

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				
Style: Light overcalls at one level. Sound overcalls at two level.		Lead	in Partner's Suit			
Responses: New Suit forcing, fit showing jumps	Suit	3rd/low, low xxx, 2nd xxxx				
Reopening: @ 2 lvl, 6 card suit, 10-13	NT	4th/2nd, MUD xxx, 2nd or top 4+x	Low xxx if unsupported			
	Subseq	Same but ATT possible LO=like				
	Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Direct 15-18 BAL: SYS ON, TRF to OPPS M = INV Michaels	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE	
Reopening 11-14: SYS ON, TRF to OPPS M = INV Michaels	Ace	AKx(+)	Asks for ATT		5 card MAJ, better minor (1♣ with 3-3, 1♦ with 4-4)	
	King	KQ(+), AK	Asks COUNT/UNBLOCK		2♣ Strong ART	
	Queen	QJ(+)	Asks for ATT, KQx(+), QJx(+)		2♦/♥/♠ 6-10, 6 card suit (can be 5 card suit in 1st seat NV)	
	Jack	JT(+)	JTx(+), AJT(+), KJT(+)		2NT 20-22 BAL	
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	T9(+)	T9x(+), AT9(+), KT9(+), QT9(+)		
Suit: 6-card suit, 7-10 pts (+2 for each of vul /3-level/passed partner)	9	9x, KJ9			1NT Openings: (14+)15-17, 5 MAJ common, singleton honour possible	
2NT: 2-lowest unbid suits	Hi-x	3rd from EVEN or 2nd from xxxx	2nd with no H		2/1 Responses: GF except 2♣	
	Lo-x	ODD COUNT including xxx	4th with H		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: 6 card suit, 10-13	SIGNALS IN ORDER OF PRIORITY				3NT 5♠ & 6♥, 9-13	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	Transfers over 1M (X) from 1N to 2M	
Cuebid at two level = Michaels, wide range	Suit:1st	LOW=ENC	LOW=EVEN	LOW=ENC	1M - 2♣ = 10+ 3♣ OR GF BAL OR GF 5+♦	
Cuebid at three level = natural for minors, stop ask for majors	2nd	LOW=EVEN	SP	LOW=EVEN (ORIGINAL)		
Leaping Michaels after weak 2M	3rd	SP		SP		
	NT: 1st	LOW=ENC	LOW=EVEN	LOW=ENC		
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	LOW=EVEN	SP	LOW=EVEN (ORIGINAL)	
2♠=♥&♠: 2♦=No preference or INV 4M, 2N=ENQ, 3m=NAT NF	3rd	SP		SP		
2♦=One M: 2 or 3 M=P/C, 2N=ENQ, 3m=NAT NF	Signals (including Trumps):					
2♥♠=5M&4+m: 2N=ENQ, 3m=NAT NF, 3M=INV, 4m=P/C, 5m=NAT	UDCA, COUNT if Dummy's J or lower is winning, SP in trumps, SP where possible					
X of STR NT=4M&5+m: 2♠=P/C for m, 2♦=BID M, 2M=NAT NF						
X of WEAK NT=PEN (as above if PH)	DOUBLES					
Same in Reopening or PH	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Normal, may be light with classic shape. Apply up to 4♠.				
T/O X to 4♣, STR jump O/C to 3 level	Jump responses are NAT NF. Cue is F to explicit suit agreement.					
Better Minor LEB after X of weak 2M	Equal level conversion applies only from ♣ to ♦ (e.g. (1♠) X P 2♠ P 2♦=4♥&5+♦)				SPECIAL FORCING PASS SEQUENCES	
					Pass is F if we have F to game below game. Forcing Pass then bid over X is	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				slam try.
Over Strong 1♣ and 1♠-1♦: X=♥&♠, 1NT=♣&♦, Jump overcalls=Weak	Most X's in competition are T/O or Value showing. Negative and responsive X's thru				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Over Strong 2♣ and 2♠-2♦: X=♥&♠, 2NT=♣&♦, Jump overcalls=Weak	4♣. X's of ART bids generally show values - next X is T/O. X of response to STR NT is				All point ranges are indicative. Frequently upgrade, occasionally downgrade.	
	lead directing. Last train X if no space after our M suit agreement. X of cue of our					
	5+ card suit asks for other lead. (1NT) P (3NT) X asks for ♣ lead.					
OVER OPPONENTS' TAKE OUT DOUBLE		(1NT) p (6NT) X asks for ♦ lead. Lightner X of slam. Support X/XX compulsory at				
After 1m-(X): XX=10+ PEN interest, now X=PEN else SYS ON	1 level, show extra values at 2 level plus. Snapdragon X after 1 LVL overcall and				Psychics: Rare/never opening. Rare in responding and competition	
After 1M-(X): XX=10+ PEN interest, now X=PEN. 1♠=NAT F	response (2 cards in Overcall suit and 9+).					
1NT=5+♣ or GF BAL, 2♠ to 2M-1=TRF, 2M=5-7, Higher=SYS ON						

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♣	Better minor, BAL 11-14, BAL 18-19 or UNBAL 4+♣	1♦/♥/♠=4+cards 6+, 1N=6-10, 2♣=11+ 4+♣ no 4M, 2♦=8-10 5+♣	New suit F, XYZ 2 way Checkback	Inverted minors off in COMP but on by PH
					3♣=4-7 5+♣, 2M=4-7 6+cards, 2N=11-12 BAL, 3N=13-15 BAL	Jump in new suit SPL, 3rd Suit F after	Fit showing jumps
					3♦/♥/♠=SPL 13-14	2♣ rebid	
1♦		4(3)	4♣	3 cards only if 4-4 in MAJ, BAL 11-14, BAL 18-19 or UNBAL 4+♦	1♥/♠=4+cards 6+, 1N=6-10, 2♣=NAT INV+, 2♦=11+ 4+♦ no 4M	New suit F, XYZ 2 way Checkback	Inverted minors off in COMP but on by PH
					3♣=8-10 5+♦, 3♦=4-7 5+♣, 2M=4-7 6+cards, 2N=11-12 BAL	Jump in new suit SPL, 3rd Suit F after	Fit showing jumps
					3N=13-15 BAL, 3♥/♠/4♣=SPL 13-14	2♦ rebid	
1♥ / ♠		5	4♣	5+ cards 10+20	1N=6-11 NF, 2♣=10+ 3♣ OR GF BAL OR GF 5+♣, 2♥/♥=5+ GF, 2M=5-9 3M, 2♠=6♣, 4-7, 2N=4+M 10+, 3♣/♦/♥=9-11 6+cards, 3M=6-9 4M, 3N=3M 13-15 BAL, 3♠/4♣/♦/♥=SPL	New suit F, XYZ 2 way Checkback	2♣=Drury, 2M+1=4c raise by PH
						Jump in new suit SPL	Fit showing jumps
1NT				15-17 BAL (good 14 possible), 5 card MAJ frequent, singleton honour possible.	2♣=STAY, 2♦/♥=TRF, 2♠=range ask or ♣s, 2N=TRF to ♦, 3♣=PUPPET STAY, 3♦=♣&♦ GF, 3♥=1-3-(54) GF, 3♠=3-1-(54) GF		Lebensohl
					4♣=TRF to ♥, 4♦=TRF to ♠, 4M=To play, 4N=QUANT		
2♣	✓			ART, near GF, 23+BAL or 9+ playing tricks	2♦=Waiting, 2♥/♠/3♣/♦=Good 6+ card suit		
2♦	✓			Weak 2 (10-13 6♦ in 4th seat)	2N=F enquiry (INV+), 2♥/♠/3♣/♦=NAT F1, 3♥/♠=NAT F, 3N=TP		X=penalty
					4♣=modified KC ask, 4♦=NAT F, 4♥/♠=To play		
2♥		5		Weak 2 (10-13 6♥ in 4th seat)	2N=F enquiry (INV+), 2♠/3♣/♦=NAT F1, 3♥=TP, 3♠=NAT, 3N=TP		
					4♣=modified KC ask, 4♦=NAT F, 4♥/♠=To play		X=penalty
2♠		5		Weak 2 (10-13 6♠ in 4th seat)	2N=F enquiry (INV+), 3♣/♦/♥=NAT F1, 3♠=TP, 3N=TP		X=penalty
					4♣=modified KC ask, 4♦=NAT F, 4♥/♠=To play		
2NT				20-22 BAL	3♣=PUPPET STAY, 3♦/♥=TRF, 3♠=♣&♦, 4♣=♥, 4♦=♠, 4♥=♣, 4♠=♦		
3♣		6		PRE	4♦=KC ask, 4N=Ace ask (0,1,2), new suit F		
3♦		6		PRE	4♣=KC ask, 4N=Ace ask (0,1,2), new suit F		
3♥		7		PRE	4♣=KC ask, 4N=Ace ask (0,1,2), new suit F		
3♠		7		PRE	4♣=KC ask, 4N=Ace ask (0,1,2), new suit F		
3NT	✓			5♣ & 6♥, 9-13 (To play in 4th seat typically long minor)	4♣=Sets ♥, 4♦=Sets ♠, 4M=To play	High Level Bidding	
4♣				PRE		After M suit agreement, step (3♠/3N)=Non Serious Slam try, other new suits are serious cue bids (3N is ♠ cue if ♥ agreed)	
4♦				PRE		Cue first or second round controls indiscriminately.	
4♥				PRE		RKCB 0314 Kickback	
4♠				PRE		Minorwood 0314 first step denies support if fit not shown.	
4NT	✓			Minors		Exclusion RKCB at 5 level 0314	
5♣				PRE		4♣ KC ask after our PRE 0, 1 no Q, 1+Q, 2 no Q, 2+Q (4♣ over 3♣)	
5♦				PRE			
5♥				PRE			
5♠				PRE			
5NT							