

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			♣♦♥♠	
1♦/♥/♠= 8 (6)-15 HCP, NAT, 5+ (4), variable		Lead	In Partner's Suit	♣♦♥♠	
2♣/♦/♥= 10 (8)-16 HCP, NAT 5+, variable	Suit	1 st /2 nd /4 th /6 th (from any)	1 st /2 nd /4 th	Category: Red NCBO: Germany Event: Any Players: <u>Claus Daehr (7695)</u> <u>George Cohner (7688)</u>	
RSP: 2♣= DRURY after 1♥/♠, w/3+♥/♠ F1, 1♥/♠= NAT 4+ F, 1NT/2NT= NAT NF, CUE= STR F, 1y/z= F1, 2y/z= NF	NT	1 st /2 nd /4 th /6 th (any; see H below)	1 st /2 nd /4 th		
	Subseq	1 st /2 nd /4 th /6 th	1 st /2 nd /4 th or S/P		
R/O: may be weaker 4+, RESP: NAT, 2♣: DRURY after 1♥/♠, w/ fit					
1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
After 1♣/♦: 8 (6)-15 HCP, 5+ om + 4M; CUE = ASK, 2om: S/O	Lead	Vs. Suit	Vs. NT		
After 1♥/♠: 8 (6)-15 HCP, 5+m + 4OM, CUE = ASK, 2♣: NF (R), 2NT = ASK, 2OM = S/O	Ace	AK, Axx, Ax	Ax, AK, AKJ10x (UB or CT)	GENERAL APPROACH AND STYLE	
	King	AKx, KQ, Kx	AKx, KQx, (ENCRG or DISCG)		
	Queen	QJ, KQx, Qx	KQ10x, (UB or S/P)	POLISH CLUB	
4 th pos= 8-14 HCP, NAT, BAL	Jack	(H)J10, (H)Jx, Bx	(H)J10, (H)Jx, Bx	1♣ = 12-14/18-21/25+ HCP BAL or 11-18 HCP 4+♣ or 19+ (16+) HCP any	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(H)10x, B10x, 10x	(H)10x, B10x, 10x	1♦ = 5+ or 4-card Un-BAL (could include longer ♣)	
1-Suit= WJO, RESP: CUE= F, 2NT= ASK, y/z= NF	9	(H)9x, B9x, 109x	(H)9x, B9x, 109x	1♥/♠ 5+ 11 - 18 HCP	
2-Suit: 2NT= lower 2 unbid suits, 1m - 2NT= ♥ + om, 1M - 2NT= ♣ + ♦	Hi - x	(H)x, Bx, 10x, xxxx, xxx (MDU)	(H)x, Bx, 10x, xxxx, xxx (MDU)	1NT Opening = 15-17 HCP (could be Un-BAL)	
	Lo - x	xxxxxx, xxxx, xx	xxxxxx, xxxx, xx	2♣ = NAT. 6+♣, 11-15 HCP	
R/O= 10-16 HCP, good 6-card suit	SIGNALS IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding	
1M - 2M= two suiter 5+ - 5+ OM + m, 1M - 2NT= m + m	1	CO (Lo-Hi=E)	CO (Lo-Hi=E)	CO (Lo-Hi=E)	1NT RESP = NAT, NF
1m - 2m= two suiter 5+ - 5+ ♠+♥ or om, 1m - 2NT= ♥ + om	Suit 2	Lo=ENCRG	S/P (Lavinthal)	Lo=ENCRG	2 OVER 1 RESP = 11+ HCP NAT F1, 2♣ = ART after 1♥/♠ O/C w/ fit F1
RESP: CUE = FG, 2NT= ASK	3	S/P (Lavinthal)		S/P (Lavinthal)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1x - 3x= ASK stopper w/ solid m	1	CO/Lo=ENC/Lav*	Smith-Peter	CO (Lo-Hi=E)	1♣ = 12-14/18-21/25+ HCP BAL or 11-18 HCP 4+♣ or 19+ (16+) HCP any
VS. NT (vs. Strong / Weak; Reopening; PH)	NT 2	Lo=ENC/CO/Lav*	CO	Lo=ENCRG	1♣-1♦ = 0-6 any or 7-11 w/o 4+M or STR BAL 16+ (13+) w/o 4M
2♣= both M, 4+ - 4+	3	S/P (Lavinthal)	S/P (Lavinthal)	S/P (Lavinthal)	2♦ = MULTI 5-11 HCP, WK-two in ♥/♠, 6+(5) or 23-24 HCP BAL
2♦ = 5+♥ or 5+♠ or both m	Signals (including Trumps): Smith-Peter on Declarer's 1st Lead, Lo=ENCRG, Trumps: Lavinthal or CT; CT: Lo-Hi=E, Hi-Lo=O; Lavinthal-signal			2♥ = Two suiter 5-11 HCP 5+♥ - 5+ any	
2♥/♠ = 5+♥/♠ + 4+m	*UB or CT on ld of A, Lo=ENC, Hi=DIS on lead of K, UB or Lav on lead of Q			2♠ = Two suiter 5-11 HCP 5+♠ - 5+m	
2NT= WK PRE 6+m, 3m= 6+ INV PRE				2NT = Two suiter 5-11 HCP 5+ - 5+, m + m	
X= 13+ vs. WK NT and 4M - 5+m vs. STR NT				3m in = WK PRE (1 st ./2 nd pos w 2+ H)	
R/O-X= T/O 10+ HCP with 4+-4+ (13+ vs. WK NT)				3NT GAMBLING (only in 1 st ./2 nd ./3 rd . pos) SOL 7m w/o O/S A or K	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			4♣/♦ = NAMYATS MOD: SOL M w/ 8 Tricks or NAT PRE	
X 2-Level= T/O w/ 4♥ or STR any, P then X= 4♠, X 3-Level= OPT	TAKEAUT DOUBLES (Style; Responses; Reopening)				
CUE= ASK stopper w/ solid m or two suiter, 5+ - 5+, M + M or M + m	May be light with classic shape, 12 (10)-15 HCP or 16+ HCP any				
Jump to 4m = 5+5M	RESP: CUE= 11+, 1NT= 6-10 HCP NAT NF, 1♥/♠= NAT NF, jump= 8-10 HCP				
VS. ARTIFICIAL STRONG OPENINGS				SPECIAL FORCING PASS SEQUENCES	
After 1♣ (15+ HCP): X = 5+♦, 1♦/♥/♠= TRF, 1NT= both m, 2♣= both M, 2♦ = 1M, 2♥/♠ = 5+4m	R/O = may be lighter 8(6)-15 HCP or 16+ HCP any			STR in case NEG-X would apply to deny SUPP (in various situations)	
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES				
	R/O, NEG, L/D, SUPP (X and XX), H showing (X and XX),			IMPORTANT NOTES THAT DON' T FIT ELSEWHERE	
OVER OPPONENTS' TAKEOUT DOUBLE	OPT, PEN, T/O (X and XX), COMP, COOPERATIVE, RESP, SOS-XX, ASK-XX, DOPI/ROPI, LIGHTNER			2♣ CB, OBAR bids, INVERTED m after 1♦	
1 Level F, MINI SPL, INVERTED m after 1♦, 2♣ = DRURY (after M only), 2♥/♠ = WK jump, 3♥/♠ = PRE (after 1♥/♠)					
1♣ - X - p/1♦ = 0-7 HCP w/ w/o 4+ ♣, 1♥/♠ 4+ F, 1NT= 7-10 BAL NF				PSYCHICS:	

