


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level may be aggressive, 2 level sound		Lead	in Partner's Suit		
Weak Jumps	Suit	3rd and 5th	3rd & 5th or TON if supported		
Responses: New suit by non passed hand F1 if not transfer advance	NT	2nd and 4th	4th or TON if supported		
Cue-bid raises, Mixed Raises (1), Fit jumps, Splinters	Subseq	Attitude (4th)	Attitude (4th)		
Transfer Advances (2)	Other:				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
2nd 15+=18-	Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE	
4th 11-14 *12-15 over 1S)	Ace	AKx+	Akx+	5cM 2/1 GF	
	King	KQ+ , AK bare	AKJx+ KQ109+	15-17 1NT not usually 5M in 1st or 2nd	
	Queen	QJ+	KQx, QJ+	WEAK 2s in D H S	
	Jack	KJ10+ J10+	J10+		
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	K109x, Q109x, 109+	AJ10+, KJ10+, 109+		
1-Suit: Weak	9	9x	A109x, K109x, Q109x, 9x	1NT Openings: 15 - 17	
2-Suit: Michaels	Hi-x	Doubleton	Doubleton	2 OVER 1 Responses: GF	
	Lo-x	3+	3+ with H	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening: Intermediate	SIGNALS IN ORDER OF PRIORITY			Weak 2's	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
Direct cues = Michaels, Jump Cues = solid minor asks for stopper	Suit:1st	UD Attitude	UD Count	UD Attitude	
	2nd	SP	SP		
	3rd	UD Count			
	NT: 1st	UD Attitude		UD Attitude	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	UD Count	UD Count		
Strong NT : DON'T (Db; = 1 suiter, bid = suit + higher)	3rd	SP	SP		
Weak NT : Hamilton (2C Bot Majors, 2D 1 Major, 2M = M+m)	Signals (including Trumps): Trump signals SP if applicable				
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Classic shape t/o double or any shape 18+				
x=Take-out	Simple response 0-7/8, Jump response 8-11 (In M shows 4 card suit, double jump 5)				
NT natural (over which 4C stayman, 4D Gladiator, 4M INV)	Cue= two+ places to play 10+ or very strong single suiter			SPECIAL FORCING PASS SEQUENCES	
Cue = strong 2 suiter				(3m) Dbl (5m) FP except white versus red	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			Any sequence where we have fit and known balance of points	
Versus Strong Club CRO (x= same colour, 1D = same rank, 1NT = odd suits) Majors natural - can be agressive and 4/4	Neg x up to 2S overcall promises 4 of higher unbid suit			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
After 1C P 1D, x = same colour, 1NT = same rank, 2C = odd suits	Comp x				
Pass and Bid = real hand	Maximal x only when opponents bid one below our agreed suit, else penalty				
OVER OPPONENTS' TAKE OUT DOUBLE	Redouble = 10+ may have 3 card support				
After 1M x 1NT up to 2M-1 = Transfer (natural or lead directing)	(1x) 1y (1NT) Dbl = take-out				
If not a transfer bid suits are F1	Responsive x = t/o - tends to deny 4oM or if no major bid by opps = equal length in M			Psychics:	

Note #**Description**

- 1 Mixed raise
In response to Major suit opening bid and an opposition bid or overcall a jump to 1 below the major opened shows a mixed raise (7-9) with 4 card support and a jump to 3M is weak
Same principle applies opposite the overcall of a major if space permits
- 2 Transfer Advances
After an opening bid by opposition and an overcall at same level by partner all bids from the suit opened are transfers. These bids may be weak and not promise another bid or be forward going depending on next action
- 3 Inverted Minors
After 1C 2C 2D is GF relay R bids shortage if held else 2NT (13+) or 3NT 11/12
2N shows 12-14 balanced not all stoppers required
3C = Minimum unusitable for NT
New Suit = shape showing 6+ in minor INV
After 1D 2D 2H is GF relay and responses are as per 1C 2C 2D
- 5 BART
After 1H - 1N / 2C = 2+ clubs in a balanced hand or real clubs then
2D = Trf to H to play or to show an INV hand if bidding on
After 1S - 1N / 2C = 2+ clubs in balanced hand or real clubs then
2D = 5+H (Trf) = if R bids again is INV
2H = Trf to 2S to play or if bidding again is INV
2S = 8-bad 10 with doubleton spade
2N= INV not 4 clubs
3m = PRE
3M = INV balanced 3 card support
- 6 Bergen Style Raises
After 1H , 2S = Jacoby, 3C = 7-9, 3D = 10/11 3H = PRE
After 1S - 3C = Jacoby, 3D = 7-9, 3H = 10/11 3S = PRE
- 7 1NT 2D / 2H 2S = 5H + 4m Game Values and 2NT now asks for shortage and 2nd suit
1NT - 2H / 2S 2N = 5S and Game values, now 3C asks for shortage and 2nd suit
- 8 Kokish
2C 2D / 2H forces 2S then
2NT = 24/5, 3NT= 28/9, new suit is natural with 5+H
- 9 2D 2N then
3C = any upper range hand no 4cM and 3D now asks for shortage
3M = natural 4-6
3NT = solid D
- 10 2M - 2N asks then
3C = Minimum 5 card suit
3D = good suit
3M = minimum 6 card suit
3oM = Maximum hand , poor suit