


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
OVERCALLS(Style; Responses; 2/1 level; Reopening)	OPENING LEADS STYLE: STANDARD				
AGGRESSIVE IF NV, SOUND IF VUL.		Lead	in Partner's Suit		
RESP: NEW SUIT JUMP= F1, CUE= F	Suit	2ND & 4TH	LOW IS INTERSTING.		
JUMP CUE= MAX INV IN SUIT + 3+CARDS FIT, NT= NAT.	NT	4TH	LOW IS INTERSTING.		
RAISE= NAT, JUMP RAISE = PREEMPT.	Subseq				
	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2ND=15-17 + STOPPER.	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
1NT-2♣-2♥/♠/2NT = Staymen and Transfers	Ace	AKx(+)	AKx(+)	5 CARD MAJOR, ♠ BY 4, ♣ BY 2, INVERTED MINOR, BAD RAISE, GOOD RAISE, MINORWOOD	
	King	AK-AKJx(+), KQ, KQ(J/10)(+)	AKJ, KQJ, KQ10	1NT=1RF OVER MAJOR, BERGIN, SPLINTERS, JACOBY, RKCB, .	
	Queen	QJ10/9,QJ/x	QJ10/9,QJ/x	STAYMEN, TRANSFER, PUPPET STAYMEN, MICHAELS, CAPPELITTI	
	Jack	J10(9/8)x(+)	J109, J109	3RD SUIT = SHOWING, 4TH SUIT = ASKING + GF.	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	KJ10x(+), 10X	KJ10x(+), 109, 10X	STD	
1-Suit: NON VUL= PREEMPT, VUL= SOUND.	9	(K/Q)109, 98, 9X	(K/Q)109, 98, 9X	1NT Openings: 15-17 BAL. / SEMI BAL.	
				2 OVER 1 Respon:GAME FORCING.	
				SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: NAT.	SIGNALS IN ORDER OF PRIORITY			1♣-1NT=10-11PTS, 1♣-2NT= GOOD RAISE, 1♣-3♣=PREEMPT	
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
1♣-2♣ + 1♠-2♠= MAJORS.	Suit:1st	ATT		LO=ENCRG	
DIRECT CUE= 2 HIGHER UNBID SUIT.	2nd	COUNT		HI=DISCRG	
2NT=HIGHER+LOWER UNBID SUIT, 3♣= 2 LOWER UNBID SUIT.	3rd				
	NT: 1st	ATT		LO=ENCRG	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	COUNT		HI=DISCRG	
2ND: CAPPELITTI	3rd				
AGAINST WEAK NT AT NOTES.	Signals (including Trumps): NO.				
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	<b>STD</b>				
T/O DBL= STRONG, ANY= NATURAL + NF, NT=NAT.	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
	ACCEPTING UNBID SUIT.				
	RESP: 1NT= 8-10 W STOPPER, JUMP=8-10 + 4CARDS, DBL JUMP=8-10 + 5 CA				
	RESP: CUE= GF				
	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	NEGATIVE DBL THRU 4 MAJOR.				
	PROTECTIVE DBL UPTO LEVEL 2.				
	RESPONSIVE DBL.				
	SUPPORTIVE X AND XX= 3 FIT				
	ANY DBL OVER CUE XX=ACE.				
	4NT - 5♣-X=0-3 ACES, 4NT - X-XX=0-3 ACES.				

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	4 M	11+ PTS, BAL OR UNBAL	1♥/♠ 6-7 PTS, 1NT=10-11 PTS BAL OR SEMI BAL 2♣ = INVERTED 13+ PTS, 3ANY= WEAK 2NT=♣ GOOD RAISE 12 PTS, 3♣= BAD RAISE 3NT = TO PLAY.	1♣-2♣-2♣= REVERSE, 2♥/♠ = cntrl	
1♦		4	4 M	11+ PTS, BAL OR UNBAL	1♥/♠ 6-7 PTS, 1NT= 6-9 PTS BAL OR SEMI BAL 2♠ = INVERTED 12+ PTS, 3ANY= WEAK 2NT= NAT 10- 11 PTS, 3♠= BAD RAISE 3NT = TO PLAY.	1♦-2♦-3♦= REVERSE, 2♥/♠ = cntrl	
1♥/♠		5	4♥	11+ PTS, BAL OR UNBAL	1NT= 1RF, 3♣=7-9 +4FIT , 3♠=10-11+4FIT, 3NT = 13-15+3FIT 2NT=12+PTS+ 4FIT, 3♥/♠= WEAK + 4FIT, 4♣/♠/♥/3♠ SPLITTER + 4FIT		2♣=DRURY+3FIT
1 NT				BAL 15-17 or Semi Balance	2♣= STAYMAN, 2♦/♥/♠/NT= TRANSFER, 3NT= TO PLAY	3♣= EXT. STAYMEN.	
2♣	X			23+ ANY DISTRIBUTION	2♦=0-2 cntrls, 2♥/2♠/3♠/3♣ Scard= 3-4-cntrls /2NT= 3-4 cntrls A= 2 cntrls , K= 1 cntrl	2♣-2♦-2NT=23-24 PTS. 2♣-2♦-2♥-2♠=R-2NT=25+ PTS.	
2♦	X	6		6 M WEAK (6-10 pts), 20-22 unbalanced	2♥= P/C, 2NT=FORCING RELAY.		
2♥	X			♥+any 5-10 HCP any distribution	2NT= FORCING RELAY.		
2♠	X			♠+minor 5-10 HCP any distribution	2NT= FORCING RELAY.		
2 NT				20-22 BAL OR SEMI BAL	3♣=P.S., 3♦/♥=TRF ♥/♠, 3♠= TRFm, 3NT=5♠+4♥	OVER 3♣: 3♦=4 OR 4-4 M	
3♣		7		6-10 HCP,	3♠=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3♦		7		6-10 HCP,	4♣=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3♥		7		6-10 HCP,	4♠=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3♠		7		6-10 HCP,	4♣=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 NT	X	8		GAMBLING, SOLID MINOR	4-5♠/♦=P/C, ANY IS TO PLAY, 4NT=RKCB.		
4♣		8		Transfer to ♥	4♥=TO PLAY, 4♠=SLAM INTEREST, 4NT=RKCB.		
4♦		8		Transfer to ♠	4♠=TO PLAY, 4♥=SLAM INTEREST, 4NT=RKCB.		
4♥		8		♥ + OUTSIDE DEFENCE.	4NT=RKCB.		
4♠		8		♠ + OUTSIDE DEFENCE.	4NT=RKCB.		
4NT	X			2 SUITED HAND IN MINORS	5♠/♦= TO PLAY		
5♣		9		TO PLAY.			
5♦		9		TO PLAY.			
5♥		9		TO PLAY.			
5♠		9		TO PLAY.			
5NT	X			2 SUITED HAND IN MINORS			