



WBF Convention Card

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category : Red
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
light overcalls (8+hcp) // double then bid suit=17+		Lead	in Partner's Suit		Event:
overall Major OR Minor (level 1) : cards=4+ & (hcp=8+)	Suit	2nd/4th	std Count		
responses: new suit (8+). Cuebid opener:forcing hand (with or without fit)	NT	2nd/4th	std Count		
reopening: double (see the previous explain) .. Suit= 8-13hcp ...	Subseq	Top of seq	Top of seq		
	Other:	Top of nothing			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
2ND = 14-16 //// 4th live= 14-16HCP / DOUBLE=TAKEOUT	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
RESPONSES : SYSTEM ON	Ace	Ask for attitude	Ask for attitude		2/1 GF
REOPENING: 14-16 hcp	King	Ask for attitude	Ask for attitude		1C= 2+ CARDS
	Queen	QJ Ask for attitude	QJ/AQJ Ask for attitude		1D= 4+ CARDS 1 HVS= 5+CARDS
	Jack	J10	J10/KJ10/AJ10		2C= GF (2-3)LOSSER OR BALANCED 23+HCP
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	doubleton/109(x)/Q109/K109		2D= WEAK 6 CARDS MAJOR OR STRONG 1 SUITED HAND 9 TRICKS (HCP=16+)
2-Suit: 1M-2NT = MINORS, 1M-2M= other MAJOR+MINOR, minor-2D=Majors, Minor-2H= 5(+)heart+4(spade)	9	9x- 98x		9x- 98x	1NT Openings: 14-16 HCP
responses (assumes partner has weak to moderate hand)	Hi-x	Sx,xSxx,HxxSx,HxS		Sx,xSxx,HxxSx,HxS	2 OVER 1 Responses: GF
Reopening: SYSTEM ON	Lo-x	xSx,xSxxx,HxS,HxxSx		H10xS,HHxS,H10xSx,HHxSx	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	SIGNALS IN ORDER OF PRIORITY			2D= WEAK 6 CARDS MAJOR OR STRONG 1 SUITED HAND 8-9 TRICKS	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2H= 5(+)Heart AND 5(+)MINOR ---weak(6-11hcp)
three level cuebid opener=asking stopper with long suit	Suit:1st	count	Suit Preference	odd-even discards	2S=5(+)spade AND 5(+) LOWER ---weak(6-11hcp)
2C= club SUITED HAND ,2D= MAJORS (minimun=5 (+)spade+4(+)heart)	2nd	attitude	attitude	odd-even discards	
	3rd	attitude	attitude	odd-even discards	
	NT: 1st	count	Suit Preference	odd-even discards	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	attitude	attitude	odd-even discards
Double= 4+ minor & 4 major (direct andreopening) vs. strong/weak	3rd	attitude	attitude	odd-even discards	
reponses = 2c (pass / correct minor) & 2d (ask 4 card major)/	Signals (including Trumps):				
2 heart or spade=cards5+) (hcp= 10+)					
2H: 5+h +either(4spade or 4(+)minor)					
2S: S=5+ & Minor=4+ // 2C=ANY SUIT 5+ (2D=pass or correct)	DOUBLES				
NOTE: double reopening could be 4major & 4+minor	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	May be light (8+) with suitable shape when both opponents bid or in balancing seat				
double: takeout	Responses : natural				
nt: natural to play (with points often=14-16)	Reopening= When 1X-P-P Dbl shows 14+ or 8-11				
	SPECIAL FORCING PASS SEQUENCES				
	in clear situations where the hand belong to our side and opponents are sacrificing,				
VS. ARTIFICIAL STRONG OPENINGS	the pass is forcing				
natural	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	Doubles and redoubles usually show points				
	if high level bidding dble penalty optional				
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
	3rd seat opening could be weak				
OVER OPPONENTS' TAKE OUT DOUBLE					
RDBL DIRECT 9+ HCP				Psychics:	

OPEN	TICK IF ART	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣	✓	2		HCP=11+ & C=2+	1D: CARDS=5+ & HCP=6+; 1H/S(NATURAL); 1NT (BALANCED 6-10HCP); 2♣(F1; 5♣'s 10+ HCP); 2♦(5S&4+H cards 6-9); [2♥, ♠(5H/S+ [C=3+ OR D=5(+)]; HCP= 6-9)]; 2NT(11 HCP); 3♣ PREEMPT (5-9HCP)	1C-1D-1NT(17-19)	
1♦		4		11-21HCP ANY SHAPE (with 4♣s 4♦s it's optional to open 1♣ or 1♦ depending upon HCP and quality)	1♥, ♠ NAT 4+ F1; 1NT BALANCED (8-10HCP); 2♣ NAT FG; 2♦(F1; 4+♦ 10+HCP); [2♥, ♠(5H/S+ [D=3+ OR C=5(+)]; HCP= 6-9)]		
1♥		5		11-21HCP ANY SHAPE	1NT F1; 2♣, ♦ FG; 2♥ RAISE (8-10HCP) , 2NT (4+♥'s FG) 3♣ (4♥'s 10-11HCP); 3♦ (4♥'s 7-9HCP); 3♥(4+♥'s 0-6HCP); 3♠(SPL ANYWHERE 8-11 HCP); 3NT(void♠): 4♣, ♦(VOID♣, ♦)		
1♠		5		11-21HCP ANY SHAPE	1NT F1; 2♣, ♦, ♥ FG; 2♠ RAISE (8-10HCP) , 2NT (4+♠'s FG) 3♣ (4♠'s 10-11HCP); 3♦ (4♠'s 7-9HCP); 3♥(SPL ANYWHERE 8-11 HCP); 3♣(4+♠'s 0-6HCP); 3NT(VOID♥ 4+♠); 4♣, ♦(VOID♣, ♦)		
1NT				14-16 HCP BAL OR SEMI BAL	2♣ STAYMAN; 2♦, ♥, ♠, 2NT TRF TO ♥, ♠, ♣, ♦ RESPECTEVILY; 3♣ (♣5+4MAJOR FG); 3♦(5♦+4 MAJOR FG); 3♥(♣+♦ SS♥ FG); 3♠(♣+♦ SS♠ FG); 3NT TO PLAY; 4♣ ACE ASKING CLUB SUIT;		
2♣	✓	0		22+HCP OR STR LOSER HAND	2♦ relay		
2♦	✓	0		MULTI EITHER WK Major (4-11HCP) OR STRONG 1 SUITED HAND (9 playing tricks)	2♥ (pass/correct) ; 2♠/3♣/3♦ natural strong hand ; 2NT RELAY (forcing)		
2♥		5		5+♥, 5+m (4-11HCP)	2♠ NATURAL NF; 2NT ASKING TO BID MINOR; 3♣, 3♦ NAT F		
2♠		5		5+♠, 5+ANY (4-11HCP)	2NT ASKING TO BID MINOR, 3♣, 3♦, 3♥ NAT F		
2NT				BALANCED 19-22 HCP	3♣ PUPPET STAYMAN; 3♦, 3♥ TRFs TO ♥, ♠; 3♠ FORCES 3NT; 3NT 5♣ 4♥		
3♣		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♦, 3♥, 3♠ NAT F; 3NT TO PLAY		
3♦		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♥, 3♠ NAT F; 3NT TO PLAY		
3♥		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3♠ NAT F; 3NT TO PLAY		
3♠		7		PREEMPT (4-11HCP) PROMISE GOOD SUIT IF VUL	3NT, 4♥, 4♠ TO PLAY; 4♣, 4♦ F		
3NT				TO PLAY (LONG SOLID MINOR)	4♣ PASS OR CORRECT	High Level Bidding	
4♣, ♦		7		PREEMPT (4-9HCP); C /D 5(+) & Major 6(+)			
4♥, ♠		7		TO PLAY NORMALLY LESS THAN OPENING		RKCB 0314 4s = Ace asking in heart trump mionorwood (for ace asking)	
4NT		7		(4-9) MINORS (6+6+)			
5♣, 5♦		8		TO PLAY			