	LEADS AND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)							WBF Convention Card
Light overcalls, non-forcing		Lead		in Partn	er's Suit		
Light overcalls, non-locking				in Partner's Suit Top/3rd/5th		Category i e Green /	Riue / Ped / HIIM / Brown Sticker
			2, 2nd from 3, 4th from 4+	Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: USA			
	Subseq	Ziid/ T tii		10p from 2, 2nd from 3, 4th from 4+		<u> </u>	(Open/Women/Senior/Transnational)
	Other:						Andrew Rowberg Danning Lu
	Other.	outer.		riayers.	andrew Rowberg Daming Lu		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18 HCP (12-15 HCP balancing)	Lead	Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE	
Systems on	Ace	Asks for attitude		Asks for attitude		Precision (1C = 16+ HCP artificial, forcing)	
	King	Asks for count		Asks for count		1C responses: 1D = 0-7 HCP art, 1H/1NT/2C/2D = GF xfer to 5-card suit, 1S = 8+ HCP balanced	
		Could be from KQT		Could be from KQT		2H/2NT/3C/3D = 4-4-4-1 short in next suit, 2S = 14-15 HCP balanced	
	Jack					All other opening bids ca	pped at 15 HCP (could be bal 16 if non-vul)
JUMP OVERCALLS(Style; Responses; Unusual NT)	10					1D = 2+ diamonds (bala	nnced, (41)35, or real diamonds)
1-Suit: Preemptive	9						I1-13 (non-vul), 14-16 (vul)
2-Suit: Strong (Leaping Michaels)	Hi-x	Even #		Even #			
(1X)-2NT = unusual NT, two lowest	Lo-x	Odd #	Ode				
Reopening: strong, shapely	SIGNALS IN ORDER OF PRIORITY				2C = 10-15 HCP, 6+ club play, sometimes 5/5 GF)	bs (Responses: 2D asking; 2H/S non-forcing; 2NT relay to 3C often to	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead Declarer's Lead Discarding		2D = 4415 minus 1 card, 11-15 HCP (Responses: 2NT forcing, 2H Pass/Correct, others non-forcing)			
Michaels cue bids	Suit:1st	Upside-down attitude			Upside-down attitude	3NT = gambling	,
Jump cue bids are 4-card limit raises after P opens 1M	2nd	Suit pref Suit pref			Upside-down attitude		2D-2S-2NT) = minor-suit stayman, not hearts
Samplede blad are i cara inneralises area i openio 21.	3rd	Suit prei		opside down attitude		1NT-3C = puppet stayman, GF (1NT-3C-3D does not promise 4-card major)	
	NT: 1st Upside-down attitude Upside-dov		Unside-down	n count Upside-down attitude		1M-3C/3D = 4-card limit raise (7-9 HCP/10-12 HCP)	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Suit pref	Suit pref		Upside-down attitude	2. Supple . Condition (7. 5 Hor) to 12 Hor)	
Suction vs strong NT (14+ HCP or better; see "vs articifial" section)	3rd	Sale prei Sale prei Opside down dededde		opolae down accidae			
Cappelletti vs weak NT (X=equal value/penalty, 2C = long suit,	Signals (including Trumps): trump suit preference						
2D = majors, 2H/S = H/S + minor)		merading mamps).	crump saic pr	0.0.0.00			
Es majoroy Engo injo i minory							
	DOUBLE	:S					
	TAKEOUT DOUBLES(Style; Responses; Reopening)						
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		strength or suitable sh					
Lebensohl after (2Y)-X-(P)-2NT-(P)-		esponses non-forcing					
Leaping Michaels						SPECIAL FORCING PA	ASS SEQUENCES
Direct (2Y)-2NT = 16-18 HCP, systems on							
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				S/REDOUBLES		
Direct seat: next suit or following two (e.g., C -> D or H/S) Support (re)doubles, snapdragon doubles			•				
Balancing seat: next two suits or following one (e.g., C -> D/H or S)						IMPORTANT NOTES TH	HAT DON'T FIT ELSEWHERE
					After penalty X of weak 1		
						XX from responder = long suit, forces 2C; 2C/D/H = C/D/H + higher; P = to play, points or no esca	
OVER OPPONENTS' TAKE OUT DOUBLE						1NT-(X)-P-(P)-XX shows	
XX shows 9+ HCP, no support						Psychics: rare	
Jumps are preemptive							

	TICK	MIN NO.	NEG.				
OPEN	IF ART.	OF CARDS	DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C	1C X 0 inf		inf	16+ HCP any shape (17+ if balanced)	1D = 0-7HCP	1H~2D=nat, 2H=kokish, 2S~3D=GF	P=0-4 or trap
					1H/1NT/2C/2D=8+HCP, xfer w/ 5+, GF	nat, jump=set suit, next step=waiting	X=5-8, FP on
					1S=8-13 or 16+, bal	1NT=stayman, suit=fit ask, jump=set	xfer below 3NT
					2S=14-15 bal	2NT = stayman, suit=fit ask	
					2H/2NT/3C/3D=4441, stiff in next suit	next step=strength ask	
1D		2	4H	2+D, 11-15(vul)/11-bal 16(nvul)	1H/1S=4+, 1NT=bal 6-10, 2NT=10-12, 3NT=play	nat, xyz	
					2C/2D=GF	2H=bal, 2S=Splinter, 3C=(41)(35)	
					2H/2S/3D/4C/4D/=weak, 3C=pick minor, weak. double iump=splinter		
1H / 1S		5	4H	11-15(vul)/11-bal 16(nvul)	1S=4+, 1NT=semiF, 2/1=GF,	nat	
		4 if 3rd seat			3C/3D = 7-9/10-12 w/ 4-card supp; 2NT = bal 13+HCP w/ 4-card		
		Seal			double jump=splinter		
1 NT				11-13 (nv)/ 14-16 (v)	2C = stayman	garbage, smolen	
IINI				11-13 (IIV)/ 14-10 (V)	2D/2H/2S/2NT=xfer, 2S=range ask	1N-2D-2H-2S/1N-2D-2S-2N=mss	
					3C = puppet stayman	3D= no 5cd M	
					3D=55M GF, 3H=31(45), 3S=13(45)	SD= NO SCO IVI	
2C		6	4H	10-15 HCP, 6+C. may have 5M	2D = ask, inv+		
20		0	4⊓	10-15 ncr, 6+c. may have 5W	2D = ask, iiiv+ 2H/2S=nat, NF		
					2NT=xfer to 3C		
					3C=xfer to 3D, 3D/H = xfer to H/S, 6+, GF		
0.0	Х			40.45[10]	3S = 6S4H, GF		V
2D	Х			10-15HCP, 4=4=1=4 or 4=4=0=5 or (34)=1=5	2NT = ask, everything else = to play		X=pen
2H/S		6		preemptive	2NT = Ogust, new suit = F if not passed		
2NT				20-21HCP, bal	3C=puppet, 4-way xfer		
3X				preemptive	4C=01122		
3NT	Х			Gambling			
4X				To play			
						High Level Bidding kickback 1430 cuebid = 1st/2nd round voidwood, 1430 D0P1 if <5trump, DEPO otherwise After 1N1-4N1, 5C = accept inv w/ 5-cd suit, 5D/H/S=14/03/2 Aces w/o 5cd After 1NT-4NT-5C, 5D/H/S=14/03/2 Aces	

Note

Description