


9 LEADS AND SIGNALS		WBFB Convention Card			
<b>OVERCALLS(Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>		<b>Category i.e. Green</b>	
In one level can be (not often) 4 cards. In 2 level decent		<b>Lead</b>	<b>in Partner's Suit</b>		
Reopening can be light (8+ HCP) and 4 cards.		Suit	2/4 (high from doubleton)	If no support, small from XXX.	
When answering to overcall: 1 level forcing (and can be 4 cards), 2 level constructive, jump forcing if non-jump would not be forcing		NT	2/4 (high from doubleton)	If support, high from XXX.	
((1D)-1H-(p)- 2S is mix (5-8 HCP) but 3C is forcing.		Other:			
(1D)-1H-(p)-1S-(anything) - 2D is 3 cards spades				<b>Event:</b> All	
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>		<b>SYSTEM SUMMARY</b>	
15-18 second position, system on		<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>
11-15 fourth position, system on		Ace	From AK	Same	
15+-18 after: (1C)-p-(1H)-1nt. Now system off, only forcing is 2H or jump.		King	From KQ, or AK in high contracts	Asks for unblocking (10+) or count	
		Queen	from QJ	from KQ10x or worse, or from qj	
		Jack	top of sequence or internal sequence	Same	
		10	top of sequence or internal sequence	Same	
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		9	from 109x.. Or from H98...	Same	
1-Suit: weak (3-10 HCP) in direct position (but versus a passed hand can be sometimes 4-11 HCP), 14-16 6 times in reopening.		Hi-x	<b>ANY</b> doubleton or 2/4: Hx, Xx, xXx....	Same	
2-Suit: Michels.		Lo-x	2/4: HxX, HxxX, HxxXx	Same	
2x is 5-5 in other suits. 2nt is at least 6-5					
(1x)-p-(1y) - now 2y is natural;		<b>SIGNALS IN ORDER OF PRIORITY</b>			
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
Direct and reopening - michels (1m-2m = M's , 1M-2M=OM+m). Jump - asks for stopper		Suit: 1st	Enc/disc	count	Suit Pref (italian)
(1x)-p-(p)- 2nt - 19-21 natural.		2nd	count	Suit Pref	
After partner opens and overcall					
- cue is support inv+ and jump cue is splinter.		3rd	Suit Pref		
After partner overcalls -					
cue bid is support inv+ and jump cue is mixed raise.		NT: 1st	Enc/disc	smith	Suit Pref (italian)
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>		2nd	count	count	
<b>dbl 5+m, 4M; 2C majors;2D 6 cards M</b>					
; 2M 5cards M + 5(4) m; 2NT 5-5 minors		3rd	Suit Pref	Suit Pref	
3m at least 6, HCP unknown, 3M at least 6, preemptive (4-11 HCP)		<b>Signals (including Trumps):</b>			
Same in reopening		High encouraging or even, Low discouraging or odd			
after weak NT (any range below 14-16) same system, but all bidding constructive and DBL is penalty.		<b>DOUBLES</b>			
		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>		Can be offshape.			
dbl takeout, cue bids on minor 2 majors.					
2x (any weak, including weak 2, multi, or 2 suits) - 4m is 5-5 in m and M.				<b>SPECIAL FORCING PASS SEQUENCES</b>	
After 3NT gambling, both 4C and 4D majors, when 4D stronger (15+ HCP)					
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			
(1c): 1d = D+H, 1h = H+S, 1s = C+S, 1nt = D+S, 2c = C+D, dbl = C+H		support dbl/rdbl (till 2 level)			
(1c)-p-(1d): 2d = D+H, 1h = H+S, 1s = C+S, 1nt = C+H,		lightner		<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
2c = C+D, dbl = D+S		invitational (1S-(2H)-2S-(3H)-dbl invites game in spades)		Good Bad	
		Lead directing			
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>		Dopi/Ropi			
Bergen and Jacoby on. Drury off. Rdbl - 9+. Suit in one level forcing, in 2 level 6-9 HCP.		Dbl of splinter suggests sacrifice if NV, lead if Vul.		Psychics: Rare	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	Israel	Michal Nosacki - Nathalie Saada	Israel	COMPETITIVE & PASSED HAND BIDDING
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	
I C		3	4H	11-21 HCP, 3 if 4333 (not 4d) or 4-4-2-3	INT 6-10 HCP; 2C inverted; 3C 6-9 HCP; 2NT 10-11 HCP; inv weak jump shift (5-8 HCP) 3x same with 7 cards	2-way checkback; IC-1M-4M balanced 18-19	inverted is off after dbl and after overcall after overcall 3x 5-8 pwith 6-7 cards
					IC-1M bypass long diamond if less than opening.	IC-1D-INT balanced, can have 4M. IC-1D-INT-2M gf, 5+D and 4M. IC-1x-3NT long clubs.	
ID		3	4H	11-21 HCP, 3 (usually) only if 4-4-3-2 (sometimes we do it if 4333)	INT 6-10 HCP; 2C GF; 3C 9-11 HCP, 6 clubs; 2D inverted; 3D 6-9 HCP; 2nt inv 10-11	Same as Clubs <b>after 2nt rebid we play transfers</b>	
IH		5	4D	11-21 HCP (can be less with shape)	INT almost forcing; 2S wjs; 2m GF; 3cl=6-9 4H, 3d=10-11 3H+ . Jacoby 1H-2H 6-10 HCP. Now 2S starts short game 3S, -nat 7 cards 6-9p 4C, 4D splinter	1H-INT-2m-2H can be 3 5-6 HCP. 1H-3C/D-3S asks for shortness. 1H-INT-2m can be with 3(2) m. 1H-INT-2NT 17-19HCP. 1H-1S/NT-3NT 6H 18-20 1H-INT-2C-2S club support 10-11. 1H-INT-2D-2S either 6 clubs 9-11 or 4 diamonds 10-11 (now 2nt asks)	Drury
IS		5	4H	11-21 HCP (can be less with shape)	same. 3H splinter splinter	Same, After 1S-3C/3D 3NT asks for shortness.	Drury
INT				(14)15-17 HCP. Can have 5M or 6m	2C NF stayman. 4 suits transfer, 3C puppet, 3D 55minors GF, 3H/S (13)(45)	INT-2C-2D-2H 0-7 HCP. INT-2C-2D-2S inv 5S 4H; Smolen. INT-2C-2H-2S inv 4S. INT-2C-2M-3OM fit, slamish. Preaccept after minor transfer.	After intervention DBL takeout. Lebensol.
					Gerber, Texas transfers 4 level, 4S Slam Force, 4NT inv.	Suit after minor transfer singleton.	
2 C	V			GF (almost) 17+ HCP	2D 4+HCP, waiting; 2H negative; 2S/3C/3D 5+, 8+HCP.	2c-2d/2h-2NT gf (after this puppet).	2C-(not pass or double)-dbl 0-3 HCP
					2NT 5+H;	2C-2H-2M-(anything)-3M can be passed	
2 D	V			6 cards Major, 3-10 HCP	2H,2S,3H p/c; 3NT,4H,4S to play. 4C/4D asking. 2NT asking; 3m forcing.	2D-2S- now if hearts, 2NT good, 3C medium, 3D minimum. 2D-2NT now 3C max and 3D/3h h/spades in transfer (weak). 2D-2NT-3C now 3D is slamish in H and 3H invitational. Similar for spades.	2D-(2M)- dbl pass/correct. 2D-(3x)- dbl 100% penalty
2H	V			4H, 4sp, 5-9 HCP.	2NT asks, 3C weak -3d ask 3h 54 3sp54 3nt 44 3d show - 5-5 3h or sp slamish f 3h/3sp -54 strong 3nt 4 4 strong	2H-2NT-: 3C min with clubs, 3D min with diamonds, 3H max with clubs, 3S max with diamonds. After 2NT and answer, 3OM invites slam in M, 3Om invites slam in m	
2S	V			5S, 5+m, 5-9 HCP. Sometimes 5-4 (19)20-22, balanced or semibalanced.	2nt asks, 3C nf -nat		
2NT					Puppet, major transfers, 3S MSS. Gerber, Texas, 4S Slam Force, 4NT inv.	2NT-3C-3X-4m slamish in m. 2NT-3C-3M-OM- slamish in M.	
3m		6		Preemptive 3-10 HCP. Can be very weak suit	4om slamish. 3X forcing.	3C-3H: 4H doubleton, 3S no doubleton H, 4D 3 hearts, 4C signoff.	
3M		6		Preemptive (4-10 HCP)	3S forcing, 4m cue. 4OM to play.	<b>High Level Bidding</b>	
3 NT	V			gambling, no outside K.	4/5/6C Pass/Correct. 4M to play. 4D asks for singleton.	RKC 1403; DOPI/ROPI; After 5C/5D lowest step asks for Q. If no Q return to suit.	
4m		7		Preemptive (3-10 HCP)		4NT and then 5NT mainly promises nothing is missing - answer shows specific K.	
4M		7		Preemptive (3-10 HCP)	Lackwood - bid asks for control.	Exclusion - answers 1403	
4NT	V			minors		Lowes possible cue. IM-2NT Jacoby. Answers: 3C minimum, 3D/3OM 15+, 4 cards; 3NT 17-18 balanced; 3M 15+, 4clubs. 4X void. 4M 12-14, 6 cards balanced. After 1M-2NT-3C - 3M asks for shortness and other suit shows shortness. Non-Serious 3NT. After Major fit (1M-2M or 1m-1M-2M) - new suit is long game try, next step is preparation to short game try. But jumping to 4 level shows second suit,	