


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		<div>WBF Convention Card</div> <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE: STANDARD		
AGGRESSIVE IF NV, SOUND IF VUL.		Lead	in Partner's Suit	
RESP: NEW SUIT= NF, NEW SUIT JUMP= F1, CUE= F	Suit	3RD & 5TH	LOW IS INTERSTING.	
JUMP CUE= MAX INV IN SUIT + 4 CARDS FIT, NT= NAT.	NT	4TH	LOW IS INTERSTING.	
RAISE= NAT, JUMP RAISE = PREEMPT.	Subseq			
	Other:	SMITH ECHO		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			
2ND=15-17 + STOPPER.	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
4TH=11-15 PTS, 1NT-2♠-2♥/♠/2NT = Staymen and Transfers	Ace	AKx(+)	AKx(+)	5 CARD MAJOR, ♠ BY 4, ♣ BY 2, INVERTED MINOR, MINORWOOD.
	King	AK-AKJx(+), KQ, KQ(J/10)(+)	AKJ, KQJ, KQ10	1NT=1RF OVER MAJOR, BERGIN, SPLINTERS, JACOBY, RKCB, LEBENSOHL.
	Queen	QJ10/9,QJ/x	QJ10/9,QJ/x	STAYMEN, TRANSFER, PUPPET STAYMEN, MICHAELS, CAPPELITTI
	Jack	J10(9/8)x(+)	J109, J109	3RD SUIT = SHOWING, 4TH SUIT = ASKING + GF.
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	KJ10x(+), 10X	KJ10x(+), 109, 10X	
1-Suit: NON VUL= PREEMPT, VUL= SOUND.	9	(K/Q)109, 98, 9X	(K/Q)109, 98, 9X	1NT Openings: 15-17 BAL. / SEMI BAL.
2-Suit:	Hi-x	EVEN	EVEN	2 OVER 1 Respon: GAME FORCING.
	Lo-x	ODD	ODD	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: NAT.	SIGNALS IN ORDER OF PRIORITY			1♠-1NT=10-11PTS, 1♠-2NT= GOOD RAISE, 1♠-3♠=PREEMPT
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	2♠= 22+ PTS OR 3.5 LOSERS.
1♠-2♠ + 1♥-2♥= MAJORS.	Suit:1st	ATT		2♥= weak in a major (8-10 pt)
DIRECT CUE= 2 HIGHER UNBID SUIT.	2nd	COUNT		2H - 2SP = weak with 6 cards suit (0-6 pts)
2NT=HIGHER+LOWER UNBID SUIT, 3♠= 2 LOWER UNBID SUIT.	3rd			3ANY= CONSTRUCTIVE 1st and 2nd, PREEMPT 3rd and 4th.
1X-3X = STOPPER ASKING.	NT: 1st	ATT		3NT = GAMBLING
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	COUNT		4 ♥/♠ = PREEMPT.
2ND: CAPPELITTI	3rd			MICHEALS: 1♠-2♠ + 1♥-2♥= MAJORS, 1ANY-2NT= HIGHEST+LOWEST, 1ANY-3♠=2 LOWEST
AGAINST WEAK NT AT NOTES.	Signals (including Trumps): NO.			LEBENSOHL AFTER 2-LEVEL OVERCALL OF 1NT & after 1NT opening intervention
	SMITH ECHO: HIGH IS ENC. IN PARTNER LEAD.			NEGATIVE DOUBLES THRU 3♠
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	UDCA			
T/O DBL= STRONG, ANY= NATURAL + NF, NT=NAT.	DOUBLES			Escape DONT
4♠ OVER 3♠/♠= MAJORS, 4♠ OVER 3♠/♠=M+Om	TAKEOUT DOUBLES(Style;Responses;Reopening)			6 ACES
4♠/♠ OVER 3♠ =♠/♠+OM, 4♠/♠ OVER ♥= NAT	ACCEPTING UNBID SUIT.			
	RESP: 1NT= 8-10 W STOPPER, JUMP=8-10 + 4CARDS, DBL JUMP=8-10 + 5 CA			
	RESP: CUE= GF			SPECIAL FORCING PASS SEQUENCES
				OVER BLACKWOOD INTERVENTION.
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			OVER PREEMPTS.
OVER 1♠: X=♠ OR BOTH MAJORS, 1♥= ♥ OR ♠ & ♠, 1♥= ♠ OR BOTH MI	NEGATIVE DBL THRU 4 MAJOR.			
OVER 1♠: NAT	PROTECTIVE DBL UPTO LEVEL 2.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	RESPONSIVE DBL.			Psychics: RARE.
	SUPPORTIVE X AND XX= 3 FIT			
OVER OPPONENTS' TAKE OUT DOUBLE	1NT-X-P-P-XX= AUTOMATIC.			
TRUSCOTT OVER MAJOR	ANY DBL OVER CUE XX=ACE.			
	4NT - 5♠-X=0-3 ACES, 4NT - X-XX=0-3 ACES.			

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	4 M	13+ PTS, BAL OR UNBAL	1♥/♠ MAYBE 3 CARDS 6-7 PTS, 1NT=11 PTS BAL OR SEMI BAL	1♣-2♣-2♥= REVERSE, 2♥/♠ = NAT.	
					2♣ = INVERTED 13+ PTS, 3ANY= WEAK		
					2NT= ♣ GOOD RAISE 10- 11 PTS, 3 ♣= BAD RAISE		
					3NT = TO PLAY.		
1♦		4	4 M	13+ PTS, BAL OR UNBAL	1♥/♠ MAYBE 3 CARDS 6-7 PTS, 1NT= 6-9 PTS BAL OR SEMI BAL	1♦-2♦-3♣= REVERSE, 2♥/♠ = NAT.	
					2 ♦= INVERTED 13+ PTS, 3ANY= WEAK		
					2NT= NAT 10- 11 PTS, 3 ♦= BAD RAISE		
					3NT = TO PLAY.		
1♥/♠		5	4♥	11+ PTS, BAL OR UNBAL	1NT= 1RF, 3♣=10-11 +4FIT OR SPLINTER ANY 13-15, 3♦=7-9+4FIT,		2♣=DRURY+3FIT
					2NT=12+PTS+ 4FIT, 3♥/♠= WEAK + 4FIT, 4 ♣/♦/♥/3♠ SPLINTER + 4FIT		2♠/3♣/3♦/3♥ = SPLINTER+4FIT.
1 NT				BAL 15-17 + POSSIBLE 5 CARDS MAJOR.	2♣= STAYMAN, 2♦/♥/♠/NT= TRANSFER, 3NT= TO PLAY	3♣= EXT. STAYMEN.	
2 ♣	X			23+ ANY DISTRIBUTION, or 3.5 loser	2♦=0-2 cntrls, 2♥/♠, 3♣/♦ = 3-4-cntrl + 5 cards ♥/♠/♣/♦, 2NT= 3-4 cntrls (no 5 cards)	2♣-2♦-2NT=23-24 PTS.	
						2♣-2♦-2♥-2♠=R-2NT=25+ PTS.	
2 ♦	X	6		6 M WEAK (8-10 pts), or 20-22 UNBALANCED	2♥= P/C, 2 ♣= P/C SHORT IN SPD, 2NT=FORCING RELAY.	OVER 2NT: 3♣/♦ = ♥/♠ + FEATURE, 3♥/♠ NO FEATURE	
	X					2♦-2NT-3♣/♦-3♦/♥-3♥/♠/NT/4♣/♦ = L/M/H (SHORT)/SIDE SUIT	
2 ♥	X			6♥ 0-6 HCP	2NT= FORCING RELAY.		
2 ♠	X			6♠ 0-6 HCP	2NT= FORCING RELAY.		
2 NT				20-22 BAL OR SEMI BAL	3♣=P.S., 3♦/♥=TRF ♥/♠, 3♠= TRFm, 3NT=TRFm (game/slam force)	OVER 3♣: 3♦=4 OR 4-4 M	
3 ♣		7		6-11 HCP, CONST 1ST AND 2ND.	3♦=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 ♦		7		6-11 HCP, CONST 1ST AND 2ND.	4♣=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 ♥		7		6-11 HCP, CONST 1ST AND 2ND.	4♠=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 ♠		7		6-11 HCP, CONST 1ST AND 2ND.	4♦=DIST ASKING, ANY=NAT. F, 4NT=RKCB.		
3 NT	X	8		GAMBLING, SOLID MINOR	4-5♣/♦=P/C, ANY IS TO PLAY, 4NT=RKCB.		
4 ♣		8		GOOD ♥ + OUTSIDE DEFENCE.	4♥=TO PLAY, 4♦=SLAM INTEREST, 4NT=RKCB.		
4 ♦		8		GOOD ♠ + OUTSIDE DEFENCE.	4♠=TO PLAY, 4♥=SLAM INTEREST, 4NT=RKCB.		
4 ♥		8		TO PLAY.	4NT=RKCB.		
4 ♠		8		TO PLAY.	4NT=RKCB.		
4NT	X			2 SUITED HAND IN MINORS 6-5	5♣/♦= TO PLAY		
5♣		9		TO PLAY.			
5 ♦		9		TO PLAY.			
5 ♥		9		TO PLAY.			
5 ♠		9		TO PLAY.			
5NT	X			2 SUITED HAND IN MINORS 6-5			