


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBFC Convention Card</div> <div></div>	
OVERCALLS (Style; Responses; 1/2-level; Reopening)	OPENING LEADS STYLE					Category: GREEN
Style: May be light if good suit or good shape		Lead	In Partner's Suit			Country: CANADA
Responses: New suit=F1, CUE (and 2NT) limit raise+ Simple jump = Fit showing, Double-jump = SPL, 4M = NAT, Jump cuebid = Mixed raise, Jump Raise = Weak	Suit	3rd from even, low from odd	same, but high from small cards if raised			Event: World Bridge Games 2025 - MIXED
Over Dbl of 1M overcall: 1NT → ♣; 2♠ →♥; 2♥→♥; 2M-1 = Weak or 3 card LR+; 2NT=4 card LR+	NT	4th, 2nd from xXx(+), top from Xx	same, but top from Xxx(+)			Players: Sondra Blank & Jeff Blond
	Subseq	2nd and 4th through declarer, else 3rd and low				
	Other					
Reopening: with shape or values						
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2nd position: 15-18 HCP usually bal, but may be off shape	Lead	Vs.Suit		Vs. NT	GENERAL APPROACH AND STYLE	
	Ace	AKx(+), A(+)		AK(+), A(+)	1♠: 2+cards Bal (11)12-14, Nat 11+ (Trf responses)	
4th position: 11-17 hcp	King	KQ(+), AK, Kx		AKJ10, KQ109, KJ1098 (asks UB/CT)	1♥= 4♦+	
Responses: Range ask stayman, 4 suit Transfers	Queen	QJ(+), Qx		AQJ(+), KQ(J(x)), QJ(+), AKQx, Qx (ATT)	5M, 2/1 responses = GF	
	Jack	KJ10(+), J10(+), Jx		AJ10(+), KJ10(+), J10(+), AJx, KJx, Jx	1NT opening:14+to 17-	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	H109(+), 109x, 10x		H109(+), 109x, H10x, 10x	2♠ = 20-21 BAL or any GF	
Style: Natural and preemptive	9	H98(+), 9x		H98(+), 98x(x), 9x	2♦ = 3-10hcp; (5)6-7 card Major	
Ununusal 2NT: Two lowest unbid suits	Hi-x	Xx, xXxx(+), Xxx (if raised suit)		Xx, xXxx(+), Xxx(+)	2M=3-10hcp; 5+M and 4+ minor	
	Lo-x	HxxxX(+), HxX(x), xxX(x), xxxxX(+)		HxxX(+), HxX, xXxX(+)	Semi Forcing 1NT	
Reopening: Intermediate jumps, 2NT shows 22-23 bal (system on)					2NT = 22-23 hcp	
	SIGNALS IN ORDER OF PRIORITY					
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding		
1m-2m = 5+/5+ majors any strength	Suit:1st	ATT (Low = ENC)	CT (Low = EVEN)	ATT (Low = ENC)	Pre-empts dependent on vulnerability and position	
1M-2M = 5+OM/5+m any strength; responses: 2NT=ask; 3♠ = P/C	2nd	CT (Low = EVEN)	S/P	CT (Low = EVEN)		
(1m)3m = preemptive (if 1m promises 4+m than stopper ask)	3rd	S/P	S/P	S/P	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
(1M)3M = stopper ask	NT: 1st	ATT (Low = ENC)	ATT lead (Low = ENC)	ATT (Low = ENC)	Transfer responses to 1♠ opening	
VS. NT (vs. Strong/Weak; Reopening; PH)	2nd	CT (Low = EVEN)	CT (Low = Even)	CT (Low = EVEN)	1m→2♥= 5+♦-4+♥ 3-9 hcp	
Dbl vs weak = PEN; first Dbl by either hand = T/O; further Dbl = PEN	3rd	S/P	S/P	S/P	1♠ – 2♦= ♦ supp. 6-9 hcp	
DBL vs strong = 5+m, 4=M	Signals: UD ATT, UD CT, STD S/P, UD present count, UD Smith vs NT, STD Trump S/P				Transfers over 1x – (DBL) & over 1♦ - (1♦)	
2♠=Majors; 2♥ =1M; 2♥-2♦ = 5+ with minor; 2nt = minors	Vs Suits: S/P trick one if dummy has x or Kx; trump S/P (no NEU signal)				In competition a jump to 1 under 3M is mixed raise when no jump Q is available	
Reopening: PH: same					3NT opening shows long solid minor	
Vs 1m - (1NT)overcall: Same - Dbl=PEN	DOUBLES					
Vs. 1M - (1NT) overcall: 2♠=Majors; 2♥=H; 2♥=S; 2♦=♦; 2NT=♦	TAKEOUT DOUBLES (Style; Responses; Reopening)					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Distributional or any strong hand					
T/O through 4S; LEB vs weak 2 (all seats);	Reopening: 8+ hcp					
2NT=15-19 (2M)-2NT: 3♠=Relay; 3♥=Inv in oM; 3cue=stayman; 3oM=						
Leaping Michaels over 2X+						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES	
1♠: Dbl = Both Majors, 1NT = both minors	1♠ - (1♦) - DBL = 4+♥; 1m - (1♥) - DBL= 4 or 5 ♦; 1m - (1♦) - DBL= 4+♥				In game force situations	
Same over (1♠)P(1♦)	Support DBL and RDBL up to 3M (not mandatory)				After we dbl or rdbl for strength	
Strong 2♠:dbl= Ms; 2♥=1M ;2♥-2♦ = 5+ with minor;2nt=5-5minors	Responsive DBL up to 4♥					
	Maximal DBL				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
VS. OPPONENTS' TAKEOUT DOUBLE	1st DBLs are generally takeout after a Dbl or Rdbl that showed values				White vs red or 3rd seat could be aggressive	
Over 1M(X): Rdbl = 10+; 1NT/2♦/♦ = TRF; 2M-1 = weak or 3card LR; 2M=CR; 2NT=4card LR+; FSJ; 3NT=5 card MR					Psychics: Rare	
					1♠- 1♦-1♥-1♠ = Natural non forcing	

OPENING	TICK IF ARTIFICIAL	MIN NO. OF CARDS	NEG. DBL. THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	a) 11-14 bal b) 18-19 bal c) 10+ 4+♣	1♦=4+♥; 1♥=4+♣; 1♠=bal or ♦ any strength could have M if GF; 1NT=8-10; 2♣=NAT GF; 2♦=LR in ♣; 2♥=5+♣ & 4+♥, 3-10 hcp; 2♠=MR in ♣; 2NT=GF 13+	1♣ - 1♦/1♥- 1♥/♠ = 3 card support <18 hcp 1♣ - 1♦/1♥- 2♣/♥ = MIN with 4 card support 1♣ - 1♠ - 1NT = could be 4414 10-15 hcp XYZ by responder	Transfers and FSJ in competition 1♦ - (1♥)- 2♥ = 6+♣ any strength
1♦		4	4♥	4+♦, 10-22 HCP, NF	1NT=NAT NF; 2♣=F1 NAT or BAL inv; 2♦= NAT GF; 2♥=5+♣ & 4+♥ 3-10 hcp; 2♠=MR in♦; 2NT=GF; 3♣=LR ♦	XYZ by responder	Transfers and FSJ in competition 1♦ - (1♥)- 2♥ = 6+♣ any strength
1♥		5(4)	4♦	5+♥ (10)11-22	1NT=SF; 2♣=2+♣ GF; 2♦=5+♦ GF; 2♠=4+♥ 6-9 hcp or 16+ unknown splinter (NBA); 2NT = 4+♥ INV+; 3♣/♦= 6+m INV; 3♥ = 4+♥ mixed; 3♠+= splinters; 3NT=4333 13-15 hcp	1♥-1x-2♣=NAT or BAL 18-20 or GF any shape not 5-5 1♥-1x-2NT=5M and 5 other 1♥-1x-3ns=INV 5-5+	2♣ 4+♥ MR+; 2♦=3 card LR; 2NT=5/5 minors weak Transfers over 1♥-Dbl
1♠		5(4)	4♥	5+♣ (10)11-22	1NT=SF; 2♣=2+♣ GF; 2R=5+R GF; 2NT=4+♣ INV+; 3X= 6+X INV; 3♠ = 4+♣ mixed; 3NT=4333 13-15 hcp; 4X= splinters	1♠-1NT-2♣=NAT or BAL 18-20 or GF any shape not 5-5 1♠-1x-2NT=5M and 5 other 1♠-1x-3ns=INV 5-5+	2♣ 4+♣ MR+; 2♦=3 card LR; 2NT=5/5 minors weak Transfers over 1♠-Dbl
1NT			4♠	14+ to 17 hcp, 5M or 6m possible	2♣=Stayman; 2♦/2♥=TRF to M; 2♠=Inv or 6+♣; 2N =♦ or weak both minors; 3♣= Puppet ; 3♦=GF both minors; 3♥/♠=(31)(54); 4R=TRF to M; 4♣ =Quant 4-4 miors	1NT-2♣-2♦-2♥ = weak 4/4+ in Majors; 1NT-2♣-2♦-2♥ = 5♣ & 7pts with short somewhere; Smolen; Delayed Texas	System on over 2C or a non-pen X; Turnaround Stayman DONT runouts; Transfer LEB;
2♣	✓	0	4♥	a) 20-21 bal b) 24+ bal c) Any GF	2♦=waiting; 2M=0-4 hcp and 5M; 2NT=0-4 hcp and both minors; 3m=0-4 hcp and 5-6m; 3M=6+M and 2/3 honors	2♣-2♦-2NT=19-20 bal 2♣-2♦-2♥-2♠:2NT=24+ bal; 2♣-2M-2NT=GF 24+ bal	Dbl=GF; Pass=<4 hcp; NS by opener or responder=GF
2♦	✓	0	4♥	Weak in one major, 3-10 hcp	2♥/♠=p/c; 2N=ask; 3♣/♦=nat NF; 3M=p/c; 4♣=transfer to your M; 4♦=bid your M; 4M=To play	2♦-2NT:3♣=min any; 3♦/♥=medium♥/♦; 3♠/NT=max 2♦-3♦-3♥:3♣=6+♣, COG; 3NT=6+♥, COG; 4m=♥ & m	
2♥		5		5+♥ & 4+m, 3-10 hcp	2N=Inv+ asking; 3♣/4♣=p/c; 3♠=F1 with ♠'s; 4♣=To play	2♥-2NT: 3♣=min with ♣; 3♦=min with ♦; 3♥ max with ♣; 3♠ = max with ♦	Dbl=p/c over 3m overcall, else penalty; Else systems ON
2♠		5		5+♣ & 4+m, 3-10 hcp	Same as above	Same as above	Same as above
2NT				22-23 bal	3♣=stayman; 3♦/3♥ =TRF; 3♠=1 minor or both minors SLT 4♣=TRF ♥, 4♦=TRF ♠, 4♥=TRF ♣, 4♠=TRF ♦	Smolen; Delayed Texas; oM SLT for M	
3X		6		Preempt, v light NV vs V	New suit=F1; 4♣=RKC 01122; 4M=to play		
3♦		6		Preempt, v light NV vs V			
3♥		6		Preempt, v light NV vs V			
3NT	✓			1st and 2nd Long solid minor no side A/K; 3rd/4th anything	4♣=p/c; 4♦=asking; 4M=To play; 4NT=to play in 5m	3NT-4♦: 4M=short; 4NT=7222; 5m=short in o/m; 5♥+ CRASH	
4♣		6		Preemptive	4♦=RKC 01122; 4M=To play		
4♦		6		Preemptive			
4♥		6		Preemptive		High Level Bidding	
4♠		6		Preemptive		Redwood and 4NT KC 1430; Non-serious 3NT; Last Train;	
4NT	✓			Ace Asking	5♠=0; 5x=specific ace; 5NT=A♣	Baby KC & Exclusion 01122; DEPO/REPO 5+ level; DIFS/RIFS	
5♣		8		4 - 10 hcp		1st and 2nd round cue-bids	
5♦		8		4 - 10 hcp			