubles e.g. 1♥ - (1♦) - 2♥ - (2♦) now double by opener invites to 4♥				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
NT at level = m 2-suiter	Double by opener of a pre-empt shows willingness to bid again and invites partner into the decision				Opening pre-empts in 3rd seat, white x red, could be very light and have less than required length	
OVER OPPONENTS' TAKE OUT DOUBLE						
All responses are transfer, including redouble					Psychics: very rare	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	Natural opening, has at least 3 cards. With 3-3 in the minors or 4-4 in the minors, opener can decide in which suit to open.	2♣ = inverted minors, FI 2NT INV 3♣ = preemptive 2♥/♥/♣ = INV with 6+ cards	2NT = MIN with 3♣, 3♣ = min with 4+♣	Over Dbl, all bids are transfers Including Rdbl
1♦		3	4♥	Natural opening, has at least 3 cards. With 3-3 in the minors or 4-4 in the minors, opener can decide in which suit to open.	2♦ = inverted minors, FI 2NT INV 3♦ = preemptive 2♥/♠ = INV with 6+ cards	2NT = MIN with 3♦, 3♦ = min with 4+♦	Over Dbl, all bids are transfers Including Rdbl
1♥/♠		5	4♥	Natural opening with at least 5 cards In 3rd and 4th seat opener may choose to open with 4 cards	1♠ over 1♥ = FI, 0-4♠, 1NT over 1♥ = 5+♠, 1NT over 1♠ = FI 2NT = Jacoby, 4 card support, balanced 12-15 3♣ = 4 card support, 7-9 HCP, 3♦ = 4 card support INV 3♠ over 1♥ = splinter with any void, 3NT over 1♠ = same	over FI 2m 3+cards, 2NT=FG suit 3 level natural, at 4-level shortness	2♣ = Drury with 3/4 cards 2♦ = Drury with 2 cards 2NT = Drury with 5 cards
1 NT			4♥	14+ to 17- HCP. 5 card majors are accepted.	2♣ = short Stayman 2♦/♥/♠/NT = transfer to ♥/♠/♣/♦ 3♣ = Muppet Stayman 4♣/♠/♥/♠ = transfer to ♥/♠/♣/♦	2♦ = no M, 2♥=4♥, poss. 4♠, 2♠ = 4♠ over m, 3m likes, over M, 2x/NT likes 3♦ = no 5-M, 3♥ = 5♥, 3♠ = 5♠ completing transfer is Minimum	
2♣	✓	0	4♥	FG, with any distribution. If balanced, 23+ HCP.	2♦ = 6+ HCP or na Ace, 2♥ = 0-5 HCP (denies na Ace) 2♠ = 5+♠, good suit, 8+HCP, 2NT = same with ♥	2NT = 23-25 3NT = 26-29	
2♦	✓	0		Weak two (5-11 HCP) in one M	2♥ = pass or correct, 2♠ = pass with ♠, INV if ♥ 2NT = asks, 3X forcing with suit	See ①	
2♥	✓	5		2-Suiter with ♥ and any other suit. Red it is at least 5-5 or 6-4 (both M). White it can be 5-4, but ♥ is 5+	2♠ = pass or correct, 2/3X = forcing with suit 2NT = asks for distribution, 3♥ = preemptive	See ②	
2♠	✓	5		2-Suiter with ♠ and any other suit. Red it is at least 5-5 or 6-4 (both M). White it can be 5-4, but ♠ is 5+	3♣ = pass or correct, 2/3X = forcing with suit 2NT = asks for distribution, 3♠ = preemptive	See ③	
2 NT				20+ to 22 HCP. 5 card majors are accepted	3♣ = Muppet Stayman, 3♥/♥/♠/♠ = Transfer to ♥/♠/♣/♦	3♦ = 1 or 2M, 3♥ = no M, 3♠ = 5♠, 3NT = 5♥	
3♣		6		Natural			
3♦		6		Natural			
3♥		6		Natural			
3♠		6		Natural			
3 NT	✓			Solid m 1-suiter, at most a stray J outside		High Level Bidding	
4♣		7		Natural		1430 RKCB	
4♦		7		Natural		Direct 5NT = Grand Slam trial	
4♥		7		Natural		Unusual Jump in a new suit = Exclusion RKCB	
4♠		7		Natural		After FG situations with a M-suit agreed – 3NT is a non-serious slam try	
4NT	✓			Defensive minor 2-suiter at least 6-5			
5♣		8		Natural			
5♦		8		Natural			
5♥		8		Natural			
5♠		8		Natural			
5NT				undiscussed			

Description

2♦ - 2NT (?)

3♣ = any max

3♦ = 6♥ minimum

3♥ = 6♠ minimum

2♦ - 2NT

3♣ - 3♦ (?)

3♥ = 6♠ maximum

3♠ = 6♥ maximum

2♥ - 2NT (?)

3♣ = 5♥ + 4/5 ♠ (if red 5-5) (if white 3♦ asks, 3♥ = 4 cards, other 5 cards)

3♦ = 5♥ + 4/5 ♦ (if red 5-5) (if white 3♠ asks, 3NT = 4 cards, other 5 cards)

3♥ = 5♥ + 4/5 ♠ (if red 5-5) (if white 4♣ asks, 4♦ = 4 cards, 4♥ = 5 cards)

3♠ = 6♥ + 4♠

3NT = 6♥ + 5m (4♣ asks, and then 4♦ = 5♦, 4♥ = 5♣)

4♣ = 6♣ + 5♥

4♦ = 6♦ + 5♥

4♥ = 6♥ + 5♠

2♠ - 2NT (?)

3♣ = 5♠ + 4/5 ♠ (if red 5-5) (if white 3♦ asks, 3♥ = 4 cards, other 5 cards)

3♦ = 5♠ + 4/5 ♦ (if red 5-5) (if white 3♥ asks, 3♠ = 4 cards, other 5 cards)

3♥ = 5♠ + 4/5 ♥ (if red 5-5) (if white 4♣ asks, 4♦ = 4 cards, 4♥ = 5 cards)

3♠ = 6♠ + 4♥

3NT = 6♠ + 5m (4♣ asks, and then 4♦ = 5♦, 4♥ = 5♣)

4♣ = 6♣ + 5♠

4♦ = 6♦ + 5♠

4♥ = 6♠ + 5♥