


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div>WBFC Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Responses:		Lead	in Partner's Suit		
New suit = forcing	Suit	2nd / 4th	2nd / 4th		
Cue bid = strong raise	NT	2nd / 4th	2nd / 4th		
	Subseq				
	Other:	Overlead all honours			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2nd = 15-18 HCP	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
Responses: same as 1NT opening	Ace	AK; AKx(+)	AK; AKx(+)		5 card Majors
4th = 10-14 HCP	King	AK(+); KQ; KQx(+); Kx	AK(+); KQ; KQx(+); Kx		Short club (2+)
Responses: same as 1NT opening	Queen	QJ; QJx(+); Qx	QJ; QJx(+); Qx		
	Jack	JT; JTx(+); KJTx(+); Jx	JT; JTx(+); KJTx(+); Jx		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9; T9X(+); HT9X(+); 10x		
1-Suit: Natural, weak	9	9x; T9xx		9x; T9xx	1NT Openings: 15-17 balanced
2-Suit: 2NT = two lowest unbid suits	Hi-x	xx(+)		xx(+)	2 OVER 1 Respon: forcing to game
	Lo-x	Hxx(+); xxx		Hxx(+); xxx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: non-forcing	SIGNALS IN ORDER OF PRIORITY				2C opening = game forcing
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2D opening = 6-9 HCP, 6+ D
Direct Cue Bids = michaels (Note 5)	Suit:1st	attitude	reverse count	low enourage	2H opening = 6-9 HCP, 6+ H
	2nd		reverse count		2S opening = 6-9 HCP, 6+ S
	3rd				3NT opening = long minor, no outside A
	NT: 1st	attitude	reverse count	low enourage	2NT overcall = two lower unbid suits
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd		reverse count		Michaels cue-bids (Note 5)
Modified capeletti (Note 1)	3rd				Lebensohl after overcall of 1NT and double of opponents preempt (Note 3)
	Signals (including Trumps):				
	A = reverse count				
	K = attitude				
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	Can be weaker than usual				
take-out doubles through 4H					
					SPECIAL FORCING PASS SEQUENCES
					1NT X P = forcing ptrnr to bid 5 card suit or XX to play
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
Natural					
					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
					Double jump shifts = splinter (Note 6)
					Opening preempts can be weaker than 6HCP
OVER OPPONENTS' TAKE OUT DOUBLE					2 way checkback (Note 7)
System is same (ignoring double)					Psychics: Rare

[illegible]