WBF Convention Card

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS		
OVERCALLS(Style; Responses; 1/2level; Reopening)	**OPENING LEADS STYLE**		

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Style depends on vulnerability		Lead	in Partner's Suit
(1M) - P - (2M) - 2NT = oM + minor	Suit	3rd/Low	3rd/Low
Jump cuebid = mixed, 2NT = LR+ 4+M in Comp or BPH	NT	2nd/4th	3rd/Low
2/1 NF Constructive, 1/1 SF, JS Nat Forcing (Invite 2-Level	Subseq	Att. 3rd/Low & Coded 8,9&10	Attitude 3rd/Low
2/2 & 3/2 Nat Forcing, JS Fit Showing	Other:	If Count is Known, Attitude Leads	
XX Shows Competitive Values with two-card support			

1NT OVERCALL (2nd/4th Live; Responses; Reopening)	**LEADS**			**SYSTEM SUMMARY**
Direct seat 15-18, System On, Sound in Live Position	Lead	Vs.Suit	Vs. NT	**GENERAL APPROACH AND STYLE**
DONT runouts, Transfer Lebensohl for Advancers Suit	Ace	AKx, Ax, A, Axx(x) in Cashou	AK(x), Ax, A	5543, UDCA, Rusinow from 3+ vs NT
Balancing 11-14/m & 12 - 16/M, Range-Asking Stayman	King	KQ(x), Kx, K, AK, Akx(x) in	Power: KQ109(x), AKJ10(x), KQJ1	Sound when vulnerable, light when non-vulnerable
Sandwich by PH	Queen	QJ(x), Qx, Q	KQx(x), Qx, Q	Very light 3rd seat openings, especially non-vulnerable
	Jack	J10(x), Jx, J, HJ10(x), KJ9(x)	QJx(x), Jx, J	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	109(x), 10x, 10, H109(x)	J10x(x), HJ10(x), 10x, 10,	
1-Suit: Preemptive NV, Intermediate Vul @ 2-Level	9	9x, 9	109x(x), H109(x), 9x, 9	1NT Openings: 14-16 123 seats non-vul, 15-17 otherwise
Jump Overcalls @ 3/4 Level Show Suit Bid or Next Higher	Hi-x	Xx, X, Even	Discouraging: XXx, xXxx, xXxxx	2 OVER 1 Respons Game forcing, 1M - 2C May Be Short if Balanced or Fitted
(1H) - P - (1NT) - 3S = Intermediate	Lo-x	Odd	Encouraging: Hxx(x), HHx(x)	**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**
2-Suit: Unusual 2NT. Reopening: Natural Intermediate	**SIGNALS IN ORDER OF PRIORITY**			2D = Preempt in Either Major
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2M = Major + Minor

DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
Direct Cuebids Michaels, except cuebid of 1C is natural	Suit:1st	Attitude	Count	Attitude	3NT = Preempt in Minor
(1m)-3m = natural & (1M)-3M = stopper asking	2nd	Count	Suit Preference	Count	4m = Namyats
(1C)-2D = Michaels	3rd	Suit preference	Attitude	Suit Preference	4NT = Both Minors Preemptive
Wide-Ranging Two-Suited Overcalls	NT: 1st	Attitude	Rev. Smith Echo	Attitude	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Count	Count	Count	
Strong & Direct or PH Weak & Direct: X = 4M 5+m, 2C = Majors,	3rd	Suit preference	Suit Preference	Suit Preference	
2D = 1 Major, 2M = Major+Minor 2NT = Minors	Signals (including Trumps):				
Strong & Balancing or PH Weak & Balancing: X = One Minor or Major	Trump Suit Preference				
2m = m+Higher, 2M = Natural, 2NT = Minor Major Stronger Hand	Three-Step Signals when Singleton or Void in Dummy				
UPH Weak or Direct vs Third Seat: X = Penalty, 2C = Majors,	**DOUBLES**				
2D = 1 Major, 2M = Major+Minor 2NT = Minors	**TAKEOUT DOUBLES(Style;Responses;Reopening)**				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Equal level conversion				
Double is Takeout, 4NT over 4M = Two Places to Play	Lebensohl Over 2M. If Game Unlikely 2NT is Scrambling.				
Hampson Overcalls of 2M, Direct Cuebid Michaels	2NT Natural Over (2D) X. Diamonds as Lebensohl BUPH over DBL of Clu			**SPECIAL FORCING PASS SEQUENCES**	
2NT = 15-18, Wolff Transfers Apply. Non-Leaping Michae				After a Penalty Double or Value Showing XX we are in a Force through 2D	
VS. ARTIFICIAL STRONG OPENINGS	**SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES**				
Over strong club (and art responses), X = Majors & NT = m	X is support or extras through 2M				
When we overcall 1M over strong club, NT is the cuebid	X of Splinter = suggests save at fav, otherwise lowest unbid suit			**IMPORTANT NOTES THAT DON'T FIT ELSEWHERE**	
Short 1D: 2D = Natural --> 3C = Cuebid	Maximal Xs, Snapdragon				
2H = Michaels NF, 3D = Michaels Forcing	Anti-Lead Directional Doubles				
OVER OPPONENTS' TAKE OUT DOUBLE	(1NT) - P - (4X = Hearts) - X = Spades				
1m-(X)- 2m = LR+, 2C = Nat NF, 2NT = Weak Raise, 3m	(1H) - P - (3X = Limit Raise) - X = Spades if Favourable			Psychics: Rare	
1M-(X)- transfers through 2M, 2NT=4+ card LR+, 3D=mix	After Unusual 2NT Overcall, X is Negative, Pass then X is Penalty				
FSJS, Bids Above 3X Remain the Same & XX is Values	XX of Games are To Play in Direct and Multiple Places to Run in Balancin				

Opening bid	Art?	# of cards	Neg X thru	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	4H	(43)33 & 44(32) Good 11+ if Balanced	1m-2m = inv+ & 1m-2H = balanced invite	Two-way checkback	1m - 2m = Const - Inv
					1m-2S = mixed & 1m-2NT = 13-15 or 18-19	Wolff Signoff	JS = Fit-Showing
					1m-3m = weak & 1m-3NT = 16-17 balanced	New Minor Forcing	3m = Mixed Raise
					1C-1NT = 8 - 10 & 1D-1NT = 6 - 10	Spiral (2M+1 asks)	3NT = 6m322 Max
1D		4	4H	(23)44 & (41)44 Good 11+ if Balanced	1D-2C = 5+C GF, 1D-3C & 1C - 2D = Nat. Invite	1m - 2m - 2m+1 Bal Min	Transfers in Competition
					1m-3M = Splinter & 1m-4m = Namyats	1m - 2H - 2S = Relay	1m (1red) 1S = Denies Major
					1m-4M = To Play	1m - 2NT - 3C = Relay	2C = 4S & 4H F1, 2NT = GF
							JS in om = FS, 3M = Splinter
1H/1S		5(4)	4H	May be aggressive if distributional	1NT=SF, 2C = 2+C GF, 2Red = 5+ GF	Short suit game tries	One-way reverse Drury
					2M = Constructive, 2NT = 4+M LR+	Cohen Jacoby	2NT BPH=fit-showing w/C
					3m = Natural Invite, 3M = Mixed Raise (Weak NV)	Baze Splinters	3C = Nat. Invite, FSJS
					JS oM = Nat Inv, 3M+1 Ambig SPLT 9 - 11	Ingberman Jump Shifts	Transfers in Comp, 2NT=4+M LR+
1 NT			4H	14-16 123 seats non-vul, 15-17 otherwise	2C=Stayman, 2Red=Jacoby, 2S=Range or Clubs	Smolen & Delayed SA	DONT Runouts
				Upgrade aggressively w/ five-card suits	2NT=D or mm weak, 3C=puppet, 3D=minors GF	Non-Serious/Serious Baze	Transfer Lebensohl
					3M=Splinter, 4m = South African Transfer	Flag Minor over 1NT - 3D	System On Over 2C/X
					4M = To Play, 4NT = Quant	Super-Accepts 2NT, 3C, 3M	S.A. On Through 2S & Texas to 3C.
2C	●			Strong artificial	2D=waiting - other responses are transfers	Two-Way Switch Kokish	X = Bad Hand, P = GF @ 2-Level
				GF unless 22 - 23 Balanced	3M = Shortness w/ 55minors 4 - 6	Soloway 2NT Support	X = T/O @ 3-Level & Pass = Forcing
2D	●		P/C	Preemptive in Either Major	2/3M = P/C, 2NT = Inquiry, 3C = Nat GF, 3D = Relay to 3H	Delayed Preempt KC	4-Level Bids are Same Through 3D, 2/3M is P/C, 2NT = Invitational Inquiry. X of 2M Overcall is P/C. Switch after 3S Overcall.
			PEN	Vulnerability and Seat Dependent	4C = Transfer to Major, 4D = Bid Your Major, 4M = To Play	Medium w/ Either, Min H, Min S. Max H, Max S	
2H		5	PEN	5H & 4+m (Usually 5m Vul)	2S = Nat F1, 2NT = Inquiry, 3/4C = P/C	Delayed Preempt KC 4om	Over X, 3m = Fitted Lead Direct,
				Vulnerability and Seat Dependent	3D = Invite in Major, 4D = Preempt KC	Min C, Min D, Max C, Max D	XX = Invite+, 2NT = Asks for Minor
2S		5	PEN	5S & 4+m (Usually 5m Vul)	4M = To Play, 4oM = To Play		3M+1 = Shortness Ask, 4C = P/C
				Vulnerability and Seat Dependent	4NT = Asks for Minor, 5m = To Play		System on After 2S Overcall, FSJS
2 NT				19.5 - 21	3C=Romex Stayman, 3Red = Jacoby, 3S=relay to 3NT to show minor(s), 4m = SA Transfer, 4M = To Play	Smolen, Accept Transfer = Fit, 2NT - 3S - 3NT - 4m = om optional KC	
3C		7(6)		Preemptive	4D = Preempt KC		
3D		7(6)		Preemptive	4C = Preempt KC		
3H		7(6)		Preemptive	4C = Preempt KC		
3S		7(6)		Preemptive	4C = Preempt KC		**High Level Bidding**
3 NT				Preemptive in Either Minor	4m = P/C, 4M = To Play, 4NT = Asks For Minor, 5m = To Play	Kickback 1430 (5NT = Void w/ Even)	
4C		8(7)		7+H ~4.5 Losers	Gap = Optional KC, 4M = To Play	Preempt KC 01122	
4D		8(7)		7+S ~4.5 Losers	Higher = Asks for Control, 5M = Asks for Good Trump	Exclusion 3014	
4H		8(7)		Preemptive	4S = To Play & 4NT = Quant	Specific Kings (5NT Replaces Last Step)	
4S		8(7)		Preemptive	4NT = Quant	Serious 3NT	
4NT				Minors Preemptive		Optional Minorwood when Pulling 3NT	
5C						6KCB w/ Double Fit	
5D						Last Train	
5H						4NT is two places to play in jammed auctions w/ no fit	
5S							
5NT							