

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
		Lead	in Partner's Suit (4+ Known)		
Aggressive 1 level, particularly in S					Category: Green
2 Level = Sound, New suits F1 opposite 2 level overcall		Suit	2 <sup>nd</sup> /4 <sup>th</sup> (xXx,Xx)	Low from odd, high from even	Country: Scotland
New suits are constructive NF opp a 1 level overcall		NT	2 <sup>nd</sup> /4 <sup>th</sup> (xXx,Xx)	Low from odd, high from even	Event: Camrose 2020
Fit jumps to all levels, Jump Cue = Mixed		Subseq	Att through declarer		Players: Phil Stephens & Frazer Morgan
2NT = Good Distributional raise opposite a M overcall		Other:			
2NT = NAT opposite m overcall (unless no cue is free before 3m)					
If 2 cues are available = Cue what you have		<b>LEADS</b>			<b>SYSTEM SUMMARY: 2/1, 5cM, 1C=2+, 3 Weak 2s</b>
If no cues or 2NT are available below 2/3 X= Cue replacement		Lead	Vs.Suit	Vs. NT	<b>GENERAL APPROACH AND STYLE</b>
		Ace	Asks for Rev Att	Asks for Rev Att	1C = (11)12-14 Balanced, 18/19 Balanced or Nat Clubs – X-fer replies
		King	Asks for Count	Asks for Count/Unblock	1D = (4)5+D, Normally unbalanced
<b>1NT OVERCALL (2nd/4th Live; Responses; Reopening)</b>		Queen	Asks for Rev Att	Asks for Rev Att	1H/S =5+, 2/1 GF
15-18, System on		Jack	Top or top of internal	Top or top of internal	2D/H/S = Weak 2s. Strength varies by position/colour
in 4 <sup>th</sup> 1NT = 12-15 – system on		10	Top or top of internal	Top or top of internal	
in sandwich 1NT overcall is Nat 16-19, System on		9	T9xx, H98x, 9x	T9xx, H98x, 9x	1NT Openings: 15-17 2C = Stayman, 4 X-fers, 3c/d/h/s = X-fer into higher suit shortage
<b>JUMP OVERCALLS(Style; Responses; Unusual NT)</b>		Hi-x	xXx, Xx, xXxx	xXx, Xx, xXxx	2 OVER 1 Responses: GF
1-Suit: Weak 3-10 (rarely 5), c8-12 if vul		Lo-x	x, HxX, HxxX, HxxXx	x, HxX, HxxX, HxxXx	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
2-Suit: UNT = 2 lowest, INT +		<b>SIGNALS IN ORDER OF PRIORITY</b>			2NT = Rarely Natural in competition
(1x)-3x = Stop ask for 3NT		Partner's Lead	Declarer's Lead	Discarding	Good/Bad 2NT: 2NT = Weak various – when back to opener above 2x and below 2NT
Reopening: 14-16 6 cards, 2NT = 19-21		Suit:1st	Depends on lead	Count	2NT = Lebensol (Fast Shows). When 1) We could have game, 2) P's range is 5+
<b>DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)</b>		2nd		SP	2NT =Scrambling otherwise
(1m)-2m = Both Majors, Any strength		3rd		SP	Fit jumps in competition (Excepting 1C-(1X)-2/3 Y)
(1M)-2M = OM + a minor, INT+		NT: 1st	Depends on lead	Count	Transfers over a 1C opener (1C-1S = Bal, or non GF with diamonds)
(1x)-4x = Michaels		2nd		SP	Escape from 1NT Xd: XX= Single suiter, Suit = That + a higher
		3rd		SP	3Way Check-back: Jump = 5/5 GF, 2NT then new = some (5431) shape
<b>VS. NT(vs. Strong/Weak; Reopening;PH)</b>		Show partner what they need to know (count or Att) on other leads			Blackout (after a reverse lowest unbid suit/NT is signoff attempt)
2C = Both Ms, 2D asks, Invites go through 2D, 2NT = pick a m		Signals (including Trumps): Suit preference in trumps			1M-1X-2C = Nat or 17+ Any, F1 (Gazzilli)
2D= 6M, 2NT = Ask, 3M=Weak, 3C/D = Strong H/S		Suit preference is standard (High = Spades)			
2M= M+m, 2NT= Ask: 3m=Min w minor, 3H/S = Max w C/D		<b>DOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>
vs 14+NT: X= 5m 4M 10+: 2C= P/C,2D= M ask, 2M = Nat		<b>TAKEOUT DOUBLES(Style;Responses;Reopening)</b>			Passes are forcing at 5 level if we have invited opposite an opener
X= Pens vs less		Equal level conversion of 2/3C to 2/3D only. Not over jump to 3C			When we are forced to a level (a cue raise) making the forced bid is weakest, P= better
		Courtesy raise stle (single jump)			
<b>VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)</b>		Cue of opps suit is forcing to suit agreement			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
Leaping Mich over 2H/S ONLY (no non leaping)		Dbl then new suit over a PRE = Flexible hand – NOT strong single suiter			Doubles generally takeout. 1 <sup>st</sup> = Values, 2 <sup>nd</sup> = Takeout, 3 <sup>rd</sup> = Blood
A cue of 3/4m is Ms. A 3M cue is asking for stop or vv strong		<b>SPECIAL ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>			Xs are Pens when: We pre-empt, We have made a 2 suited overcall w both known, We convert
		Support Xs and Xxs below 2M			to Pens, P would be Forcing, When P has Xd to show that suit, When we have a fit (and not a
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		X of an artificial bid = lead directing – must be willing to be raised			game try), we have both bid then tried to passout a non 1NT partscore, we have Xd 1NT for Pens
X= Majors (1/2C)-? and (1/2C)-P-(1/2D)-?		X of an artificial raise = takeout of raised suit			When we are in 2M with a known 8 card fit: 2M+1= Scrambled long suit try, Others = Short suit try
NT = Minors, No cue overcall		(PRE)-P-(ANY)—X = Takeout of preempt			When we are in 2M without a known 8 card fit: 2M+1 = GF. Others = Nat and confirm fit
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>		Action Xs by preemptors = showing extra defence and offence			
1C-(X)-XX= 4C 7-11 HCP		X of a splinter is suggesting a sac if NV w quick auction ie: (1M)-P-(4D)-X			
1D/H/S-(X)-XX = 9-11 HCP 3 Card Raise		X of a splinter asks for the lead of the lower suit otherwise			<b>Psychics:</b> Frequent Light 3 <sup>rd</sup> hand openers (1D/H/S). Otherwise rare
		X of fit jump = Shows fit jump in other suit			

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 C		2		11+ NAT Clubs	1D/H= X fer to H/S, 1S= X-fer to 1NT	1C-1D/H-1H/S = 11-15 1-3 card support no other bid	Fit Jumps
				(11) 12-14 BAL		2NT =6C 3M 15+,3D = 17-19 w support, 3NT = 18+ 6C	1C-2C = INV 5+D
				18/19 Balanced	1NT = 5+C, F1	3C = 11-14 4+C, 2C = other 11-14s. Confs natural, 1C-1NT-2C-3C = GF	IN GENERAL
					2C =5+D GF	2D = 11-14 Any, Continuations Natural	bids which were GF now
					2D + 2/3H/S = Weak (4-8) / Pre-empts		Nat and INV
					1C -3C/3D = 10-11 HCP 6C/D = INV		
					2NT= Weak both minors or GF both minors		
1D		(4) 5		Unbalanced but may be 5D 11-14	2C= GF, 2M = Weak jump shifts (4-8)	2C-2D =11-14 Any	
					2NT = 4+D Invite+	3C= Any Min, 3D= Non min no shortage, 3H/S/NT = Shortage in steps non min	
					3C = 6+C 10/11 HCP		
1H/S		5		Usually 11+	1NT = NF, 2NT= Inv+ 4+M	2NT: 3C= Any Min, 3D= Non min no short, 3H/S/NT = Shortage in steps non min	2D = 8+ 3M
						4M = 14 HCP BAL – After 3C/D step = ask, then steps	2NT = 9-11 4M
					2/1 = GF, 2C=2+, 2D/H=5+	Bids above 2M show extras except 1S-2H-3H, Jump shifts = splinter	
					1H-3S/1S-3NT = Generic splinter (11-13), Other 14-16 Splinter	Step = ask	
1 NT		BAL		15-17	2C= Non-Prom Staymen, 4 X-fers	Break M Xfer to good 4 card suit, Completing minor X-fer shows fit, 1	
						2NT-3C-3D = Both minors GF	
					3C/D/H/S = Shortage in higher suit	Completing X-fer shows 14+ non-wasted. Others = scramble for place to play	
					4C/D/H/S = 2 under Slam try transfers		
2 C	X	Strong			2D = Waiting, 2H = Dbl Neg, Other = 7+ Hhxxx	2H= Nat or 23-25 BAL	
2 D		(5) 6		c4-10	2 level = NF constructive	2NT: 3C= Any Min, 3D= Non min no short, 3H/S/NT = Shortage in steps non min	
2 H		(5) 6		c4-10	2NT = enquiry	2NT: 3C= Any Min, 3D= Non min no short, 3H/S/NT = Shortage in steps non min	
2 S		(5) 6		c4-10	3 level (inc jump shifts) NAT GF, 2S = NF Constructive	2NT: 3C= Any Min, 3D= Non min no short, 3H/S/NT = Shortage in steps non min	
2 NT		BAL		20-22	3C= Stayman, 3D/H= Transfers, 3S= Minor suit stayman	Only Complete M X-fer with a fit	
3C		(6) 7			Suit = F1		
3D		(6) 7			Suit = F1		
3H		(6) 7			Suit = F1		
3S		(6) 7			Suit = F1		
3 NT	X			Good 4M Bid	4C = X-fer ask, 4D = Enquiry (Suit then shortage)	<b>High Level Bidding</b>	
					4H/S = Pass/Correct	RKCB 1430: 5NT = 2 with void, 6x = Odd with void: After rely 1 <sup>st</sup> = Q ask, 2 <sup>nd</sup> = King # ask	
						1 <sup>st</sup> /2 <sup>nd</sup> cues equally	
						Serious 3NT when we have a known 8+ card fit, slam might be on + neither hand is Bal and well defined	
						4NT priority order: 2 Places to play, Slam invite, Quant, Keycard	
						Jumps to game on 1 <sup>st</sup> bid = to play except 1S-4H and 1NT-4H/S	
4NT				Spec A Ask	5C= 0, 5D/H/S =That ace, 5NT = C Ace, 6X= 2 with that one	In 2/1 sequences a jump to 3NT shows c15-17 HCPs	
						May Q a queen in partners known 5+ Card suit	
						We rarely try to bid exclusion. When we do we still play 14/30	
5NT							