

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
1-lvl: (6)8+hcp, rarely 4-cards; 2-lvl: (8)11+hcp; sandwich: 8+hcp			Lead	in Partner's Suit		Category: Green
(1m/1♥ - 1NT) - 3M = ~14-16hcp, good suit		Suit	3rd (from even)/low (from odd)	same		Country: USA
advances: 2/1 NF, others forcing; cue tends to show supp		NT	4th: 1/2 from xxx(+), low from Hxx	low from xxx(+) if unraised		Event: U26 Open
x-fers after (1x) - 1M - (x): 2M-1 worse than 2M		Subseq	att			Players: Jacob Freeman and Cornelius Duffie
		Other:	mid-hand: K asks for ct; in cashout situations, leading hi = E, lo = odd			
		vs NT, rusinow from 4+				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
(14)15--18, systems on		Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
11--16 in balancing seat, then 3-way range stayman:		Ace	AKx(+), Ax	AK(+), AKQ(+), Ax		5+M, F 1NT, 5(4)+ UNBAL ♦, 2+ BAL ♣ w trfs, all responses may be very light
2-lvl = 11--12 hcp, 2NT = 13--14 hcp, 3-lvl = 15--16 hcp		King	AK, KQ(+), Kx, (AKx(+))	unblock or ct		open most 11s NV, open all(JF)/most(CD) 12s VUL, 3rd seat may be light w good suit
		Queen	QJ(+), Qx	KQx(+), KQJx(+), QJx, Qx		VUL: 2♥ = 4(+) 5+♥ (10)11--15, 2♠ = 6+♠ 10--14
		Jack	JT(+), Jx	AQJx(+), QJxx(+), KQJx(+), KJT, JTx, Jx		NV: 2♥ = 4+4+ MM (0)4--9, 2♠ = 5+♠ 4+m (0)4--9
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	KT9(+), QT9(+), T9(+), Tx	(A/K)JTxx(+), JTxx(+), (A/K/Q)T9, T9x, Tx		
6+-cards, 3--9hcp, usually pure		9	KJ9, 9x	(A/K/Q)T9x(+), T9xx(+), AQT9(+), 9xx, 9x		1NT Openings: (13)14--16 NV 1/2/3 // (14)15--17 VUL or 4th
(1♣) - 2♦ = 5+5+MM		Hi-x	Sx, xxSxxx	Sxx, SSxx (2nd if not touching), Sx		2 OVER 1 Response: FG
2NT = 2 lowest		Lo-x	xxS, xxSx, xxxxS	HxS, HxxS(+)		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: 14--16ish		SIGNALS IN ORDER OF PRIORITY			Multi 2♦ (VUL or NV): PRE in one major	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding	VUL: 2♥ = 4+♠, 5+♥ (♥s longer), (10)11--15 hcp
(1m) - 2♦ = 5+5+MM, then 2NT = raise, 3/4♣/♦ = ♥/♠ raise, 3M = 5		Suit: 1st	hi = disc	hi = odd	hi = disc	VUL: 2♠ = 6+♠, 10--14 hcp, never 4+♥, may have 4m (but 6♠ 4m may also open 1♠)
(1M) - 2M = 5(+) oM 5+m, then 2NT = g/t ask, 3♣ = p/c, 3♦ = g/t in M		2nd	hi = odd	s/p	hi = odd	NV: 2♥ = 4+♥, 4+♠ (0)4--9 hcp, usually (4+5+)MM or 44(14)
(1m) - 3m = nat pre, (1M) - 3M = ask stop		3rd	s/p	s/p	s/p	NV: 2♠ = 5+♠, 4+m, (0)4--9 hcp
		NT: 1st	hi = disc	hi = odd	hi = disc	3NT = 4m PRE
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	hi = odd	s/p	hi = odd	4m = good PRE in corresponding M (♣ -> ♥, ♦ -> ♠)
Strong (lower 14+): x = 4M 5+m (may be only ♦ in balancing)		3rd	s/p	s/p	s/p	Trf responses to our 1♣ opening
Weak (lower <14) or 3rd seat: x = pen		Signals (including Trumps):		T2@NT: hi = enc led suit, but ct if necessary and s/p if Hs known		
2♣ = MM, 2♦ = 1 M, 2M = 5M 4+m, 2NT = mm		trump s/p				
		DOUBLES			1♣ - 2♥ = 5+♠, 4+♥, <9 hcp	
		TAKEOUT DOUBLES(Style;Responses;Reopening)			1♣ - 2♠ = 10--12 hcp, 5+♣	
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		(11)12+ hcp, not esp agg			1♦ - 2♥ = BAL INV	
x = t/o, then 2NT = leb, (3♣) - x - 3♦ = leb		cue forcing to 2NT or suit agreement			1♦ - 2♠ = 6--9 hcp, 4+♦	
(2M) - 3M = 5oM 5+m, 4♣ = mm, 4♦ = oM, 4M = mm, 4NT = 1m		(1M) - x - (2M) - 2NT = leb				
(3♣) - 4♦ = 5♦ 5M, (3M) - 4M = mm						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES	
x = MM, NT = mm; NT is cuebid by adv		1♣ - (1♦) - x = ♥, 1m - (1♥) - x = 4--5♠, 1m - (1♠) - x = 4+♥			We open 2♣; 1x - (x) - xx: in a force through 3x (2x after 3rd seat opening)	
NV vs strong ♣: (1♣) - 3x = PRE in either x or x+1		x = g/t if we have raised and no other g/t below 3x			We bid 2/1; (Weak 1NT) - x or 1x - (1NT) - x: in a force thru 2♥ (not after we open in 3rd seat)	
		opener's x = 3 supp and desire to compete OR extras				
		1x - (x) - xx = force thru 3x (2x after 3rd seat opening)				
OVER OPPONENTS' TAKE OUT DOUBLE		xx of their pen x = SOS at 1-/2-lvl, pen at game, SOS in bal/pen in direct at higher partscores				
tfrs after we open 1M starting w 1NT, 1-lvl F, 1M (x) 2NT = raise		P of xx = pen at 3+-lvl, t/o at 1-/2-lvl, except ..(o/c or pre) - P - (P) - x - (xx) - P = pen			Psychics: rare, not unheard of	
		x of non-slam NT may say: lead my suit, dummy's suit, your suit, or my unbid M (in that order				
		o/c - (x) - xx = 2 supp, 8+hcp				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	7♥	bal w/o 5M (may have 5♦), or ♣	1♦ = ♥, 1♥ = ♣, 1♠ = nat or ♦ < fg, 1NT = bal inv	1♣ - 1r: 1M = min 1--3 supp, 1♠ = 4+♠ unbal, 1NT = 17/18--19	[1]
				if bal then (10)11+ hcp nv, (11)12+ hcp vul	2♣ = ♣ fg, 2♦ = ♦ fg, 2♥ = 5+♠ 4+♥ < inv, 2♠ = ♣ inv	2M = min 4 supp, 2NT = ♣ < 3 supp, 3M-1 = 4-suppl 17/18--19	bph: 2m = inv, 2♠ = 5+♠ 4+m inv
				xx45 opens 1♣, (23)44 opens 1♠, (41)44 may open either m	2NT = bal fg, 3♣ = nat 6--9	reverses nat, but 2♦ may be 3-suppl fg	
					may respond on 0 hcp	2-way after 1♣ - 1r - 1M/1NT; 1♣ - 1♦ - 1♥ - 1♠ = (r) 1nt	
1♦		(4)5	7♥	unbal 5+♦, or 4441, or maybe (41)44	1M/1NT = nat, 2♣ = fg, 2♦ = inv+, 2♥ = bal inv	tfr rebids after 1M: 1NT = ♣, 2♣ = ♦, 2♦ = ♥, these may be str	[1]
				(10)11+ hcp	2♠ = 6--9 4+♦, 2NT = bal fg, 3♠ = nat inv, 3♦ = nat < 6	2NT rebid = 3M 6♦, 3♦ = fg; 1♦ - 1NT - 2♣ = fl	bph: 2c = inv
					may respond on 0 hcp	1♦ - 1NT - 3♣ = nf	
1♥/1♠		(4)5	7♥	(10)11+ hcp nv, (10)12+ hcp vul	vul: 1♥ - 1♠ = 0--4♠ < 12 hcp fl, 1NT = 5+♠,	vul: 2♣ = 16+ hcp or 6♥/5♠ (332), 2M = 5(+)M 4+♠ 11--15	[1]
				4 cards only if 3/4 seat and good suit and min	nv: 1♥ - 1♠ = nat, 1NT = fl, 1♥ - 2♠ = 6+♠ < inv	2NT = 6M 4m 14--16, 3m = 5M 5m 14--16, 3M = 14--16	bph: 1NT = semi-f, 2♣ = 3-suppl 8+
					2M = 7--9 hcp, 3-suppl; 2NT = fg 4+suppl; 3♠ = nat inv	nv: nat rebids, js = fg	2♦ = nat inv, 2NT = 4+suppl (9)10+
					2m = nat fg; 3♦ = inv 4+ suppl; 3M+1 = any spl		jumps = nat w fit
1 NT			7♥	(13)14--16 nv 1/2/3 seat, (14)15--17 vul or 4th seat	2♣ = stayman, 2r = tfr, 2♦ = ♣ / inv, 2nt = fg ask	2r - 2NT = great 4+suppl, 3M = good 4+suppl, 3♠ = good 3-suppl	2NT = ♣ or weak
					3♠ = ♦, 3♦ = 55mm fg, 3M = 1M3oM(54)	2NT - 3♠ = no 5M, 3♦ = 4♠5♥, 3M = 5M	3x = tfrs through your suit
					4♠ = ask aces, 4r = tfr	tfrs after 2r - 2M: 2NT = ♣, 3♠ = ♦	3cue = shortness
						2♣-then-2♦ = inv 5+♠	
2♣	x			22+ hcp, or very strong (sth like 9 tricks)	2♦ = waiting, 2♥--3♦ = tfr positives	2♥ = ♥ or fg bal, then 3♠ rebid = ♥, 3♥ = ♥ + ♠	in a force, x = usually weak by resp
					2NT = 7+♥, 1 of top 3; 3M = spl, mm, 3--5 hcp	resp cannot bid kc	bids = semi-positive
2♦	x			pre in 1 M, usually 6 cards, nv in ♥ may be 5, vul may be 7	2M/3M = p/c (2♣ doesn't promise ♥), 2nt = ask	2nt - 3♠ = med (3♦ = fg ask); 3♦--3nt = bad/bad/good/good ♥/♠/♥/♠	(x) - p = "pass w 3+♦", xx = "bid 2♥"
				vul: (4)6--9 hcp, decent suit; nv: no requirements	3♣ = ♥, 3♦ = ♠, 4♠ = ask tfr, 4♦ = ask suit, 4M = play	2♣ - 2NT/3♠ = min/max w/ ♥; 3m - 3m+1 = <2 supp, 3M = 2 supp	(2M) - x = p/c, higher x = pen
NV 2♥	x	4		4+4+MM, usually (4+5+) or 44(14), (0)4--9 hcp	2NT = ask, 3m = nf	2NT - 3♠ = bad, 3♦--3NT = bad/bad/good/good better ♥/♠/♥/♠	x = pen
NV 2♠	x	5		5+♠ 4+m, (0)4--9 hcp	2NT = ask, 3♣/4♠ = p/c, 3♦ = ♠ g/t, 3♥ = fl, 4♦ = kc	2NT - 3m = nat min, 3♥/3♠ = max w ♠/♦	x = pen
VUL 2♥	x	5		4+♠ 5+♥, (10)11--15 hcp, longer ♥ than ♠	2NT = fg ask, 3m = nf const--inv, 3M = light inv	after 2nt, show shape, then 4♠ -> 4♦ for ST, 4♦ -> 4♥ to sign off	
VUL 2♠		6		6+♠ 10--14 hcp, never 4♥, may have 4m (6♠ 4m can pick)	2nt = inv+ ask, 3x = nat fg	2nt - 3♠ = min no 4m, 3♦ = 4m, 3♥ = max 3♥, 3♠/3NT = max	
2 NT				20--21 hcp	3♠ = stay, 3r = tfr, 3♠ = m/mm, 4r = tfr s/t	accepting tfr denies suppl, 2nt - 3♦ - 3♠ = 5233	
3♣		6/7		usually good suit vul, agg 1st w/r	new suit fl, 4♦ = kc		
3♦		6/7		usually good suit vul, agg 1st w/r	new suit fl, 4♠ = kc		
3♥		6/7		agg always, very agg nv (often 6, may be bad suit)	new suit fl, 4♠ = kc		
3♠		(6)7		usually good suit vul, agg 1st w/r	4♠ = kc	High Level Bidding	
3 NT	x			pre in either minor	4m = p/c, 4NT = s/t, 5♠ = p/c, 4M/5♦ = play	Cues: either 1st or 2nd rd ctrl below game; usually 1st above game. bypassing a suit tends to deny a ctrl	
4m	x			good pre in corresponding M: about 8.5 tricks	4m+1 = s/t, 4M = to play, 4nt = kc	In partner's suit, cue shows A or K (never small singleton or void)	
				AKQxxxxx and a K is typical		When pass is forcing at high levels, pass-then-pull is a ST	
4♥				lighter than 4m	4NT = kc	1430 responses to KC, except 3014 after exclusion	
4♠				lighter than 4♦	4NT = kc	XX of a control bid shows a 1st round control	
4NT	x			ask specific aces	5♠ = 0, 5NT = ♠ A, 6♠ = 2 aces	Over 4♠, if 4NT would be takeout then direct 5♥ is weaker than 4NT-then-5♥	
5♣				pre		After we open 2♠, responder can never bid KC	
5♦				pre		5NT usually pick-a-slam	
5♥				bid 6 w A or K, 7 w A and K		When there's only one ST available below game, it doesn't promise a control in the bid suit (last train)	
5♠				bid 6 w A or K, 7 w A and K			

Note #	Description
	1♣ - (1♦) - x = ♥, 1♥ = 1♠, 1♠ = bal, 1nt = bal inv, 2♣ = 44MM 6--10hcp nf, 2♦ = 6+♥, 2♥ = 6+♠, 2♠ = ♣ inv+ 1m - (1♥) - x = 4--5♠, 1♠ = bal, 1nt = bal inv, 2♣ = ♦, 2♦ = ♣, 2♥ = 6♠ <inv or fg, 2♠ = inv, 3om = 4♠ 6+om fg 1m - (1♠) - 2♣ = ♦ 8+hcp, 2♦ = ♥ inv+, 2♥ = ♥ <inv, 2♠ = ♣ inv+, 3om = 4♥ 6+om fg 1m - (2♥ or 3♥) - All = nat 1m - (2♠) - 3♣ = supp, 3♦ = ♥, 3♥ = om, 3♠ = fg supp 1m - (3♠) - 4♣ = fg supp, 4♦ = ♥ good, 4♥ = ♥ weaker, 4♠ = om 1m - (2m/3m/2om/3om): cue = 5+5+MM (const+ if 3-level, GF if 4-level), tfrs if m is ♣, switch ♥ + ♠ if m is ♦ 1♣ (2♦ nat) 3♥ = forcing raise, can stop in 4♣ Other jumps to 3-level after 1m = NAT INV After 1M 1♥ - (1♠) - 1NT = 9+hcp supp, 2♣ = ♦, 2♦ = ♣, 2♥ = nf, 2♠ = 3-suppl fg, 2NT = 4+-suppl fg, 3m = fit jump 1M - (2♦/3♦) - 2NT = 4+-suppl fg, jump = fit, else = nat 1M - (2♣/3♣) - switch ♦ and oM, jumps = fit, 2NT = 4+-suppl 1M - (2oM) - 2NT = raise, 3♣ = ♦, 3♦ = ♣, jumps = fit 1♥ - (2♠) - 3♠ = SPL 1M - (3oM) - 4♣ = s/t in M, 4♦ = fg raise, 4M = light raise 1♠ - (3♥) - 4♥ = spl 1M - (4♣) - 4♦ = fg raise, 4M = lighter raise