

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
OVERCALL AT 1 LEVEL 7/17 HCP		Lead	in Partner's Suit		Country: WORLD
OVERCALL AT 2 LEVEL 11/17 HCP	Suit	3rd/5th	3rd/5th or attitude after raise		
AGGRESSIVE WEAK JUMP AT 2/3/4 LEVEL	NT	Attitude	3rd/5th or attitude after raise		Event: TEAM VENTIN
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	Natural Under Honor, Att		Players:	
1♠ 0/2+ cards → 2♠ nat 6+ cards, 2♦ both majors 55	Other:				
1♠ 3+ cards → 2♠ both majors, 2♦ nat weak jump					
1♦ 3+ cards → 2♦ majors 55					
1♦ 0/2+ cards → 2♦ nat 6+ cards					
REOPENING= LIKE 2th position (less 3/4 p.o.) jump 2NT = 18/20 bil					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
2nd = 15/18 bil → system development	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
4th = 15/18 bil → system development	Ace	A, AK, Ax(x)	AKx(x), AKJx, AKQx		5 cards major
Reopening 1NT = 11/14 → system development	King	AKx(x), Kx, ask for count	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x, ask for count		1♣ opening 2+ may have 5♦332
	Queen	Q, Qx, KQ(x), KQJ	KQ(x), KQJ(x),		Responses transfer over 1♣
	Jack	J, Jx, QJx, QJ10(x), KJ10(x)	J, Jx, QJx, QJ10(x), KJ10(x), AJ109(x)		1♦ opening unbalanced
	10	10, 10x, J10(x), J109(x)	10, 10x, J10(x), J109(x)		1NT 15/17 may have with 5 major or 6 minor
	9	9, 9x, 109(x), Q109(x), K109(x)	109(x), Q109(x), K109(x), A109(x)		
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	count "even"	attitude		2 OVER 1 Response F1 10+ HCP
1-Suit: WEAK	Lo-x	count "odd"	attitude		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2-Suit: MICHAEL'S CUE BID	SIGNALS IN ORDER OF PRIORITY			OPENING BID	
		Partner's Lead	Declarer's Lead	Discarding	2♦ MULTI = a) weak with 1 Major 3/8 HCP , b) nv vs v weak constructive(7-11)
JUMP CUE BIDS	Suit: 1st	attitude	std count	High encourage	2♥/♠ = a) 9/12 with 6 cards, b)nv vs v 5♥/♠ (3-10)
JUMP CUE BID = 7+♣ o ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd	High encourage	lavinthal	std count	3NT = preemptive in 1 minor 8 cards (promise A o K)
	Suit: 3rd	lavinthal		lavinthal	4♣/♦ = very weak preemptive
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st	attitude	std count	High encourage	
DBL = PENALTY (same strength or more)	NT: 2nd	high encourage	lavinthal	std count	RESPONSES
2♣ = Landy 4+4+ majors, 2♦ = multi 6+ ♥/♠	NT: 3rd	lavinthal		lavinthal	Responses transfers over 1♣
2♥/♠ = 5+ cards+ minor,	Signals (including Trumps):		lavinthal		1♣ → transfers 1♦ (♥), 1♥ (♠), 1♠ (NT/♣/♦)
2NT = both minors (vs weak NT 4♣ + long minor)					
3♣/♦ = pree (vs weak NT 4♥ + long minor)					
REOPENING 4th position = same					
Passed hand: dbl=1m or both majors, 2♣=♣+M, 2♦= ♦+M, 2♥/♠ = 5+ cards	DOUBLES			SPECIAL FORCING PASS SEQUENCES	
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES(Style;Responses;Reopening)			in the competitive bidding, when the opponents compete to 5 level and we have more strength:	
DBL = Take Out, 3NT = nat to play	STANDARD TAKE OUT DOUBLE			DBL = i would bid 5, but you decide	
2 or 3♥/♠ → 4♠/4♦ = 5+cards + 5Other M	REOPENING DOUBLE 8+			Bid 5 = we make it	
3♣/3♦ → 4♣ = 5+cards Other minor + 5M, 4♣ = 55 majors	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY without SUPPORT)			Pass = Forcing, partner should double and we Pass=min penalty or remove with Slam interest	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
DBL = both majors, other like over 1NT	1♣ → 1♦ OVERCALL → DBL = 4+♥				
OVER OPPONENTS' TAKE OUT DOUBLE	1♣/♦ → 1♥ OVERCALL → DBL = 4/5♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
RDBL = 10+ any distribution, usually not with major support	1♣/♦ → 1♠ OVERCALL → DBL = 4/5♥			TWO SUITERS MICHAEL'S	
New suit at level = TRANSFER RESPONSES over 1♣ and 1M				AGGRESSIVE WEAK JUMP	
1♣/♦ → DBL → jump suit al level 2 weak, passed hand fit show					
1♣/♦ → DBL → Passed hand 2♥ weak 55Majors				Psychics: POSSIBLE	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	5♥	any bal 12/14 or 18/19 also with 5♦332, 4441 red singl or unbal with	1♣ = 4+♥, 1♥ = 4+♠, 1♠ = Transfert for 1NT, 1NT = 8/10 bal 2♣ = 5+♠ FG, 2♦ = 6+♠ FG, 2♥/2♠ = 6+ cards or 5+4♣ 16+ hcp 3♣ = pree, 3♦ = 6+♦ invit, 3♥/3♠ = 4441 in other Major GF+	1♣ → 1♦ → 1♥ = 2/3 cards ♥ 1♣ → 1♦ → 1NT = 2/3 cards ♥ 18/19 1♣ → 1♦ → 2♦ = multi rever nat or 6+♣ 1♣ → 1♦ → 2NT = 4 ♥ unbal 17+ 1♣ → 1♦ → 4♥ = 4 ♥ 18/19 bal.	1♣ → 2♥ = 55 majors weak 1♣ → 2♠ = fit showing 5♠ 4+♣
1♦		4	5♥	11/21 hcp unbal with 5+♦ or 4441 black singleton	1♥, 1♠, 1NT = nat; 2♣ = 4+ FG; 2♦ = weak support 3+ ♦ 2♥/2♠ = 6+ cards 16+; 2NT = FG with 4+♦; 3♦ = invit ♦, 3♠ = pree	1♦ → 1M → 1NT = any reverse 16+ 1♦ → 1M → 2NT = 4M support 16+ 1♦ → 1NT → 2♣ = 2/3/4 cards ♣ 11/14	1♦ → 2♥ = 55 majors weak 1♦ → 2♠ = fit showing 5♠ 4+♦
1♥		5	5♦	11/21 5+ cards	1♠, 1NT = nat; 2♣ = 5+♠ F1 or any bal FG; 2♦ = 5+♦ F1; 2♥ = 6/9 3♥; 2♠ = 6+♠ FG, 2NT = 10/12 or 16/18 bal with 4♥ 3♣ = 7/9 with 4♥; 3♦ = 10/12 bal with 3♥; 3♥ = pree; 3♠ = 13/15 any splinter; 3NT = 13/15 bal with 4♥; 4♣/4♦ splinter	1♥ → 2♠/♦ → 2NT = any 14+	2♣ drury or nat 6♣ 9/11
1♠		5		11/21 5+ cards	same as 1♥	same as 1♥	same as 1♥
1NT			4♥	15/17 bal, also with 5M 14+/16 or 6 minor 14/15+	2♣ = stayman; 2♥/2♠ = transfert M; 2♠ = 6+♠; 2NT = 6+♦; 3♣ = Muppet stayman; 3♦ = 55 majors invit; 3♥/3♠ splinter 54 4♣(♥)/4♦(♠)/4♥(♣)/4♠(♦) = 6+ cards ISL	1NT → 2♣ → 2♦ = No maj → 2♥ = 44 1NT → 2♣ → 2♦ → 2♠ = 4♠5♥ invit, 1NT → 2♣ → 2♥ = 4♥ possible 4♠	
2♣	*	0	6	bal 22/23 or 24+; any unbal FG	2♦ = positive at least 2 control; 2♥ = negative; others nat 3+ control	2♣ → 2♦ → 2♥ forced 2♠ = bal 22/23 or 2♣ → 2♦ → 2NT = minors 5+4+; 3NT =	
2♦	*	0	NO	MULTI : a) weak 6+ ♥ or ♠ 3/8 hcp; b) nv vs v weak 6 ♥ or ♠ h 7-11	2♥ = negative P/C; 2♠ = P/C interested in ♥; 2NT = F1 invit+; 3♥ =	2♦ → 2♥ → 2NT = 26/27; 3 minor 19/22 2♦ → 2NT → 3♣ = 6/7 with 1M; 3♦ = 4/5 with 1M; 3M = max with OM	
2♥		5	NO	a) 9/12 hcp with 6 cards; can be 5 with good suit in third position b) nv vs v 5M+4m 3-10	2NT = F1 constructive; 3♦ = inv in M or FG with ♦; 3M = pree 2NT = ask	2♥ → 2NT → 3♣ = any 64; 3♦ = single minor; 3M = minimum; 3 OM = single OM; 3NT = max no single; 4	
2♠		5	NO	same as 2♥			
2NT			4♥	20/21 bal, also 5M → same development after 2♣ or 2♦ opening	3♣ = puppet stayman; 3♥/3♠ = transfert M; 3♠ = both minors FG+; 4♣(♥)/4♦(♠)/4♥(♣)/4♠(♦) = 6+ cards ISL	2NT → 3♣ → 3♦ = 1 or 2 majors, 3♥ = NO major; 3♠ = 5 cards, 3NT = 5 cards ♥	
3♣/3♦		6	NO	preemptive: 1st and 2nd position good suit; 3rd can be very weak			
3♥/3♠		6	NO	preemptive: nv vs v can be very weak (5 card possible)			
3NT	*		NO	preemptive 8 cards in 1 minor, promise good suit with A or K		High Level Bidding	
4♣/4♦		7	NO	preemptive very weak or unbal		4NT RKCB 1430 (with minor trump 4♠)	
4♥/4♠		7	NO	preemptive, can be solid in 3rd or 4th position		4NT QUANTITATIVE, ON NT BID OR WITHOUT FIT	
4NT	*		NO	both minors weak 6/6		DOPI - DEPO - ROPI	
						5NT = JOSEPHINE WITH JUMP	
						Exclusion Blackwood → 0,1,2,2+Q	
						Cue Bid : mixed	
						when opponent double cue bid : Pass = Q or K or singleton, RDBL = A or void, cue bid or trump = xx+	
						Forced Pass at 5 level with more strength	
						against slam in competition action : pass = 0/1 trick, penalty = 2 trick, after partners pass : dbl = 1 trick, pass = 0/2	