

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card 				
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE						
Natural, sound on 2-level, light on 1-level, 5(4)+ cards, 8+ hcp		Lead	in Partner's Suit					
2 of the opponent's suit is may not be cue bid with support	Suit	3/5, High Low	Bid and supported Low promises Honor					
2NT in a competitive auction involving Majors is 4 card support	NT	2/4th	Bid and supported Low promises Honor					
	Subseq	Low shift shows interest		Category: Green				
	Other:	*in unsupported partner's suit we lead 3/5, Xx, xxX etc.		Country: UAE				
	Versus NT contract King is the power lead asking for unblock or a count			Event: General				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		Players: Manju Law and Tamer Abbas				
2nd 1NT = 15-18 hcp (system ON)	Lead	Vs.Suit	Vs. NT	UDCA carding and Lavental Discard				
4th a) Balancing 11-14	Ace	AK+	Asks for an attitude	SYSTEM SUMMARY				
b) after x 1NT =15-18	King	AK(x..),KQ(+), K(x); asks for count	Power lead	GENERAL APPROACH AND STYLE				
c) Balancing 2NT = 19-21	Queen	QJ(+), Q(x)	Asks for an attitude AQJ10x; KQ109x	2/1 Game Forcing				
	Jack	J10(+). Seq	J10(+). Seq	1C*=3+ 11-21; 1D*= better Minor ; 1H/S= 11-21 5+ (or Good 4 cards)				
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	10x, A/KJ10(+)	10x, A/KJ10(+)	1NT = Good 14 to 17 (Little off shape like 5M, 6m, 5431 possible)			
Direct weak	9	9(x), A/K/Q109(+)	xXxx Mud		2C = Artificial Strong 22+ balanced or 8.5 playing tricks			
Reopen - Constructive	Hi-x				2D = Weak 2 in any Major 6+ cards (rare 5 cards)			
	Lo-x				2H/S = 5-10 hcp 2 suiters (H may include S)			
	SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Responses:	SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead		Declarer's Lead		Discarding		
Ghestem bids; Cue bid = 2 high suits, 2NT two lowest,	Suit:1st	Low = Enc	Low = Even	S/P standard				
	2nd	Low = Even	S/P standard	Low = Even				
	3rd	S/P standard						
	NT: 1st	Low = Enc	Low = Even	S/P standard				
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Low = Even	S/P standard	Low = Even			
DON'T 2nd Seat: Immediate Unpassed hand X = Long Suit	3rd	S/P standard						
2C is club and a suit higher and so on	Signals (including Trumps):							
4th Seat: 2C landy = Both majors and rest is natural								
	DOUBLES							
	TAKEOUT DOUBLES(Style;Responses;Reopening)							
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Double = 11+ HC (passed partner may be weaker with shape)						
Jumps are Leaping Michaels, 2/3NT is natural, X is takeout below 4S								
Jumps over 4S or higher opening = values; rather pass than bid								
							SPECIAL FORCING PASS SEQUENCES	
							When we are in GF situation	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
vs Strong 1C/2C= X=Diamond or H+S	vs Strong 1C/2C= X=Diamond or H+S							
Diamond = H or S+C; Heart = S or C+D; S= C or D+H	We play support X/XX							
1NT - 2NT = both minors	We play SOS XX, card showing X, and 1st round control redoubles						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
(All above in Immediate Seat only - rest is natural)								
OVER OPPONENTS' TAKE OUT DOUBLE		1NT [pass] 2D/H [x] Now Redouble shows Good hand without stopper 3 cards						
Natural bidding	2NT [pass] 3D/H [x] Now Redouble shows Good hand without stopper 3 cards						Psychics: Rarely	
over Major opening - X - xfr (Capp. After DBL)	Cue bid of doubled suit shows super accept 4-3-3-3 no chk,							

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2*	4H	11-21hcp	1D/1H/1S natural; 1NT=8-10; 2NT=11-12; 3NT=13-15	1C-1x-1y; 2C and 2D are XYZ bids	
					2C=Inverted GF; 2D/2H/2S = Weak 6+ cards (less than 6pts)	1C-1x-2NT = 18-19; 3C/Wolff relays	
					3C weak and long suit	1C-1M*-2M-2NT ask for specific shortness	
						3C= no singleton, 3D/H/S are singleton	
1D		4	4H	11-21hcp	1H/1S/1NT natural normally 6+hcp; 2NT=11-12; 3NT=13-15	1D-1x-1y ; 2C and 2D are XYZ bids	
					2C*=GF, may have D supp, 2D = Invetred minor. 2h/2Sp Weak	1D-1x-2NT = 18-19; Wolff relays	
1H / S		5	4D/H	11-21hcp	1NT=semi-f ; 2C=art gf (0+); 2D/2H(over1S) gf	1H-1S-1NT - XYZ sequences	2 way Reverse Drury ??? 1/2 way
					2NT = Various hands with M support <GF		Fit showing jumps
					1H-2S Week. 1H 3Cl / 3D / 3M same suit = Bergen		
1 NT			4H	14+ -17 hcp; can be a little off-shape (5M, 6m, 54 stiff)	2C=Stayman; 2D/H =xfr; 2S=Club and or range check	Relays for asking	
					2NT=Modified puppet stayman GF; 3C=Xfr to D; 3D=both Majors 5-5		
					Smolen: 2H 5H/4Sp 5-7 pts & 2Sp; 5Sp/4 H 5-7 pts		
					Smolen: 3H/3S = 13(45)/31(45) GF		
					4NT= Quant; 5H=Asking for 5 carder to slam>5S denies a 5 carder		
2C	X			Strong 22+ and/or 8.5 playing tricks with good defense	2D=Waiting GF; 2H= denies a K or 2 Qs; 2S/2NT/3C/3D=3-5-8 suit		
2D	X	6+ M		Weak in one of the Majors	2NT asking; 2/3H/2S3S p/c; 3C/3D H/S suit asking cards 13+ hcp		
2H		5H & 5 Sp/5 Min		H and any suit	2SP p/c - 2NT GF asking the second Suit		
2Sp				Sp and Minor	2NT asking seconf Suit		
2 NT				20-21 hcp; can be a little off-shape (5M, 6m, 54 stiff)	3C=Puppet Stayman; 3D/H =xfr; 3S puppet to 3NT for relays		
					4C/4D xfr to H/S; 4H/4S = 5C/5D Invitational to 6;		
					4NT= Quant; 5H=Asking for 5 carder to slam>5S denies a 5 carder		
3C		6(+)		PRE, wide range NV	3D/3H/3S GF (F1) nat, 4D= Key Card ask		
3D		6(+)		PRE, wide range NV	3H/3S GF (F1) nat, 4C= Key Card ask		
3H		6(+)		PRE, wide range NV	3S GF nat, 4C= KC ask		
3S		6(+)		PRE, wide range NV	4C Key Card ask		
3NT	X			Solid Minor suit AKQxxxx with no Ace or 2 Kings outside	4C=K ask, 4D=Bid your M, 4H=p/c/, 4S=p/SSA,4NT=Q Ask, 5m/H=SSA		
4C		6(+)		PRE, wide range NV	4D = Blackwood; 4NT to play		
4D		6(+)		PRE, wide range NV	4NT = Blackwood		
4H		6(+)		PRE, wide range NV	4NT = Blackwood		
4S		6(+)		PRE, wide range NV	4NT = Blackwood		
4NT	X			both minors - opening hand with shape			
						High Level Bidding	
						RKCB, Minorwood; Q Ask, SKA, SSA, Exclusion KCB	
						RKCB responses 1430; Exclusion responses 0/1/1.5/2/2.5	
						On intereference - we play DOPI/ROPI	