

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS (Style; Responses; Reopening)		OPENING LEADS STYLE				
Can be weak when partner passed			Lead	In Partner's Suit		
		Suit	1th/3 rd /5 th often third	Same		
		NT	1th/3 rd /5 th often third	Same		
		Lead is	2th/4th in NT if lead is throw dummy suit			
		LEADS			Category:	Artificial - RED
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		Lead	Vs. Suit	Vs. NT		
2nd: 15-17 BAL (subs auction as after 1nt opening)		Ace	AK, Ax(+), AKx(+)	Same		
		King	Top or AKJ10(+)(Akx 5+level)	Same		
		Queen	Top	Same		
Reop: 11-16 w BAL No stop guarantees. (subs auction as after 1nt opening)		Jack	Top or AQJ	Same		
		10	Top or HJ10(+)	Same		
		9	Top or H109(+)	Same		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Hi-x	1th/3 rd /5 th	Same		
Weak, often rule 2-3-4		Lo-x	1th/3 rd /5 th	Same		
		SIGNALS IN ORDER OF PRIORITY			SYSTEM SUMMARY	
DIRECT and JUMP CUE BIDS (Style; Responses;			Partners Lead	Declarer's	GENERAL APPROACH AND STYLE	
		Suit: 1 st	Hi=DISCRG	Hi/lo=odd	MINIBEAR An natural system with Swedish club and weak 5-cards major.	
(1M)-cue=OM+m,		2 nd	Hi/lo=odd	Hi= Hi suit	1NT Openings: (14) 15-16 (Can bee. single D)	
Jump cue=Asks for stopper.		3 rd	Hi= Hi suit		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
		NT: 1 st	Hi=DISCRG	Hi/lo=odd	BROWN STICKER:	
VS. NT (vs. Strong/Weak; Reopen; PH)		2 nd	Hi/lo=odd	Hi= Hi suit	1C =Bal 11-13 (14)(can bee. single D) or unbal 16+ (bal 17+)	
DBL=15+ (vs strong NT one minor), 2C= stayman		3 rd	Hi= Hi suit		Overcall 1S after strong club or strong diamond , denies 4-3-3-3 distr.	
2D = 6+ M 2M=5+M + 4+m		Signals			Opening 2NT=one m; light preempt	
		On P's K-lead vs 5+level we use Hi=odd.				
VS. PREEMPTS (Doubles; Cue bids; Jumps; NT bids)		DOUBLES			SPECIAL FORCING PASS SEQUENCES	
D= Take out		TAKEOUT DOUBLES (Style; Responses; Reopening)				
		Against 2 or 3 way club conv.				
VS. ARTIFICIAL STRONG OPENINGS					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
D= strong overcall in H; 1D= strong overcall in S, 1H=weak 5+M,		SPECIAL, ART AND COMP DBL/RDBL's				
1S= den. 4-3-3-3 distr, 1NT=any twos, 2NT M or m						
OVER OPPONENTS' TAKE OUT DOUBLE		SUPP DBL				
					Psychics: Rare	

OPENING BID DESCRIPTIONS

Opening	AR T	Min.	Neg Dble t	Description	Responses	Subsequent Auction	Passed Hand Bidding
1C	Yes	0	2S	11-13 (14) BAL(pos. Single D) 16+ unbal, 17+ bal	1D=0-7, 1M=8+ 4+M, (could be longer m), 2m= 8-11 5+ (no M) 2H=invitational unbal, no M. 2S=FG no M, 2N=12-13 no M,3N=14-18 no M	1C-1M, 2C=strong C/N 1C-1D, 1M=unbal 4+ 16+ 1C-1H, 1S=11-13(14) 4-card S	Same but: 2M/3m=weak preempt,
1D		4	4H	11-15, 4+ (could be longer C) Normally unbalanced	2D=10-14 w supp, 2NT=15+ w supp, 3D= PRE, 3C=7-9 w supp,	1D-1M, 1N often splinter M 1D-1M, 2C 54/45 in minors	Same but: 2M splinter
1M		5	4D	9-15, 5+	2M=8-12 3 supp , 2NT=FG 3+ supp, 3M= PRE, 3m=Bergen raises,		2S splinter
1NT			2S	(14) 15-16, BAL "Sundelin" Can contain splinter D	2C=F1-stayman, 2D=Relay to 2H, 2M/3m= invit., 4m=SA Texas.	1NT-2C, 2H-2N/3N promise 4S	
2C		5	4H	11-15, 6+C 11-16, 5C + 4M	2D=F1-relay, 2M=F1 w 5+M, 2NT=Inv+ supp	2C-2D, 3M=splinter max	
2D	Yes	0		6-10 6+M or 24+ BAL	2NT=F1-relay, 3C=H max, 3D=S max 3M=min 3N 24+		
2H	Yes	5		5heart 5-8 or 6 heart 2-5	2NT=F1-relay		
2S	Yes	5		5spade 5-8 or 6 spade 2-5	2NT=F1-relay		
2N	Yes			Preempt one m	3C=to play		
3X		6		Preempt 2-3-4 roue 1th/2 nd pos Undefined "weak" in 3 rd /4 th pos			
3NT	Yes			Preempt in one m in 1th/2 nd pos natural in 3 rd /4 th pos	4m pass/correct		
4m	Yes	0		Semisolid/solid M 8 tricks			
4NT	Yes			Asks for specific aces	5C=0 A, suit=that A, 5NT=2A,		

HIGH LEVEL BIDDING
 Controls: Up the line, 1st/2nd round equally
 4NT: RKCB