

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE					
Overall: 8-17 HCP at 1 level, normally 5+ card suit;			Lead		In Partner's Suit		
10-17 HCP at 2 level		Suit	3 rd (Even) / Lowest(Odd)		3 rd (Even) / Lowest(Odd)		
Responses: 1NT = 8-11 HCP		NT	1 st / 2 nd / 4 th		1 st / 2 nd / 4 th		
1/2-level new suit non-forcing; 3-level new suit forcing		Subseq	Attitude		Attitude		
1NT OVERCALL (2 nd /4 th Seat; Responses; Reopening)		0/1; subseq A for ATT, K for CT; opening vs 5/6-level trump contract, A for ATT, K for CT				CATEGORY: Green	
2 nd seat: 15-18 HCP		Top from small cards for raised partner's suit				NCBO: Hong Kong, ChinaEVENTS: Any	
4 th seat: 15-18 HCP against 1m; 12-15 HCP against 1M		LEADS				SYSTEM SUMMARY	
Following sequences same as 1NT opening		Lead	Vs. Suit		Vs. NT		
JUMP OVERCALLS (Style; Responses; Reopen)		A	AKQ+,AKx+, Ax+		AK+, Ax+, AKJ, AKJx, AKT, AKTx		
Jump overcall = Preemptive		K	KQ+, AK, Kx		AKJxx+, AKTxx+, KQJ+, KQTxx+, Kx		
Jump overcall 2NT = Unusual 2NT, lowest 2 unbid suits, 8+ HCP		Q	QJ10+, QJx+, Qx		AKQ+, QJ+, AQJ+, Qx, KQx, KQT, KQTx		
Balancing position: 2NT = 19-21 HCP		J	J10+, KJ10+, Jx		J10+, AJ10+, KJ10+, Jx		
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		10	109+, K109+, Q109+, 10x		109+, K109+, Q109+, 10x		
2♣ cue-bid = Natural; 2♦ cue-bid = both M, 8+HCP		9	9x, KJ9, KJ9x, KJ9xxx		9x, 9xx		
2M cue-bid = oM+♣, 8+HCP		Hi-x	Xx, xxX, xxXx, xxxxX, xxXxxx		Xx, Xxx, xXxx+		
3-level cue-bid = Ask for stopper		Lo-x	HxX, HxXx, HxxxX, HxXxxx		HxX, HxxxX+		
VS. NT (vs. Strong / Weak; Reopening; Passed hand)		SIGNALS IN ORDER OF PRIORITY				2NT = 20-21 HCP	
X = 5+m 4+M (vs. Strong) or max+ NT range (vs. Weak)			Partner's Lead		2 over 1 Game Force	Discard	
2♣ = Both majors; 2♦ = Either M PRE; 2M = NAT;		Suit	1	ATT/SP	SP	ATT	
3m = 6+m constructive; 3M = 7+M constructive; PH = DONT			2	CT	CT	CT	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)			3				
vs 2♦: 3♦ = ask stopper; 4♣=♠+♣; 4♦ =♠+♥		NT	1	SP	SP	ATT	
vs 2♦ (either M) : 4m = ♠+m			2	CT	CT	CT	
vs 2M: 3M = ask stopper; 4m = oM+m; 4M = ♦+♣			3				
vs 3m: 4m = ♠+♥; 4om = ♠+om		Carding: UDCA, Reverse Obvious Shift					
vs 3M: 4m = oM+m; 4M = ♦+♣							
vs 4-level: 4NT = takeout		DOUBLE					
VS. ARTIFICIAL STRONG OPENINGS							
Vs Strong 1♣/♦: Same as against natural 1♣/♦ opening		TAKEOUT DOUBLE (Style; Responses; Reopening)					
Vs Strong 2♣/♦: X = 3 suits; ♣ = ♣ or 5-5+M; ♦ = ♦ or 5-5+blacks;		Takeout Double: Including against 4♥				SPECIAL OVERCALLS THAT MAY REQUIRE DEFENCE	
♥ = ♥ or 5-5+m; ♠ = ♠ or 5-5+reds; NT = 5+♥ 5+♣ or 5+♠ 5+♦		Style: Aggressive, can be 8 HCP only at NV if no wasted HCP in the short suit					
		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
		Negative Double thru 4♥, beyond shows general strength;					
		Negative Double strongly suggests 4-card in other M, but not promised				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVER OPPONENTS' TAKEOUT DOUBLE		Responsive Double thru 3♠, beyond shows general strength;					
1-level Redouble = 10+ HCP, unfit, forcing till 2NT		No Supportive Double nor Supportive Redouble;					
1♣- (X): 1NT = 4+♣ INV+; 2♣ = 5+♣ sign off		Maximal Double					
1♦- (X): 1NT = 5+♣; 2♣ = 4+♦ INV+; 2♦ = 4+♦ sign off		SPECIAL FORCING PASS SEQUENCES				PSYCHICS	
1M - (X) - Ruben Advance; 1M - (X) - 2NT/3m = system on						Sometimes	

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11-21 HCP	1♦ = 4+♦ or 2-3♦ no 4M 6-10 HCP; 1M = 4+M; 1NT = 11-12 HCP; 2♣ = 5+♣ INV+; 2♦ = 6+♦ 6-9 HCP; 2M = 6+M 6-9 HCP; 2NT = 33(43) 16+HCP; 3X = PRE; 3NT = 33(43) 13-15 HCP; 4m = PRE; 4M = to play	XYZ 1♣ - 1♦ - 2♥ = 6+♣ GF or 5+♣ 4+♥ GF or 4414 GF 1♣ - 1M - 2♦ = 6+♣ GF or 5+♣ 4+♦ 16+HCP 1♣ - 1♦/M - 3NT = 7+♣, 8 quick tricks	
1♦		3	4♥	11-21 HCP	1M = 4+M; 1NT = 6-10 HCP; 2♣ = 5+♣ GF except 3334; 2♦ = 4+♦ INV+; 2M = 6+M 6-9 HCP; 2NT = 11-12 HCP; 3X = PRE; 3NT = 33(43) 13-15 HCP; 4m = PRE; 4M = to play	XYZ 1♦ - 1♥ - 2♣ = 6+♦ GF or 5+♦ 4+♣ GF 1♦ - 1♣ - 2♥ = 6+♦ GF or 5+♦ 4+♥ 16+HCP 1♦ - 1M - 3NT = 7+♦, 8 quick tricks	
1♥		5	4♦	11-21 HCP	1♠ = NAT; 1NT = semi-forcing; 2♥ = Courtesy; 2♠ = 6+♠ 6-9 HCP; 2m = 4+m GF; 2NT = 4+♥ GF; 3♣ = 4+♥ 10-12 HCP; 3♦ = 4+♥ 6-10 HCP; 3♥ = 4+♥ 0-5 HCP; 3♠ = PRE; 3NT = FJ w/ ♠; 4m = FJ; 4M = to play	XYZ 1♥ - 1♠ - 1NT = 11-15 HCP bal or some 15(43) 1♥ - 1♠/NT - 2NT = 18-19 HCP bal 1♥ - 1♠/NT - 3NT = 6♥ 8 quick tricks	1♥ - 2♣ = 3-card ♥, max 1♥ - 2♦ = 4-card ♥, max
1♠		5	4♥	11-21 HCP	1NT = semi-forcing; 2♠ = Courtesy 2m/♥ = NAT GF; 2NT = 4+♣ GF; 3♣ = 4+♣, 10-12 HCP 3♦ = 4+♣, 6-10 HCP; 3♥ = 6+♥ 0-1♠ INV 3♠ = PRE; 3NT = FJ w/ ♥; 4m = FJ; 4M = to play	XYZ 1♠ - 2♥ - 3♥ = 4+♥ 1♠ - 1NT - 2NT = 18-19 HCP bal 1♠ - 1NT - 3NT = 6♣ 8 quick tricks	1♠ - 2♣ = 3-card ♠, max 1♠ - 2♦ = 4-card ♠, max
1NT				15-17 HCP Allow 5M or 6m or singleton Frequent upgrade	2♣ = Stayman; 2♦/♥ = Jacoby Transfer 2♠ = 6+♠ or INV w/o 4M; 2NT = 6+♦; 3♣ = Puppet Stayman 3♦ = 13(54) GF; 3♥ = 31(54) GF; 3♠ = 5-5+m GF 4♣ = 6-4M; 4♦/♥ = 6+♥/♠; 4♠ = 2245 QUAN; 4NT = 2254 QUAN	1NT - 2♦/♥ - 2♥/♣ - 2♣/NT = Any GF; 1NT - 2♦/♥ - 2♥/♣ - 3m = 5♥/♣ 5m INV 1NT - 2♠ - 2NT/3♣ = min/max 1NT - 2NT - 3♣/♦ = min/max or help in ♦ 1NT - 3♦ - 3♠ = 4-4m	
2♣	√	0		(1) 22+HCP; or (2) 8.5+ tricks	2♦ = waiting; 2M = 5+M & 5+2 nd suit; 2NT = 6+♣; 3♣/♦/♥ = 6+♦/♥/♣	2♣ - 2♦ - 2♥ = 5+♥ or 25+HCP bal 2♣ - 2♦ - 3M = 5+♦ 4M	
2♦	√	0		5+M 0-8 HCP (NV) 5+M 4-8 HCP (V)	2M = P/C; 2NT = asking; 3♣ = to play; 3♦ = 6+M 18+HCP 3M = P/C; 4♣ = ask for trf; 4♦ = pick a M; 4M = to play	2♦ - 2NT - Responses: 3♣ = 6♥ max or any 5♥; 3♦ = 6♣ max or any 5♣; 3M = 6+M min	
2♥		5		(1) 5♥ 8-11 HCP (2) 6♥ 7-10 HCP	2♠ = 6+♣ or 5♣ GF; 2NT = 6+♦; 3♣ = 2+♥ INV+ 3♦ = 6+♣ INV+; 3♥ = PRE; 3♠ = PRE; 4m = FJ		
2♠		5		(1) 5♠ 8-11 HCP (2) 6♠ 7-10 HCP	2NT = 6+♦ or 5♥ GF; 3♣ = 6+♥; 3♦ = 2+♣ INV+ 3♥ = 6+♣ GF; 3♠ = PRE; 4m = FJ		
2NT				20-21 HCP, BAL Allow 5M or 6m or singleton	3♣ = Romex Stayman; 3♦/♥ = 5+♥/♠; 3♠ = Relay to 3NT 3NT = 5-4+m; 4♣ = 6-4M; 4♦/♥ = Texas; 4♠/NT = 2245/2254 QUAN	2NT - 3♠ - 3NT - 4m = 6+m ORKCB; 2NT - 3♠ - 3NT - 4M = 0-1M 5-5+m 2NT - 3NT - Responses: 4m = 4+m; 4♥ = 4+KC; 4♣ = 3KC; 4NT = 1-2KC	
3♣		(5)6		PRE	3♦ = ask for 3M; 3M = NAT forcing; 4♦ = Mini-RKCB		
3♦		(5)6		PRE	3M = NAT forcing; 4♣ = Mini-RKCB		
3M		(5)6		PRE	3♠ = NAT forcing; 4♣ = Mini-RKCB	HIGH LEVEL BIDDING	
3NT	√			7+M, 8+tricks	4♣ = any slam interest; 4♦ = pick a M; 4M = P/C	RKCB (14-03-25-25-Odd-Even); ORKCB (negative-14-03-25-25)	
4m		7		PRE	4M = NAT; 4NT = RKCB	EKCB (03-14-25-25-Odd-Even); Mini-RKCB (7+cards-0-1-2)	
4M		7		To Play	4NT = RKCB	Grand Slam Force (6♣ = trump A only)	
4NT	√			Specific Ace Asking	5♣ = no Ace; 5♦/♥/♠/NT = ♦A/♥A/♠A/♣A; 6♣ = any 2 Aces	Baron after QUAN only	