


DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBFC Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
5+ cards, 7-16 HCP		Lead		in Partner's Suit	Category i.e. Green / Blue / Red / HUM / Brown Sticker: Green Country: Faroe Islands Event: Open Players: Per Kallsberg - Jóannes Mouritsen
Responses: Jump Raise = Preemptive	Suit	4th		4th	
Cue-Bid = Forcing raise	NT	4th		4th	
New suit = F1	Subseq				
	Other:				
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2nd: 15-18 HCP, system on	Lead	Vs.Suit		Vs. NT	GENERAL APPROACH AND STYLE
4th: 11-14 HCP, system on	Ace	AK		Ax, Akx ATT	Natural, 5-card Majors
4th live: 15-18 HCP, system on	King	Akx, KQ		Akx, KQ CT	INT response = not forcing
	Queen	QJ		QJ, AQJ ATT	
	Jack	KJ10		KJ10 ATT	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	10x, K109, Q109		10x, K109, Q109	
1-Suit: Natural	9	9xx		9xx	INT Openings: 15 - 17
2-Suit: 2 NT = 5-5 in 2 lowest unbid suits	Hi-x	Sxx		Sxx	2 OVER 1 Responses:
	Lo-x	xS		xS	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening:	SIGNALS IN ORDER OF PRIORITY				2♦: 6+ card in major 3-7 hep
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2♥♠: 6+ card, 8-11 HCP
Michaels 5-5	Suit:1st	Att. Low=enc.	Cnt.low=even	Att. Low=enc.	
Jump cue = ASK for stopper	2nd	Cnt.low=even		Cnt.low=even	
	3rd	S/P		S/P	
	NT: 1st	Att. Low=enc.	Cnt.low=even	Att. Low=enc.	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Cnt.low=even		Cnt.low=even	
2♣ = both major	3rd	S/P		S/P	
2♦ = major 6+ card	Signals (including Trumps):				
2♥♠ = 5+ card and 4+ in one minor					
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	12+ HCP; Reopening 7+ HCP				
Take-Out DBL	Response: Jump in new suit = 8-11 HCP; Cue=12+HCP				
2NT = 15-18 HCP					SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Natural	Negative DBL up to 3♥				
	Responsive DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Lightner DBL				
OVER OPPONENTS' TAKE OUT DOUBLE					
2 NT = 10+ 4 Card support					Psychics: Seldom
RD = 10+, <4 Card support					
1M - (Dbl) - 3x = syson					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2	3 ♥	12+ HCP	3 ♣: 0-6, 5+♣ Week jump shift (2 any) 3-7		
1 ♦		4	3 ♥	12+ HCP	3 ♦: 0-6, 4+♦ Week jump shift (2M) 3-7		
1 ♥/♠		5	3 ♥	12+ HCP	3 ♣: 9-11, 4 cards fit; 3 ♦: 6-9, 4 cards fit 3 ♥: 0-6, 4 cards fit 2 NT: GF, 4 cards fit Splinter		
1 NT				15 -17 HCP balanced	2 ♣: Puppet 2 ♦/♥/♠: Transfer		
2 ♣	X	0		Artificial strong or 22+HCP balanced	2♦: Often neg. 2♥/♠: 3+ Controls and 5+ cards 3♣/♦: 3+ Controls and 6+ cards 2NT: 8-10 HCP		
2 ♦	X	0		6+ card in major 3-7 hcp	2 NT: asks		
2 ♥/♠		6		8-11 HCP	2 NT: Strong asking, F1 New suit: NF		
2 NT				20-21 HCP	3 ♣: Pup. Ask; 3♦/♥ transfer; 3♠=5♠ and 4♥		
3 ♣		6		Pre-emptive	New Suit forcing		
3 ♦		6		Pre-emptive	New Suit forcing		
3 ♥		6		Pre-emptive			
3 ♠		6		Pre-emptive			
3 NT				Solid minor	4/5 ♣ P/C; Natural		
4 ♣		6		Pre-emptive		RKCB 1430, Cue-bid	
4 ♦		6		Pre-emptive			
4 ♥		6		Pre-emptive, Gambling			
4 ♠		6		Pre-emptive, Gambling			
4NT	Negative						
5 ♣							
5 ♦							
5 ♥							
5 ♠							
5NT							

2 ♥/J17: 6+ card, 8-11 HCP