

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBFC 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: Dias-Palma
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	2 nd /4 th thru dec, 3 rd , 5 th thru dummy		Players:	
1♣ 3+ cards → 2♣ ♦+♠, 2+ both majors 55	Other:				
1♦ 3+ cards → 2♦ majors 55, 3♠=♣+♠ 3♦=♣+♦ stronger					SYSTEM SUMMARY
1♦ 0/2+ cards → 2♦ nat 6+ cards, 2♥= both majors 3+=both majors stronger					
	LEADS		GENERAL APPROACH AND STYLE		
	Lead	Vs.Suit	Vs. NT		5 cards major
	Ace	A, AKxx, Ax(x)	AKx(x), AKJx, AKQx		1♣ opening 2+ can be 5♣32
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	King	AK, Kx, KQ(x), KQJ	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x		Transfer responses over 1♣
2nd = 15/18 bal → system on	Queen	Q, Qx, QJx, QJ10(x)	Q, Qx, QJx, QJ10(x)		1♦ always unbalanced
4th = 15/18 bal → system on	Jack	J, Jx, KJ10(x), J10(x), J109(x)	J, Jx, KJ10(x), J10(x), J109(x)		1NT 15/17 can have 5 major or 6 minor
Reopening 1NT = 11/14 → system on	10	10, 10x, Q109(x), K109(x)	10, 10x, Q109(x), K109(x)		
	9	9, 9x,	9, 9x, 9xx		
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	count "even"	attitude		2 OVER 1 Response F1 10+ HCP
1-Suit: 10-13 when vul weak when NV	Lo-x	count "odd"	attitude		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2-Suit: ghestem CUE BID	SIGNALS IN ORDER OF PRIORITY			OPENING BID	
		Partner's Lead	Declarer's Lead	Discarding	2♦ MULTI = weak with 1 Major 3-9 hcp
JUMP CUE BIDS	Suit: 1st	UDCA	UDCA	UDCA	2♥/♠ = 10/13 with 6 cards
JUMP CUE BID = 7+♠ o ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd				3NT = running major
	Suit: 3rd				4♣/♦ = very weak preemptive
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st				RESPONSES
DBL = PENALTY (15+/ 14+over weak NT)	NT: 2nd				
2♣ = Landy 4+4+ majors, 2♦ = multi 6+ ♥/♠ weak	NT: 3rd				Transfer responses over 1♣
2♥/♠ = constructive	Signals (including Trumps): Lavinthal				1♣ → transfer 1♦ (♥), 1♥ (♠), 1♠ (NT/♣/♦)
2NT = both minors	Std reaming count, rev smith echo				
3♣/♦ = pree					
REOPENING 4th position = same	DOUBLES				
When they are vul and we are NV= dbl points	TAKEOUT DOUBLES(Style;Responses;Reopening)				SPECIAL FORCING PASS SEQUENCES
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE				in the competitive bidding, when the opponents bid at 5 level and we are forced:
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 8+				Pass= I want to dbl
2 or 3♥/♠ → 4♣/4♦ = 5+cards + 5Other M	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY NOT WITH MAJOR SUPPORT)				Pass and remove the dbl=slam try
3♣/3♦ → 4♣= 5+cards Other minor + 5M, 4♦= 55 majors					Dbl= I want to bid
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Bid=unbal min
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	Double from opener is always showing strength				ghestem TWO SUITER
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	7♥	any bal 12/14 or 18/19 can be 5♦332, 4441 red singl or unbal with ♣	1♣ = 4+♥, 1♥ = 4+♠, 1♠ = Transfer to 1NT, 1NT = 11/12bal 2♣ = 5+♦ GF, 2♦ = 6+♥ 4-8 or 1444, 2♥ = 6+♠ 4-8 or 4144 3♣ = 6+♣ inv, 3♦ = 6+♦ inv,	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♦ → 3♥ = 4 ♥ 18/19 bal.	1♣ → 2♥ = 55 majors weak 1♣ → 2♠ = fit showing 5♠ 4+♣
1♦		4	7♥	11/21 hcp unbal with 5+♦ or 4441 black singleton	1♥, 1♠, 1NT = GF ask; 2♣ = 5/6 NF ; 2♦ = weak support 3+ ♦ 2♥ = 5/5 maj weak; 2NT = nat; 3♣ = inv ♦ , 3♦ = pree	1♦ → 1M → 1NT = any reverse 16+ 1♦ → 1M → 2NT = 4M support 16+ 1♦ → 1NT → 2♣ = 3/4 cards ♣ 11/14	1♦ → 2♥ = 55 majors weak 1♦ → 2♠ = fit showing 5♠ 4+♦
1♥		5	7♦	11/21 5+ cards	1♠, 1NT = nat; 2♣ = 5+♣ F1 or any bal FG; 2♦ = 5+♦ F1; 2♥ = 8-11 3♥; 2♠ = 6+♠ 4-8, 2NT = 10+ with 4+♥ 3♣ = 7/9 with 4♥; 3♦ = 10/12 with 6♦; 3♥ = pree; 3♠ = intermediate void; 3NT = void spade; 4♣/4♦ void	1♥ → 2♣/♦ → 2NT = any 14+	2♣ drury ; 2♠ = 4+♥ 6-8 with a stiff 2NT, 3♣, 3♦ = 4+♥ 9-11 stiff utl
1♠		5		11/21 5+ cards	same as 1♥	same as 1♥	2♣ drury ; 2NT = 4+♠ 6-8 with a stiff 3♣, 3♦, 3♥ = 4+♠ 9-11 stiff utl
1NT			7♥	15/17 bal, also with 5M 14+/16 or 6 minor 14/15+	2♣ = stayman; 2♥/2♥ = transfer M; 2♠ = 6+♠; 2NT = 6+♦; 3♣ = Muppet stayman; 3♦ = 55 majors inv; 3♥/3♠ splinter 54 4♣(♥)/4♦(♠) game only 4♥(♠)/4♠(♦) = 6+ cards ST	1NT → 2♣ → 2♦ = No maj → 2♥ = 44 1NT → 2♣ → 2♦ → 2♠ = 5♠ inv, 1NT → 2♣ → 2♥ = 4♥ possible 4♣	
2♣	*	0	6	bal 22/23 or 24+; any unbal GF	2♦ = positive 5/6+HCP or 1A; 2♥ = negative; others nat good suit	2♣ → 2♦ → 2♥ forced 2♠ = bal 22/23 or 2♣ → 2♦ → 2NT = 24+ bal	
2♦	*	0	NO	MULTI : weak 6+ ♥/♠ a) 3-9hcp	2♥ = negative P/C; 2♠ = P/C interested in ♥ ; 2NT = F1 inv+; 3♥ =	2♦ → 2NT → 3♣ = 6/7 with 1M; 3♦ = 4/5 with 1M; 3M = max with OM	
2♥		5	NO	10/13 hcp with 6♥	2NT = GF; 3♣ = inv in M or GF in ♣; 3M = pree	2♥ → 2NT → 3♣ = any 64; 3♦ = stiff minor ; 3M = minimum; 3 OM = stiff OM; 3NT = max bal;	
2♠		5	NO	same as 2♥			
2NT			4♥	20/21 bal, can have 5M → same development after 2♣ opening	3♣ = muppet stayman; 3♥/3♥ = transfer M; 3♠ = both minors GF+; 4♣(♥)/4♦(♠)/4♥(♠)/4♠(♦) = 6+ cards ST	2NT → 3♣ → 3♦ = 1 or 2 majors, 3♥ = NO major ; 3♠ = 5 cards, 3NT = 5 cards ♥	
3♣/3♦		6	NO	preemptive: 1st and 2nd seat nv can be very weak			
3♥/3♠		6	NO	preemptive: 1st and 2nd seat nv can be very weak			
3NT	*		NO	Running major		High Level Bidding	
4♣/4♦		7	NO	preemptive very weak		4NT RKCB 1430 (with minor trump 4♠)	
4♥/4♠		7	NO	preemptive, can be solid in 3rd or 4th position		4NT QUANTITATIVE, OVER 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	
						when opponent double cue bid : Pass = no cue, RDBL = A or void, cue bid or trump = Qx, Kx, or stiff	
						Pass forcing at 5th level if we have more strength	
						against slam in competition action : pass = 0/1 trick, penalty = 2 tricks, after partners pass : dbl = 1 trick, pass = 0/2	