

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
<b>OVERCALLS(Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>				
1 level wide ranging, can be weak, can be 4 cards		<b>Lead</b>	<b>in Partner's Suit</b>			
2 level - 10+.	Suit	2nd and 4th	3/5 or Attitude			
suit change responses F1, cue bid support, 2NT offensive suit jump change of suit is fit jump. after X of 1 level overcall, XX = Ax or Kx support	NT	2nd and 4th	3/5 or Attitude			
	Subseq	Attitude	3/5 or Attitude			
	Other:	Top of sequences and interior sequences				
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY - Strong NT 2/1 GF</b>	
15-18/11-15 - system on		<b>Lead</b>	<b>Vs.Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
		Ace	AK, Ax(x..) asks Attitude	AK, Ax(x..) asks Attitude	Bidding in direct seat conservative and aggressive in passout seat	
		King	AK(x..) or KQ	AK(x..) or KQ	Preempts are based on position and vulnerability:	
		Queen	KQ or QJ - asks Attitude	KQ or QJ - asks Attitude	e.g at 2nd will be always up to length and should	
		Jack	(A/K)JT, JT, Jx	(A/K)JT, JT, Jx	have suit quality but 3rd in Green can be 1 card shorter and wide ranging	
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		10	(A/K/Q)T9x, T9, Tx, T9xx	(A/K/Q)T9x, T9, Tx, T9xx	2NT is almost never natural in competition	
1-Suit: Weak		9	T9x, 98xx, 9x	T9x, 98xx, 9x	1NT Openings: (14)15-17	
2-Suit: Unspecific Michaels/ Unusual NT - 2NT asks over Mic	Hi-x	Xx, xXxx(x)	Xx, xXxx(x)	Xx, xXxx(x)	2 OVER 1 Responses GF	
2 suited bids are "Int+" 8+ if prime	Lo-x	xXx	xXx	xXx	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
Reopening: Acol 2 style hand, leaping Michaels	<b>SIGNALS IN ORDER OF PRIORITY</b>			2D = bad weak 2 in either major at non vul only. Can be passed with or without		
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>		diamonds	
Direct cue bid = Michaels, Jump Cue bids = cashing minor	Suit:1st	Count (AQ att)	Count	Rev Attitude		
	2nd	Rev Attitude	Suit Preference	Count		
	3rd	Suit Preference		Suit Preference		
	NT: 1st	Count (AQ att)	Count	Rev Attitude		
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>	2nd	Rev Attitude	Suit Preference	Count		
Vs Weak: X = Pens (can be based on long suit)	3rd	Suit Preference		Suit Preference		
2C= Majors, 2D single major, 2H/S 5M4m	Signals (including Trumps):					
vs Strong: X = 4M5m, 2C= Majors, 2D single major,	Hi Lo Even or discouraging					
2H/S 5M4m 2NT = shapely 2 suiter	3rd and 5th in partner's suit (including xxX) if length unknown, attitude if know					
	<b>DOUBLES</b>					
	<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>					
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>	X = TO to 4H					
X = take out, leaping Michaels, NT = 16-19 bal or semi bal	2nt is either Lebensohl or scrambling depending on context: if Lebensohl,					
The higher the bidding the more usual it is to pass a TO X	fast arrival shows a stop					
After 3NT overcall, 4C is stayman, 4D/4H transfers						
<b>VS. ARTIFICIAL STRONG OPENINGS</b>	<b>SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>					
	Support doubles below 2S					
	Support of partner's overcall Ax or Kx lead directional					
	ROPI/DOPI over doubles of key card					
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>	After 1NT X, we don't let opps play in 2m undoubled so X may be off-shape					
XX 10+ no support, looking for pens						
	<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>					
	Psychics:					
	Rare and not systemic - but not unknown					

OPEN	TIC K IF	MIN NO. OF	NEG. DBL.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	4H	NF, natural or balanced outside of INT range. Can have 5 diamonds if balanced	1D/1H/1S transfers, 2NT = Preemptive raise 6+ clubs, 2D/2H/2S jump shifts	after 1C 2C, 2D is wk NT shape or nat, 3C is NF, all others GF)	as PH - 2C = 9-11 with 5+ clubs
1D		5(4)	4h	Always unbalanced unless 3-3-5-2 with very strong diamond suit. 4441 hands open 1D	2D Inv+ inverted minor raise, 2NT = Preemptive raise 4+ diamonds, 2H/2S weak jump shifts		
1H		5	4d		2/1 GF, 2NT = inv+ 4 card raise (see note 1). 2S inv 3 card raise. 3m natural, invitational (no support)	After 2N, artificial, show strength/shortage. 3C with all minimum hands. See Notes. 2N is good H suit. After 1S/1N 2C Gazzilli	as PH, 2C=3 card support and 9-11, 2D = 9-11 4 card support. Jumps in a new suit are fit jumps
1S		5	4d		2/1 GF, 2NT = inv+ 4 card raise (see note 1). 3H inv 3 card raise. 3m natural, invitational (no support)	After 2N, artificial, show strength/shortage. 3C with all minimum hands. See Notes. After 2m, 2S is a catch-all. 2N is good S suit. After 1N, 2C Gazzilli	as PH, 2C=3 card support and 9-11, 2D = 9-11 4 card support. Jumps in a new suit are fit jumps
1 NT				14(15-17) balanced (will sometimes upgrade good 17 out of INT also)	2C stayman and smolen and 2D/2H/2S/2NT transfers, 3C muppet stayman, 4C/D transfer to H/S. 4H/S single suited in C/D	Break minor suit transfer without support. Break major to next step up if non-min	X= TO of natural bid suits. Lebensohl
2C	X	0	4H	System strong bid	2D = relay, 2H double negative or 2S/2N/3C/3D = 6 card suit in S/H/C/D headed by at least KJT	Kokish, 2C-2D-2H is natural or 2S+, forces 2S response. System after 2N rebid same as over 2N opener	P is stronger bid X/XX is double negative
2D	X	0	4H	weak with diamonds (vulnerable) or a bad weak 2 in either major (non-vulnerable) not forcing.	Over 2d as natural 2nt= asks for stopper and other bids are natural, new suits forcing for 1 round. Where 2D is artificial, 2M/3M are pass/correct (S shows H support). 3m/4M natural. NE 2N forcing.		after NV 2D X, 2M natural, P suggests playing in D, XX asks P to bid major
2H		6	N/A	Constructive weak 2 at both vulnerabilities 7-11	2NT is enquiry for shortage, bids natural FI		
2S		6	N/A	Constructive weak 2 at both vulnerabilities 7-11	2NT is enquiry for shortage bids natural FI		
2 NT				20-22 balanced	3C, 5 card muppet stayman, 3D/3H transfers, 3S both minors. 4 level transfer to 2 suits up	after 3C, 3D shows 4cM, 3H denies 4cM. 3S shows 5Ss 3N shows 5Hs	
3C		6		Preemptive natural opening	3D/3H/3S natural forcing, 3N/4C/4M/5C to play		
3D		6		Preemptive natural opening	3H/3S/4C natural, forcing, 3N/4D/4M/5D to play		
3H		6		Preemptive natural opening	3S/4C/4D natural, forcing, 3N/4H/4S to play		
3S		6		Preemptive natural opening	4C/4D natural, forcing, 3N/4H/4S to play		
3 NT	X			Good 4M pre-empt 1st/2nd. Gambling 3rd	4C transfer to your major, 4D, bid your major	<b>High Level Bidding</b>	
4C				Preemptive natural opening		In sequence where we have shown values an oppo bid over our game then direct actions are weaker than pass - pass is the strongest option	
4D				Preemptive natural opening		4NT often indicates a second place to play in competition (not BW) when 4NT is RKCB, 1430 responses, then next bid is Q ask,	
4H				Natural preempt with little defence potential	4NT = key card as non passed hand	and next available bid specific K ask	
4S				Natural preempt with little defence potential	4NT = key card as non passed hand	Cue bid 1st second round controls equally	
4NT				Specific ace ask	5C= none 5NT = 2		
5C				Preemptive natural opening			
5D				Preemptive natural opening			
5H				Preemptive natural opening			
5S				Preemptive natural opening			
5NT				Specific king ask	6C=none 6NT = clubs if 2 then bid 7C		