


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
One level - 7-17, 2 level - 10-17 ish. New suits are NF constructive,		Lead	in Partner's Suit		
Jump in new suit as a response to overcall is forcing.	Suit	third and low	third and low		
Jump raises are mixed	NT	fourth, sometimes second from back	fourth		
Cue bids promise fit	Subseq	Attitude			
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18, Systems on	Lead	Vs.Suit	Vs. NT (Rusinow)		GENERAL APPROACH AND STYLE
Balancing - 10-16 (usually 11-15)	Ace	Akx	Akxx		2/1 UDCA
	King	AK, KQx	KQJT, AKJTx (Power)		4th suit forcing to Game, XYZ
	Queen	QJx	KQxx		1430 Keycard
	Jack	JTx	QJxx		Minorwood
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9x	JTx	
1-Suit: Weak	9	9x	T9xx		1NT Openings: 14+ to 17
2NT = 2 lowest	Hi-x	Doubleton	2 or 3 cards		2 OVER 1 Response: Game forcing
	Lo-x	Not a doubleton	length		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Intermediate		SIGNALS IN ORDER OF PRIORITY			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)			Partner's Lead	Declarer's Lead	Discarding
Michaels	Suit: 1st	UD Attitude	UD Count	UD Attitude	
	2nd	UD Count	SP	SP	
	3rd	SP			
	NT: 1st	UD Attitude	UD Count	UD Attitude	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	UD Count	SP	SP
2C = Majors	3rd	SP			
2D = one Major	Signals (including Trumps):				
2H = H + minor	Trump suit preference				
2S = S + minor	UDCA				
2N = minots	DOUBLES				
X = 4M + longer minor or penalty if weak NT	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					
Takeout doubles through 4H, card showing 4S or higher					
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Over 1C - DBL = majors, NT = minors, bids are natural	Support doubles				
	Negative doubles				
	Responsive doubles				
	Snapdragon double				
OVER OPPONENTS' TAKE OUT DOUBLE		RBL by advancer shows a doubleton and 8+HCP			
RDBL = 10+, 1 level forcing, 2 level non forcing					
Systems on otherwise					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	4H	10-21 HCP, natural	Inverted minors are GF, Jump in OM is invite in minor		
					2M = weak		
1 ♦		4 (3)	4H	10-21 HCP, natural	Inverted minors are GF, Jump in OM is invite in minor		
					2M = weak		
1♥ / ♠		5	4H	10-21 HCP, natural	Jacoby, Splinters, 3M = Mixed, 3C = weak, 3D = limit		One way Drury
1 NT				14+ to 17, could have 5M	Stayman, Transfers, Texas, Smolen		Lebensohl, 3NT is to play
					Garbage Stayman, 2C then 2S = light invite		
					2S size or clubs, 2N d or minors, 3C Puppet, 3D 5/5 minors		
					3H = 31(54), 3S = 13(54)		
2 ♣	X			Strong, 22+	Controls through 3C (5+ controls)	Kokish, with 3C = hearts, 3H = H+C	DBL = double negative
					3D/3H/3S = 6 card suits, 2/3 top honors and nothing outside		Pass shows something
2 ♦		6		Weak, 3-9	New suit NF, Jumps forcing, 4C = PRKC, 2NT = Ogust asking		DBI =penalty
2 ♥		6		Weak, 3-9	New suit NF, Jumps forcing, 4C = PRKC, 2NT = Ogust asking		DBI =penalty
2 ♠		6		Weak, 3-9	New suit NF except 3H is forcing, Jumps forcing, 4C = PRKC		
					, 2NT = Ogust asking		
2 NT				20-21 balanced	3S - slam try in one or both minors		
3 ♣		6 to 7		Weak	New suits forcing		DBI =penalty
3 ♦		7		Weak	New suits forcing		
3 ♥		7		Weak	New suits forcing		
3 ♠		7		Weak	New suits forcing	High Level Bidding	
3 NT	X			Gambling, solid 7 or 8 card minor			
4 ♣				Preempt			
4 ♦				Preempt			
4♥				Preempt			
4♠				Preempt			
4NT							
5♣				Preempt			
5 ♦				Preempt			
5 ♥							
5 ♠							
5NT							