DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card
		Normal	**In bid suit**		**Category: GREEN**
Style: Fairly aaggressive partic. when NV-					
Responses: 2N resp to M=4 card support, new suit CON but nf.	Suit	Lowest from odd, 3rd from even number	3rd in partner's suit		**NBO (Country):**
Reopening: Aggressive – 'transfered K'	NT	2nd & 4th	3rd in partner's suit		**Event: SOL 3**
	Subseq	Attitude	3rd in partner's suit		**Players: Miro DRAGIC & Chris CHAMBERS**
					June 2018
Protective position: 11-14 over 1m, 11-16 over 1M ,	**Lead**	**vs. Suit**	**vs. NT**		**GENERAL APPROACH AND STYLE:**
Responses: as 1N o/call	Ace	May be AKx	May be AKx		**5 card majors, 1♣ may be 2 in bal hand. 2/1 GF**
JUMP OVERCALLS (Style, Responses, Unusual NT)	King	May be AKx or KQJ	Asks for unblock		1NT=15-17 hcps
Style: Non-construcxtive – can be quite good if partner has passed. **Responses:** new suit at 3+ level=F1. Raise = non-constructive	Queen Jack 10 v suits	QJx or KQx Denies higher honour Strong lead 1 or more higher honours 0 or 2 higher honours	Q may be from KQx		May open or respond light when unbalanced. Transfer responses to 1♣ opener up to 2♣ Transfer responses after 1♦/♥/♠-(D) up to 2L. Shows responding values. Multi 2♣ and 2♦ 2♥= both majors, 5-10 hcps 2♠ = 5 spades & 4+ minor, 6-10 hcps.
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening Over 1♦/M, cue=3 CR. Jump cue=relay to 3NT Over 1♣, cue=INV, 4+clubs, jump cue=relay to 3NT	9	0 or 2 higher cards[not T]	Shows T9x(x) or 9x same		Frequent non-penalty doubles
2N: 5-5 lowest 2 suits.	Hi-x	Doubleton			
Michaels: (1M) – 2M = OM(s)+minor. (1m)-2m=both M's **Style:** Weak or very strong if minor unknown.		**In Trumps; Hi-Lo = Odd – may be SP**	**Smith Peters [Hi-Lo =unexpected holding]**		**SPECIAL, ART AND COMPETITIVE DOUBLES** Most Dbles below game or if opps have found fit = competitive. Dble of cuebid reverses lead message.
Responses: 2N shows values, other bids P/C		**Lead of A/Q Lo=Encourage**	**same**		
Jump cue asks for stop		**SIGNALS IN ORDER OF PRIORITY**			**SPECIAL BIDS THAT MAY REQUIRE DEFENCE**
VS. NT (vs. Strong / Weak; Reopening; PH) **Strong NT:** X = 4♠ & 5+m **Weak NT[max 15]:** X = penalty;		Declarer's lead	Partner's lead	Discarding	Fit jump responses to overcalls or in competition
	Suit:1st	neutral	Lo = Encourage	Hi=Encourage	
2♣ = 4+♥ +4+♠ Now 2♦ asks.	2nd	Hi-Lo = odd	Hi-Lo= odd or	Hi-Lo = odd	
2♦ =5+ one M[as Multi], 2♥/♠ = 5M+5m, 2N=minors		Suit preference	Suit preference if length not relevant	Suit preference if length not relevant	
Reopening: : as above	NT 1st	Smith Peter	Lo = Encourage if dummy wins	Hi=Encourage	**SPECIAL FORCING PASS SEQUENCES**
v. ARTIFICIAL STRONG OPENINGS	2nd	Hi-Lo=odd	Hi-Lo=odd	Hi-Lo = odd	After game bid constructively or strength showing raise
vs strong 1♣: X=♥ & ♠, 1N=minor suits, WJO	3rd	Suit preference	Suit preference	Suit preference	
Vs Polish 1♣=1♦=nf, t/o of clubs, 2♥=both M's.		**TAKEOUT DOUBLES (Style, Responses, Reopening)**			**IMPORTANT NOTES**
Opponents make t/out Dble: - TFR advances Raises = pre-emptive, 2N = 4 card raise with values **Jump in OM=Mixed raise. 4+ trumps, 3 cover cards**		**Style:** may be light with classic shape **Responses:** natural responses. 2NT= **TFR Lebensohl** - after o/call of 1N. **STD LEB** after Dble and bid at 2 level or Dble of wk two or 1♣-(2X)			**Blackout** - Lower of 4th suit or 2NT min way to signoff after 2-level reverse.

Opening	ART	Min	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2	4♠	10-20	1♦=hearts, 1♥=spades, 1♠=bal but may be 4M&5♦, 1N=♣, may be very weak, 2♣=GF,5+♦. 2♦=m's 2♥=M's, 2♠=clubs, 2N=m's, weak		As UPH
1♦		5(4)	4♠	10-20	2/3♦ inverted; 2♥=both M's, 2♠=dia raise	1NT rebid= 16+ or min 6+♦	As UPH
1♥		5	4♠	10-20	2NT/♠= GF/INV raises; 3♠ unspecified mini SPL 3m=nf, 3N> stronger SPL.	1♥-1♠/N-2♣=16+ or min 6+♥ Long & short suit game/slam tries	New suit = NF; Jump shift = fit. Drury 2C/D
1♠		5	4♥	10-20	2N/3♥=GF/INV raises, 3N=unspec mini SPL 3m=nf, 4♣> = stronger SPL	1♠- 1N-2♣=16+ or min 6+♠ Long & short suit game/slam tries	New suit = NF; Jump shift = fit. Drury 2C/D
1NT			4♥	15-17 balanced	2♣ = STY; 2♦/♥ =TRF, 2♠/N= ♣/♦'s. 3♣=GF, STY 3♦ = GF with minors 3M = GF, shortage in OM.	Break TRF into source of tricks	
2♣	Yes	0		Wk 2♦ or V Strong	2♦ = P/C. 2♥/♠=constructive, nf , 2N=relay		As for UPH
2♦		0		Wk 2♥ or 2♠, GF with dias & ♣/♥ or bal 22-23	2♥/♠ = nf, 2N Strong Relay; 3♣/♦/♥/♠ =GF,		As for UPH
2♥	Yes	4(5)		5-10 hcps, both M's	2N= Relay.	Opener shows strength & shape.	As for UPH
2♠	Yes	5		8-11 hcps, 5♠&4♣/♦	2N=Relay,	Opener shows 2nd suit.	As for UPH
2NT		2	4♦	20-21 bal; may have 5M or 6m May have singleton hon.	3♣ asks about majors; 3♦/♥ = TRF, 3♠ minors; 4X = mst in M(♣/♦)/m(♥/♠)	2N-3♦/♥-3M=3+ trumps, now 3N=SST 2N - 3♣ -3♦ - 3♥ denies 4 hearts.	As for UPH
3♣		6		NAT PRE-EMPT	3♦ asks for stops.		As for UPH
3♦		6		NAT PRE-EMPT	New suit F1, 4♣=slam interest		As for UPH
3♥		6		NAT PRE-EMPT	New suit F1, 4♣=slam interest		As for UPH
3♠		6		NATPRE-EMPT	New suit F1, 4♣=slam interest		As for UPH
3NT	Yes	0		Minor pre-empt	4♣ = P/C, 4♦ asks for shortage;		As for UPH
4♣	Yes			Solid ♥ or semi solid+A	Next step=mst 4N ask extra length		
4♦	Yes	7		Solid ♠ or semi solid+A	Next step=mst 4N ask extra length		
4♥		7		Pre-empt:	New suit = F1		
4♠		7		Pre-empt:	As above		
4NT	Yes			Specific Ace asking	5♣=none	**HIGH LEVEL BIDDING**	
5♣		8		Pre-empt	As above	4NT opening: 5♣ = no Ace; 5♦ = ♦A; 5♥ = ♥A; 5♠ = ♠A; 5NT = 2 A; 6♣ = ♣A;	
5♦		8		Pre-empt	As above	Italian style Cue bids, may be 1st or 2nd round;	
5♥		7		Solid suit lacking AK with no losers outside	Raise per trump holding	KCA: 1st step = 1 or 4; 2nd step = 0 or 3; 3rd step = 2 no TrQ; 4th = 2 with TrQ; After Q is clarified, next ask is for K & then CAB.	
5♠		7		Solid suit lacking AK with no losers outside	As above	4m is Deadwood in most strong auctions [1st step=0 or unsuitable, 2nd = odd etc]. If response interrupted, Dble/Redble=1st step response, Pass=Second step;	