

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				WORLD BRIDGE FEDERATION CONVENTION ♠♥♦♣ CARD 	
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE					
		LEAD	IN PARTNER'S SUIT			
1-level: Normal 5+, 6-16HCP; 2-level: Sound 5+, 9+HCP;	SUIT	3rd/5th	3rd/5th			
RESP: New suit=F1 after 2/1 over-call; Jump shift=NAT, INV;	NT	2nd/4th	2nd/4th			
Jump Raise=Const when Vul; Pre when NV; 2NT=Mini Jacoby;	SUBSEQ	Same as above	Same as above			
INT OVERCALL(2 ND /4 TH LIVE;RESPONSES;REOPENING)	OTHERS: vs NT: K/Q ask UB Q/J; A ask ATT;				CATEGORX: Precision-BLUE	
2nd/4th LIVE: 15-18 HCP;	LEADS				NEBO: CHINA	
Reopen: 12-15HCP; RESP: system on;	LEAD	VS. SUIT	VS. NT		EVENT: ALL EVENTS	
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	A	AKx(+); Ax(+);	Ax; AKx(+); AKJx;		SYSTEM SUMMARY	
	K	KQ(+); Kx; AK;	AKJ10(+); KQx(+);			
	Q	QJx(+); Qx;	QJx(+); KQ109x; AQJx;			
	J	HJ10(+); J10(+); Jx;	HJ10(+); J10x(+); Jx;			
1-suit: WK; 2NT: Unbid lower 2-suits;	10	H109(+); 109(+); 10x;	H109(+); 109(+); 10x;		STR 1♠=16+; 1♦=2 ⁺ ;	
4th seat 2NT=19-20HCP, BAL	9	9x;	H98x; 98x(+); 9x;		5-card M; 2/1 normally GF except bidding original suit;	
DIRECT AND JUMP CUE BIDS (STYLE;RESPONSES;REOPEN)	HI-x	Sx;	Sx; Sxx; xSxS; xSxSx;		2♦=4414/4405,10-15HCP;	
	LO-x	xxS; xxSx; xxxS; 109S;	HxS; HxxS(+);		1NT=14-16HCP, 5M/6m OK, 54M OK; Singleton OK;	
	SIGNALS IN ORDER OF PRIORITY				2NT=19 ⁺ -21HCP;	
Michaels Cue-bid: (1m)-2m=55 ⁺ M's; (1M)-2M=55 ⁺ OM+m;	SUIT	PARTNER'S LEAD	DECLARER'S	DISCARDING	SPECIAL BIDS THAY MAY REQUIRE DEFENCE	
Jump CUE=STOPPER asking; (2♥/♠) 4♣/♦= 55 ⁺ OM+♣/♦;		1	Hi=ENC	Hi/Lo=Even		Hi=ENC
Against 1♠: NAT 2 ⁺ card, 2♠=NAT / 2♦=Both M's;		2	Hi/Lo=Even	S/P		Hi/Lo=Even
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		3	S/P			S/P
vs WK/STR 1NT: DBL=PEN; 2♣=44 ⁺ M's; 2♦=one M;	NT	1	Lo=ENCRG	Hi/Lo=Even	Lavinthal	
2M=5M+4 ⁺ m; 2NT=Two minors; 3x=Const when VUL;		2	Hi/Lo=Even	S/P	S/P	
		3	S/P			
Reopen: 2♣=M's,2♦=weak one M ; 2M=one M, opening value;	SIGNALS(INCLUDING TRUMPS) vs NT: Smith Signal;					
2NT=minors or STR two suits;	Vs Trumps: Hi/lo means interested in ruff;					
PH: DBL =minor+Major; 2♣=M's;	DOUBLES					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)						
LEBENSOHL; T/O DBL THRU 4♦;	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
vs 4M PRE: DBL=Values; 4NT=any 55 ⁺ 2-suits;						
VS. ARTIFICIAL STRONG OPENGINGS	Maybe light with Classic Shape (9+HCP);					
	Response: Cuebid F1, Others NAT;					
vs STR 1♠: DBL=M's; 1♣-P-1♦-DBL=M's; 1NT=m's, others=NAT;	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				SPECIAL FORCING PASS SEQUENCES	
vs 2♣: DBL=M'S, 2NT=m's, others=NAT;						
vs 2NT: DBL=ms, 3♣=MS, others=NAT;	Support DBL Thru 2♥; response DBL Thru 3♠;				1x (Dbl) Rdbl=F1; (3x) Dbl (5x) P=F at Vul;	
OVER OPPONENT'S TAKEOUT DOUBLE	Negative DBL THRU 4♥; Maximal DBL; Lightner DBL;				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Honor DBL/RDBL;					
New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;						
Raise=PRE; Jump shift=NAT ; RDBL=10 ⁺ HCP, PEN seeking;						
1♦-DBL-3♦=To play; 1♦-DBL-2NT=ms;					PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16 ⁺ HCP; BAL 17+;	1♦=0-7HCP; 1M/2m=8 ⁺ HCP, 5 ⁺ cards;	1♣-1♦-2♥=Kokish Relay;	
					1NT=8-13/16 ⁺ HCP BAL; 2♥=14-15HCP BAL;	1♣-1♦-1M-1NT=NAT, others TRF under 2M;	1♣-2♥=4144, singleton ♥
					2♠/2NT/3♣/♦=8 ⁺ HCP, 4441, ♠/♣/♦/♥ SPL;	1♣-1♦-3♥/♠=5 ⁺ ♦4♥/55 ⁺ ♣/♦;	
					3NT=7-8 solid m, no A or K in side suit;	After 1♣-1NT, we use SUPP ASKING;	
					4♣/♦=TRF 4♥/4♠ with Honor; 3M/4M=To play;	1♣-1NT-3♣=6♣+4♦/-3♦=55 ⁺ ♣/♦;	
1♦		2	3♠	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV; 2♣=NAT, FG;	2-way checkback; X-Y-Z;	Fit-showing;
					2♦=♦ FG; 2♥=6-10 M's, 2♠=6-11, ms;		Checkback;
					3♣=NAT INV; 3♦=NAT, INV; 3M/4M=Play; 3NT=to play;		
1♥		5	4♥	11-15HCP, 5 ⁺ ♥;	1NT=7-12HCP NF; 1♥-2m=FG except rebid 3m;	2-way checkback; 4 th Suit=FG;	Drury;
				Maybe light opening with 4-card M at 3 rd ;	2♠= 4 ⁺ ♥ FG raise; 2NT=BAL, FG;		Jump shift=Fit-showing;
					3♣=10-12HCP 3♥ INV; 3♦=10-12HCP 4 ⁺ ♥ INV;		
					3♥=4-9 4♥; 3NT/4♣/♦=♠/♣/♦ SPL;		
					4♥=To play, maybe opening value; 3/4♠=To play;		
1♠		5	4♥	11-15HCP, 5 ⁺ ♠;	3♣=4 ⁺ ♠ FG raise; 3♦=10-12HCP 3♠ INV;	2-way checkback; 4 th Suit=FG;	Drury;
				Maybe light opening with 4-card M at 3 rd ;	3♥=10-12HCP 4 ⁺ ♠ SUPP; 3NT/4♣/♦=♥/♣/♦ SPL;		Jump shift=Fit-showing;
					4♥=NAT; Other bidding Reference to 1♥ opening;		
1NT			4♥	14-16HCP, 5M/6m, 54M, Singleton OK;	2♣=STAY; 2♦/2♥/2NT=TRF; 2♠=Ask range; 3♣=ask 5M;	Smolen; 1NT-2NT-3♣-3♦/M=♦/♣+M short;	
					3♦/3M=♦/M SPL, FG; 4♦/♥=TRF 4♥/4♠; 4♠=ms;	1NT-4♣-4♦-4♥/♠=RCKB IN ♣/♦; 4N=44m, SI;	
					4♣=TRF 4♦; 4NT=Quantitative INV;		
2♣		5	4♥	11-15HCP, 6 ⁺ ♣ or 5♣+4M;	2♦=Relay; 2M/3♣=NAT, NF; 2NT=PUP 3♣;	2♣-2NT-3♣-3♦/3M=55M,NV ⁺ /M5+♦ fit, FG;	
					3♦/♥/♠=NAT INV; 4♦=Kick-Back in ♣; 4M=To play;		
2♦	*	0		11-15HCP, 4414/4405;	2NT/3M/4♣=NAT INV; 3♦=Relay; 2M/3♣=NAT NF	2♦-3♦-3♥/♠/3NT/4♣=Min 4414 / Min 4405	
					4M/5♣=To play	/Max 4414 / Max 4405;	
2♥		5		3-10HCP,Weak ♥;	2NT=Ogust; 3m=F1; 2S=NF; 3S=F;	2♥-4♣=0/1/1+Q/2/2+Q;	NAT 10-12HCP;
					4♣=RKC ; 4NT=Blackwood;		
2♠		5		3-10HCP,Weak ♠;	Same as opening 2♥;		NAT 10-12HCP;
2NT	*			(19)20-21HCP, BAL;	3♣=STAY; 3♦/3♥/4♣/4♦/4♥=TRF; 3♠=ask m; 4♠=ms;	2NT-3♣-3♦/♥/♠/NT=NO M/♥4/♠4/44M;	
					4NT=Quantitative INV;		
3m		6		PRE;	3X=F1; 3m-4om=RKC in minor; 4M=To play; 4NT=BW;	3♣-3♦=ASK 3M: 3♥/♠/NT=NO/3♥/3♠;	
3M		6		PRE;	4♣=RKC; 3♥-4♠=To play; 4NT=BW;		
3NT	*			Gambling (7-8 solid m, no A or K in side suit);	4♣/5♣=P/C, 4♦=Ask short; 4♥/4♠=To play;	3NT-4♦-4♥/♠/NT=♥/♠/om short;	
4m	*	7		PRE;	4M=to play; 5NT=GSF; 4M=To play;	HIGH LEVEL BIDDING	
					4♦ after 4♣=RKC; 4NT=NAT (vs4♣), RKC (vs4♦) ;		
4♥/♠				To play, maybe opening value;			
4NT				Minors;	5♣/♦=to play; 5♥/♠=RKC IN ♣/♦	RKC 14/03; Blackwood 03/14; Splinter; Control asking; Mixed Cuebids;	
						Exclusive RKCB 0/1/1.5/2/2.5; D0P1; DOPE;	
						4♣or 4♦ ask KC against PREE: 0/1/1.5/2/2.5;	