

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
1 level wide ranging, can be weak, can be 4 cards		Lead	in Partner's Suit		Green Country: Scotland Event: National League 2019 Players: John Faben, Phil Morrison
2 level - 10+.	Suit	2nd and 4th	3/5 or Attitude		
Depends on position - much more likely to be top of range	NT	2nd and 4th	3/5 or Attitude		
suit change responses F1, cue bid support, 2NT offensive s	Subseq	Attitude	3/5 or Attitude		
jump change of suit is fit jump. after X of 1 level overcall, XX = Ax or Kx support	Other:	Top of sequences and interior sequences			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY - Strong NT 2/1 GF
15-18/11-15 - system on	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
	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		2NT is almost never natural in competition
	Queen	KQ or QJ - asks Attitude	KQ or QJ - asks Attitude		
	Jack	(A/K)JT, JT, Jx	(A/K)JT, JT, Jx		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	(A/K/Q)T9x, T9, Tx, T9xx		
1-Suit: Weak	9	T9x, 98xx, 9x	T9x, 98xx, 9x		1NT Openings: (14)15-17
2-Suit: Unspecific Michaels/ Unusual NT - 2NT asks over Mi	Hi-x	Xx, xXxx(x)	Xx, xXxx(x)		2 OVER 1 Responses GF
2 suited bids are "Int+" 8+ if prime	Lo-x	xXx	xXx		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Reopening: Acol 2 style hand, leaping Michaels	SIGNALS IN ORDER OF PRIORITY				2D = bad weak 2 in either major at non vul only. Can be passed with or without diamonds
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	transfers over 1C opener
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	
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Rev Attitude	Suit Preference	
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 kn				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		DOUBLES			
X = take out, leaping Michaels, NT = 16-19 bal or semi bal	TAKEOUT DOUBLES(Style;Responses;Reopening)				
The higher the bidding the more usual it is to pass a TO X	X = TO to 4H	2nt is either lebensohl or scrambling depending on context: if Lebensohl,			
After 3NT overcall, 4C is stayman, 4D/4H transfers	fast arrival shows a stop			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			When we have freely bid game via strength-showing ways
	Support doubles below 2S				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
	Support of partner's overcall Ax or Kx lead directional				
	ROPI/DOPI over doubles of key card				
OVER OPPONENTS' TAKE OUT DOUBLE		After 1NT X, we don't let opps play in 2m undoubled so X may be off-shape			Psychics:
XX 10+ no support, looking for pens					Rare and not systemic - but not unknown

OPEN	TICK IF ART	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	4H	NF, natural or balanced outside of 1NT 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 weak in 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), Gazzilli after 1S/1N responses	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), Gazzilli after 1N response	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 1NT 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 25+, 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		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 F1		After X, 2NT = C, 3C=D, 3D=game try in hearts, 3H = preempt
2S		6	N/A	Constructive weak 2 at both vulnerabilities 7-11	2NT is enquiry for shortage bids natural F1		After X, 2NT = C, 3C=D, 3D=hearts, 3H = game try in S, 3S = preempt.
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	
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	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	
4C				Preemptive natural opening		4NT often indicates a second place to play in competition	
4D				Preemptive natural opening		when 4NT is RKCB, 1430 responses, then next bid is Q	
4H				Natural preempt with little defence potential	4NT = key card as non passed hand	cue bid 1st/2nd round controls equally, up the line	
4S				Natural preempt with little defence potential	4NT = key card as non passed hand		
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		