



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 		
<b>OVERCALLS (Style; Responses; 1/2 level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			NCBO Logo & Coloured Sticker:		
Sound but can be quite weak NV. 2 level: sound		<b>Lead</b>	<b>In Partner's Suit</b>				
Over their transfers to 1C: X = normal t/o. Bidding responder's suit =	<b>Suit</b>	3 <sup>rd</sup> and 5th	Same		CATEGORY: GREEN	NCBO: Philippines	EVENTS: ALL
Weaker, distributional t/o	<b>NT</b>	4th	Same				
	<b>Subseq</b>	Attitude					
	<b>Other:</b> In suits already played, count from remaining length			Players: EGAN - TISLEVOLL			
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>		
15 -18 (also in the pass out seat)	<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>				
System on as over 1NT openings	<b>Ace</b>	Usually A-K-x(xx) or short A Asks for attitude	Same		<b>GENERAL APPROACH AND STYLE</b>		
	<b>King</b>	K-Q	Same, or AKJ109 (for unblock)				
	<b>Queen</b>	Q-J	QJ+, KQ1098 for unblock		5+ card major openings, 1C/1D = 3+		
	<b>Jack</b>	J-T, J-x, K-J-10, A-J-10	Same		2 over 1 response by unpassed hand is GF (RF after an overcall)		
<b>JUMP OVERCALLS (Style; Responses; Reopen)</b>	<b>10</b>	109 or H109, or 10x	109, 10-9 or short 10		1NT Opening: (14) 15 to 17 (may include 5 card M or 6 card m)		
Generally weak	<b>9</b>	9x or 9	Highest or perhaps H987x		2C = Strong, artificial		
Re-opening (pass out seat): good suit better than opening	<b>Hi-x</b>	Highest from doubleton	Top of nothing				
Jump to 2NT= Two lower ranked unbid suits	<b>Lo-x</b>	3/5	4th				
2NT in BAL = 20-21 BAL	<b>SIGNALS IN ORDER OF PRIORITY</b>						
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>		<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>		
(1m) – 2m = both M, 55, weak or very strong	<b>Suit</b>	1	Attitude	Count	Attitude	2D = Weak 2 in H or S (max 7 HCP)	
(1M) – 2M = Other major+ m, 55, weak or very STR		2	Count	Sometimes S/P	Count	2M= 5+ cards and 4+ of a minor (usually at least 5-5 if vul), less than 11 HCP	
(1x) – 3x = ask stopper (usually solid minor looking for 3NT)		3			Sometimes S/P		
	<b>NT</b>	1	Attitude	Count	Attitude		
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		2	Count	Sometimes S/P	Count		
2C = both majors. Double is strong		3					
	<b>Signals:</b> UDCA (low encourage, reversed count)						
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>							
X of 2H/S = T/O. And 2NT response to the X is Lebensohl	<b>Doubles</b>						
Leaping Michaels							
	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>						
	A t/o double may be light if good distribution. Jump resp.: 9-11						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>						
Vs strong 1♣: X = Both majors. 1NT/2NT = Both minors	Negative X. Support DBL >2H; Support RDBL. RESP and Comp > 3H						
	DBL in reopening can be a little less HCPs than normal						

ING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		3	4♥	11-21 HCP	May bypass 1D with 4 of a major. 2N = invite, Weak jumps up to 3H/S. 1C-3C = pre-emptive 1C-2C = GF, no major. 1C-2D = limit raise, clubs	1C-2C, then stopper showing. 1C-2D, 2NT = balanced, usually stoppers In both majors. 1C-2C, jump to 3D/3H/3S = shortage	
1♦		3	4♥	11-21 HCP 3 cards only if 4432	Same structure as after 1C. 1D-3C = limit raise D. 2D GF	Same as after 1C	
1♥		5	4♥	11-21 HCP	1NT = F1, 2NT Jacoby, 3C/3D = BERGEN raises 2S = limit raise with three trumps 2-over-1 (unpassed hand) = GF	Over Jacoby: Suit bid = shortage. 3M = extras. 3NT decent minimum 4M = minimum 1H-3C, 3D asks min max	Drury 2C (max passed hand with three Trumps (occasionally four)
1♠		5	4♥	11-21 HCP	1NT = F1, 2NT Jacoby, 3C/3D = BERGEN raises 3H = limit raise with three trumps 2-over-1 (unpassed hand) = GF	Same as after 1H opening	Drury 2C (max passed hand with three Trumps (occasionally four)
1NT			3♦	(14)15-17 HCP	2C Stayman (does not promise 4 card major). Transfers 2D/H. 2NT= TRF to 3C, 3C=TRF to D, 3H/S= Nat slam-try 3D = both minors (at least 5-5)	Opposite major after 2M response to Stayman = slam try in the major suit Transfer to a minor followed by a suit bid shows shortage	Transfer Lebensohl after an overcall
2♣	√	0		Strong 22+ HCP, 18+HCP 3 losers	2D = waiting. Other bids = Natural If they overcall: Pass is 5+, Dbl = 0-5. Other bids: natural bids	2C-2D, 2H = hearts or 24+ NT Hand (Kokish)	
2♦	√	0		Weak 2 in H or S (usually 6)	2H/S, 3H=P/C; 4C asks opener to transfer to the M. 4D ask for the major. 4M to play. 2D-3S= S, GF; 2NT asks suit for the suit and strength	2D-4C, 4D = H and 4H = S	
2♥/♠	√	5		♥/♠ + minor, at least 5-4 Less than opening values	2H-2S F1; 2M-2N inquiry. 2M-3C=P/C; 4C or 5C=P/C 2H-3S FG.		
2NT				20-21 BAL	3C=Puppet Stayman. 3D/3H = Transfers 3S= minor suit ask 4C/4D = Slam try in H/S		
3♣/♦		6+		Pre-emptive		<b>HIGH LEVEL BIDDING / CUE-BIDDING</b>	
3♥/♠		6+		Pre-emptive		RKC (14,-30, 2-2+Q), DOP1	Cue-Bidding, 1 <sup>st</sup> or 2 <sup>nd</sup> (lowest)
3NT	√			Gambling	4C=P/C. 4D asks for shortage. 4H/4S to play	Jump to 5NT: Pick a slam	Exclusion BW: 0,1, 1 w Q, 2, 2 w Q, 3
4♣/♦		7		Pre-emptive			
4♥/♠		7		Pre-emptive			
4NT				Specific Ace ask	5D, 5H, 5S, 6C shows ace of suit; 5NT shows 2 aces		

