

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<div>WBF Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
level1 overcalls light level2 sound		Lead	in Partner's Suit	
level 1 responses are forcing	Suit	3rd,5th	3rd,5th	
After level 1 overcall if not passed 2C: artificial fit, transfers	NT	2nd,4th	2nd,4th	
2NT: 12+ 4 cards fit	Subseq			
if Double is availabe then 2NT is always artificiall	Other:	If the number of cards is known then we could lead suit preference		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY
15-18 semi balanced with stoper	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
In 4th: over a minor is 11-14 may not have stop,	Ace	AKx,Ax,A,Axx	AKTxx,AKx,Ax	5card major 2/1 with 1M-2C relay
over a major is (13)14-16	King	KQJ,KQx,Kx,AK	KQJxx,AKJTxx,AKQ10x,Kx,	Variable NT
	Queen	QJT,QJx,Qx	KQT9x,AQJxx,KQJXx,Qx	Variable weak jumps
	Jack	JTx,KJT,Jx	AJTx,KJTx,JTXxx,Jx	A lot of transfers in competition
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	1098,Q109,K109	1098xx,109x,A109x,K109x,Q109x	Upside Down att and carding
Weak,Leaping Michaels,Unusual NT	9	Q98,J98,9x	Q98x,J98x,9x	
In some situations 4m shows majors	Hi-x	xxX,xxXx,xxxxX,Xx	xXxx,xXx,Xx	
Jump Cuebid asks for Stop with a solid suit	Lo-x	HxX,HxXx,HxxxX	HxxX,HxX	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
		SIGNALS IN ORDER OF PRIORITY		Variable NT
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding
Michael's cuebids	Suit:1st	Attitude	count	attitude
asking for stoper cuebids	2nd	count	suit preference	count
aknown 2suit cuebids	3rd	suit preference		suit preference
leaping Michaels cuebids	NT: 1st	Attitude	Smith singal	attitude
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	count	count	suit preference
Dbl: Penalty,2C: Landy,2D: Multi,2H/S: M+m	3rd	suit preference	suit preference	count
2C p 2D: no preference or invite with only one	Signals (including Trumps):		sometimes suit preference	
2C p 2NT: asking ->				
3C:very minimum, 3D:5+h4s 3H:4h5+s 3S:5h4s great hand				
3NT:4h5s great hand 4C:55 good 4D:6h4s good 4H:4h6s good	DOUBLES			
	TAKEOUT DOUBLES(Style;Responses;Reopening)			
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Most doubles are TAKEOUT			
natural				
	SPECIAL FORCING PASS SEQUENCES			
	when GF sequences passes are forcing			
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Double: 5+m 4m	negative double			
Clubs: Majors	responsive double			
Diamonds: One major	woolsey double			
Majors: Majors + Minor	support double			
OVER OPPONENTS' TAKE OUT DOUBLE				
Capeleti over major,Strength,support Rdbl				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1cl		2	7H	nat 11-21 or balanced (includes 18-19 balanced with 5 diamonds)	Transfer responses: 1D hearts, 1H spades, 1M no major		After 1D overcall we still play transfers
					2C: 10+ HCP no 4 major; Jump in 2H/S is invitational		
					2NT openers rebid can have 5D(332)		
					after 1M response 3D rebid is 17-19 and 4card support		
1d		4	7H	nat 11-21 5d or 444(1)	Natural responses, 2C: GF, 2D: inverted 10+		
					Jump in 2H/S is invitational		
1H/SP		5	7H	21-Nov	INT: 5-11 NF; 2C: Relay; 2/1 GF	2C relay is on our notes (doesn't fit)	after a pass 2C: drury; 2NT: super fit
					2NT: 10-14 with Support; 3C: mixed raise	After Double we play Transfer Level 2	
					3D: 9-11 4card support and some shortness	2NT and up is System on	
					Level 4 is void		
1 NT	x			10-13 Or 15-17	After 10-13 we play 2C: invite 2D: GF; 4C/D : majors transfers	2NT: pick a minor (weak or strong)	
					After 15-17 we play Stayman (may have 5s invite); 4 Transfers	after a stayman response 3C: restayman	
					3C: puppet; 3D: GF with both minors	after major transfer we play Retransfers	
					3H/S is singleton with 3 in the other major and 54m		
2c	x	0		GF hand or 22+ balanced	2D: relay		
					After 2D -> 2H: koshish relay; 3H/S is 4M 5+D		
2d	x	0		Not vulnerable is both majors weak	After Multi 2h/2sp/3h/3sp: pass or correct	After Both majors weak, 2NT: asking	3D: 5+h 4s ok hand; 3H: 4h5+s ok
				Vulnerable is One major 5-8	2nt: asking; 4cl: asking for a transfer in suit; 4d: asking for the major	2NT -> 3C: very minimum may be 44	3S: 5h4s great hand; 3NT: 5s4h great
					after 2D multi p 2S p -> we can play 3 in a minor		4C: 5S great hand; 4D: 6h4s; 4H: 4h6s
2H/SP				in red 9-12 hcp weak (ANY HAND)	2NT: asks		
				in green we play natural weak	After a natural 2M in green we play August*		
2 NT				19-21 semi balanced	3C: Puppet stayman; 3D/H: transfer; 3S: relay to 3NT	After transfer bidding the suit is support	After 3S relay 4C/D is optional
3Cl				preemptive			RKCB, 4H/S is shortness with both
3D				preemptive			minors
3H				preemptive			
3SP				preemptive		High Level Bidding	
3 NT				Good 4Major opening	4C: Serious Slam try; 4D: non Serious ST; 4H/S: P/C	optional blackwood	
4Cl				preemptive		RKCB	
4D				preemptive		Josephine bid	
4H				preemptive		if the auction showed majors and we couldn't agree,	
4SP				preemptive		then 4NT: RKCB Hearts and 5C: RKCB Spades	
4NT				Both minors preemptive			
5CL				preemptive			
5D				preemptive			
5H				preemptive			
5SP				preemptive			
5NT							