DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WBF Convention Card		

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 level; Reopening)

8-15 HCP , normally 5+cards at 1-Level

Resp: New Suit= F1; CUE= F1;

Double Raise=PREEMPT

1NT OVERCALLS (2nd / 4ᵗ ʰLive; Responses; Reopening)

2nd: 15-17 HCP, BAL

Response : system on as per opening 1NT

4th: 13-15 HCP, BAL

Response : system on as per opening 1NT

JUMP OVERCALLS (Style; Responses; Unusual NT)

1-suit: Pre-emptive

2-suit: 2NT: 2 Lowest un-bid suits

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

Michaels:

Cue minor = 2 majors 55+ , 10 -15P

Cue major = another major + 1 minor 55+ , 10-15P

Jump-cue asking for stopper

VS. NT (vs. Strong / Weak; Reopening; PH)

DBL=Equal Strength or PLUS

2♣=5+4+ Majors : responce 2♦ = please bid longer suit

2♦/2♥= natural ; 2♠= natural

2NT=Both Minors 55+ , 10P-15P

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

DBL= Take out up to 4♦

4NT= 2 minors (after Major preemption)

Leaping michaels

VS. ARTIFICIAL STRONG OPENINGS

Vs Strong 1♣ or 2♣ opening : DBL= Both Majors 54+

1NT (or 2NT) = Both Minors 54+

Other overcalls = natural

Jump = preempt

OVER OPPONENTS' TAKEOUT DOUBLE

New Suit= F1 at 1-level; New Suit at 2-Level = Non-Force

XX = 10P +, Normally no support

XX then support = 11-12P with 3 cards support

XX then bid a new suit = Forcing

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3ʳᵈ or 4th	3ʳᵈ or 4ʳᵈ Best
NT	4th	3ʳᵈ or 4th
Subseq	High = encourage	High = encourage
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+), AQ(+), A(+)	AKJ10x, AK(+), AQ(+), A(+)
King	KQ(+), Kx	KQJ+, KQx, Kx
Queen	KQ(10/9)x QJ(+), QX	KQ109x KQ(+), AQJ(+)
Jack	J10(+), Jx,,HJ10(+)	J10(+), AJ10x, KJ10X
10	10x, 109x(+),H109, H109(+)	H109(+), 109(+), 10xx
9	9x,	H9x, 987x (+)
x	xSx, xxxs (+)	xSx, xxxSx (+), xSxx

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	High = encourage	Low high = odd	Exemption
	2	Low high =odd	Suit preference	Suit preference
	3	Suit preference	High = encourage	
NT	1	High = encourage	Low high = odd	Exemption
	2	Low high = odd	Suit preference	Suit preference
	3	Suit preference	High = encourage	

Signals (including Trumps): Standard ,low high = odd , high low = even

High = encourage, discarding O/E (O encourage, E preference)

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Take out X up to 4♦

Resp: Cue=F1

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES

NEGATIVE   DBL: up and including 3♠

RESPONSIVE   DBL: up and including 3♠

LEAD DIRECTING DBL: Unusual Lead against 3NT / Slams, usually 1ˢᵗ suit

Dummy had bid

SUPPORT DBL & REDBL: up and including 2♥

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Five-card Major 5542   1NT=15-17 HCP Bal 2NT 20-21

Gambling 3NT 2♦/2♥/♠ = WEAK

2♣ = strong

Help suit G/T, Support X, Reverse Bergen

RKCB 1403, Michaels, Jacoby2NT,

4-way transfer

New minor forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

1	3NT=Gambling with 7+card ♣/♦, no outside Ace / King
	(except in 4ᵗʰ seat)
2	MINOR Openings [SYS-OFF when overcalled]
3	2 Level opening weak except 2♣
4	
5	
6	
7	
8	
9	
10	
11	

SPECIAL FORCING PASS SEQUENCES

1x-(DBL)-RDBL: Forcing pass up to 2 Level opening suit

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Free bids at 1 & 3 Level are Forcing , 2-Level Non-forcing

PSYCHICS: Rare and Uncontrolled

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		2	3♠	11-22P	2♣=12P+ & 4+♣, 1NT=6-10 P, No 4 card Major	1♣ -[DBL]- 2♣ = 5+♣ 7-9 pts, 1♣ -(1NT)- 2♣ = 5+♣, Compete	System On
				Open 1♣ with 2-3 in ♣ &♦	2NT= 11-12P invite, 2♦/♥/♠=Weak max 6P	1♣ -[DBL]- 3♣= 5+♣, Preempt	New Suit=NF
					3♣=PRE;	REV=16+HCP, Jump new suit = 19+ and GF	
1♦		4	3♠	11-22P	2♦=12P+ & 4+♦,1NT=6-10 P, No 4 card Major	1♦ -[DBL]- 2♦ = 5+♦ 7-9 pts; 1♦ -[1NT]- 2♦ = 5+♦, Compete	System On
					2NT= 11-12 invite, 2♥/♠=Weak; 3♣= ♣ and invite ;	1♦-[DBL]- 3♦ = 5+♦, Preempt	New Suit=NF
						REV=16+HCP, Jump new suit = 19+ and GF	
1♥		5	3♠	11-22P	1NT (6-12 P) & F1; 1♠=6+P, 4+♠; 2♣/♦=FG	1♥-2♥-[2♠/3♣/♦]=Help Suit game try; 2NT= invite	1NT=Semi-forcing
					2♥= 8-10P;2♠/3♥=PRE; 3♦/♣=7-9P/10-12P, 4+♥;	1♥-1NT-2X-[2♥]=6-10P, 2 card ♥ or 5-7P, 3 card ♥	2♣=3+♥ support and Max
					2NT=13+P, 4+♥ Support	1♥-1NT-2X-[3♥]=10-12P & 3 card ♥; 1♥-2NT-[3♣/♦/♠]=Single/void	New Suit=NF
					3NT=13-15, 3 cards ♥	[3♥/ 3NT/4♥]=16+/14-15/11-13P, No S/Void ; 4♣/♦=(55+) ♥ & ♣/♦	
1♠		5	3♠	11-22P	1NT (6-12 P) & F1; 2♦/♥= 5+cards + FG ; 2♠= 8-10 P;	1♠-2♠-[3♣/♦/♥]= Help Suit GT; 2NT = invite; 4♥=5♠ & 5♥	1NT=Semi-forcing
					2♣ =2+ ♣ + GF, 3♦/♣=7-9/10-12P, 4+♠;	1♠-1NT-2X-[2♠]=6-10P, 2 card ♠ FIT or 5-7P, 3 card ♠ FIT	2♣=3+♠ support and max
					3♠=PRE; 3NT = 13-15, 3 cards ♠	1♠-1NT-2X-[3♠]=10-12P & 3 card ♠; 1♠-2NT-[3♣/♦/♥]=Single/void	New Suit=NF
					2NT=13+P, 4+♠,[Jacoby]	[3♠/3NT/4♠]=16+/14-15/11-13, 4♣/♦/♥=(5/5+) ♠ and ♣/♦/♥	
1NT				15-17 P Balance	2♣= STAY; 2♦/♥/♠/2N =TRF 2♥/♠/♣/♦;	Super Accept = 17P and 4 cards	System On
				May have 5 card M, 6 card m	3♣/3♦= 6 cards and invite	Jacoby then 4NT=Quantitative ; Texas then 4NT=RKCB	
					3♥/3♠=FG , 4441 shape singleton in ♥/♠	No transfer after overcalls by opponents	
					4♣ = Gerber (reply 14/03/2)	Jump suit = forcing after overcalls	
					4♦/♥=Texas Transfer 4♥/♠; 4NT=Quantitative		
2♣	/	0	3♠	22P+ if Bal, Unbalance can be	2♦ waiting; 2♥/♠/3♣/3♦= 8+HCP & suit	2♣-2♦-2NT=22-24P, Bal: following as per opening 2NT	System On
				16P+, 9/10(+) tricks for M / m	2NT = 8P+ , 2nd negative – lowest minor	2♣-2♦-3NT= 25+P Bal	
2♦		0		6-10 P, Both majors 54+	2♥/♠= play, 3♣/ ♦ = Forcing, 2NT = ASKING	2NT asking , reply 3♣ = min and 54, 3♦= min and 55,	System On
					3NT=to play , 3♥/♠=preempt	3♥ = max and 5♥4♠, 3♠ = max and 4♥5♠, 3NT = max 55	
2♥		5		6-10 P, 6+♥	2NT=asking , 3NT = Play, new suit = Forcing	2NT asking , reply 3♣ = min and bad suit, 3♦= min and good suit,	System On
						3♥ = max and bad suit, 3♠ = max and good suit	
2♠		5		6-10 P, 6+♠	2NT=asking，3NT = Play, New suit = Forcing	2NT asking , reply 3♣ = min and bad suit, 3♦= min and good suit,	System On
						3♥ = max and bad suit, 3♠ = max and good suit	
2NT				20-21P, Balance	3♣= Puppet STAY; 3♦/♥=TRF; 3♠= asking minor (54+	**HIGH LEVEL BIDDING**	
				May have 5 card M or 6 card m	4♣=Gerber ;4♦/♥=Texas Transfer, 4NT=Quantitative	4NT=RKCB	After 5♣/♦ Response : Responder goes on if
3♣		6		5-10 P, PRE	3♦/♥/♠ = Forcing	Reply 14, 03, 2, 2+Q, 5NT=2KC+1 useful void	3 or 4 key cards
3♦		6		5-10 P, PRE	3♥/♠ =Forcing; 4♣= Forcing	Jump new suit at 6-L below Trump=1/3 KC & void	
3♥		6		5-10 P, PRE	4♣/♦/3♠ = Forcing	Jump trump Suit at 6-L=1/3 KC & void in higher suit	
3♠		6		5-10 P, PRE	4♣/♦ = Forcing , 4♥ = to play		
3NT		7		Any 7+card Solid Suit [AKQx(+)]	4♣/5♣=Pass/Correct ; 4♥/♠= Play	4NT-5X- 1 step =Ask for Trump Queen	
				No Ace / King in side suits		Reply : No Trump Q: Trump Suit at cheapest Level	Example:
4♣		7		11-15 , H suit 8-9 tricks	4NT=RKCB	With Trump Q: bid cheapest Side Suit King or 5NT	♥Trump: 4NT-5♣-5♦= Ask for Trump Q
4♦		7		11-15 , S suit 8-9 tricks	4NT=RKCB	With Trump Q but no other K, bid 6 level Trump	Reply: 5♥= No Trump Q 5NT= HQ and 2K
4♥		7		5-10 P, preempt	4NT=RKCB	4NT then 5NT= Ask for cheapest Side Suit King	5♠/6♣/♦ = With ♥Q and King of ♠/♣/♦
4♠		7		5-10 P, preempt	4NT=RKCB	Vs Intervention or Double : DOUBLE (or Redouble)	
4NT	/			66+ minors, 10-15P		= 03, Pass = 14, +1 step = 2, +2 step = 2+Trump Q	