

DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS						WBF CONVENTION CARD					
OVERCALLS - General Style 8-17HCP, 4 ⁺ CARD SUIT.					OPENING LEADS	SUIT	3rd/lowest	4th;	Attitude;	Rusinow;	Class C					
Responses CUE=INV ⁺ with SUPP Jump CUE=Mixed Raise							OTHERS	often an unsupported honor								
NEW SUIT=F1.						N.T.	3rd/5th;	4th;	Attitude;	Rusinow;	JAPAN					
JUMP RAISE=PRE. JUMP SHIFT=FIT JUMP							OTHERS	often an unsupported honor								
IN BAL POS 8-15,					OTHER: Often lead high(or 2nd high)from worse holdings vs.NT											
Responses					If CT isn't needed, we lead for showing ATT, S/P,or for deception											
TAKE-OUT DOUBLE - General Style 10 ⁺ HCP.					VS NT,A asks CT/UB,K asks ATT,Q=J UB											
Responses RESP X THRU 4♦					CIRCLE OPENING LEADS vs. NO-TRUMPS											
CUE=F to SUIT AGREEMENT.					<i>Underline leads against suit contracts if different</i>											
IN BAL POS 8 ⁺ HCP.					AK QJ 10x AKx KQx QJx J10x 109 AKJx KQxx QJ109 J1098 109x AKJ10x KQJx KQ10x KJ109 98x 8x AKJx KJ10x K109x K1098 8xx AJx Kx Qx Jx 10x 8xx KJx Kxx Qxx Jxx 10xx xx Kxx Kxx Q109x Jxx 10xx xxx											
Responses																
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD																
1NT OVERCALL		Responses		Other Meanings												
2nd POS				UNUSUAL by P/H.												
15-18HCP.		SYSTEM ON														
4th POS																
12-14HCP.		SYSTEM ON														
JUMP OVERCALL		WEAK		INTERM		STRONG		2 SUITER		SIGNALS WHEN FOLLOWING OR DISCARDING						
OTHERS										USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED						
IN BAL POS				INTERM												
Responses		NEW SUIT/CUE=F1.														
UNUSUAL NT																
Responses		Cue=F1														
DIRECT CUE-BID		STYLE		MICHAELS,												
Responses		2NT=minor ask usually game interest														
VS. STRONG NT																
2♣=♥&♠,2♦=M 1suiter ,2M=M&m,2NT=♠&♦																
VS. WEAK NT																
as same as STR NT																
VS. PREEMPTS		T/O X THRU 4♥ (4♠X=OPT,4NT=STR 2suiter)														
(VS WEAK2M) DBL=T/O->LEBENSOLH 2NT. 3M=ASKS STOPPER																
4♣/♦=5+♣/♦&5+OM. 4M/4NT=5+♣&5+♦ S/T / To play 5m.																
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS																
VS 1♣: X/1♦/1♥/1♠=T/O of ♣/♦/♥/♠																
1NT=pup to 2♠(1-suiter) 2♠/2♦/2♥=bid&upper 2suiter																
VS 2♣: X=♣+another,2♦=♦+Major ,2♥=♥&♠																
OVER OPPONENTS' TAKE-OUT DOUBLE																
REDBL = 10+HCP w/o SUPP, FIT JUMP,SPL																
1♠-(X)-1♦/1♥/1♠=♥/♠/♦ 1♦-(X)-1♥/1♠=♠/♥																
1m-(X)-2NT/3m=PRE/LIMIT. 1♠/1♦-(X)-2♦/3♣=GF Raise																
1M-(X)-2(M-1)/2M/2NT/3M/3NT=Good Raise/Bad Raise/Limit+/PRE/Good PRE																
1♥-(X)-1♠/1NT/2♣=4+♠/♣/♦																
1♠-(X)-1NT/2♣/2♦=♣/♦/♥																
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed																
Update: 27-Apr-2006																
printed: by																
IMPORTANT:All text must be typewritten or block letters																

Opening	TICK IF ARTIFICIAL	MIN. NO. OF	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♦	11-21HCP,NAT. 1♦=4+♦ unless 4432.	Major first unless GF 1m-2m/2(m+1)/2(m+2)/3m=13+10-12/7-9/-6 4+SU 1♦-2♣=FG. 1♦-3♣=6+♣ INV. SPL. 1♣-1♦=May 3 CARD. 1♣-2♣=0-3HCP 6+♣ 1NT/2NT/3NT=8-10/11-12/13-15.	Opener's 1NT Rebid may conceal Ms after 1m-1R RESP. CheckbackStayman. 1m-1M;1NT-2♦=To play,1m-1M;1NT-2NT=pup to 3♣ 1m-1♥;1NT-2♠/3♠=4-4M INV/FG,1m-1M;4m=BAL with SUPP 1♣-2♣-4♣=RKC of ♣. 1♦-2♦-4♦=RKC of ♦. 4-way TRF after 2NT rebid.4th Suit=FG.STRUCTURED REVERSE	CUE=LIMIT RAISE+. FIT JUMP by PH. DEFENSIVE BIDS vs 2 Suiter O/C Good-Bad2NT
1♥ 1♠		5(4)	4♦	11-21HCP,5+♥/♠,NAT. May be Good 4M in 3rd/4th SEAT.	1♥-1♠/1NT=4+♠/5+♠ F1,1♠-1NT=F1, 2/1=GF 1M-2NT/3♠/3♦/3NT=16+7-9/10-12/13-15 4+SUPP 3M=PRE SPL=10-13HCP, 1♥-2♠=6+♠ INV,1♠-3♥=6+♥ INV	1M-2M-3M=PRE. 4th Suit=FG. 1♠-1NT;2♣-2♦=ART F1 Various relay after interchange1NT response	CUE=LIMIT RAISE+. FIT JUMP JUMP RAISE=PRE. 1♠-1NT=semi-forcing 1M-2NT=♣ FIT JUMP REV DRURY. Good-Bad2NT
1NT		-	3♠	(14+)15-17HCP(Vul or 4th seat) BAL/Semi-BAL. May have 5M/6m/singlton hono	2♣=STAYMAN may not have 4M. 2♦/♥=TRF. 2♠=mSS,2NT=pup to 3♣ 3m=6+cards m INV,3M=SPL 4♣=ROMAN-GERBER. 4♦/4♥=TRF.	1NT-2♦;2♥-2♠=pup to 2NT(cancel ♥, m S/T) 1NT-2♠;2M-3OM/4♦=UNBAL STR Raise/BAL STR Raise 1NT-2♠;2♦-3♥/3♠=♠5♥5INV/♠5♥5FG Smolen TRF	TEXAS TRF THUR 3♣. RUBENSOHL 1NT-(X)-XX->2♣. DBL by Opener=T/O.
1NT		-	3♠	(10+)11-13HCP(NV&1-3 seat) BAL/Semi-BAL. May have 5M/6m/singlton hono	2♣=NF Stayman 2♦=Forcing Stayman. 2M=To Play,2NT=both m or 6+M INV 3X=To Play 4♣/4♦=Trf to 4♥/4♠,3NT/4M=To Play	1NT-2♦;2♥/2♠/2NT/3m=4+♠/4+♥ deny4♠/no 4M5m/NAT	TEXAS TRF THUR 3♣. 1NT-(X)-XX->2♣. DBL by Opener=T/O.
2♣	✓	0	-	ART STR. (1)9+tricks (2)24+(23+)HCP BAL	2♦=NEG 2♥=waiting 2♠/2NT/3♠/3♦=Good 5+card ♥/♠/♣/♦	2♣-2♦-2♥=pup to 2♠(♥ or STR BAL) After 2NT rebid, as same as 2NT open	vs O/C: Pass=NEG, X=POSITIVE. SUIT=GOOD 5+ CARD.
2♦	✓	0	-	Multi WK2♥,2♠or22-23(21-22)pts	2♥/2♠/3♥=P/C 3♣/3♦/3♠=NAT INV 2NT=Asking .3NT=6-9HCP 4-4M 4♣/4♦=Weak Major asking	2♦-2NT;3♠/3♦/3♥/3♠/3NT=Bad WK2/Mid WK2♥/Mid WK2♠/Good WK2♥/Good WK2♠ 2♦-2NT;4♣=22-23pts 2♦-4♣-4♦/4♥=WK2♥/WK2♠	
2♥		5	-	5+♥&4+m 0-10HCP	2♠=NAT F1 2NT=Asking 3♣/4♣/4♦/5♣/6♣/7♣=P/C 3♦=4♥ INV 3♥/3NT/4♥=To play	2♥-2NT;3♠/3♦/3♥/3♠=Min♥&♣/Min♥&♦/Max♥&♣/Max♥&♦	
2♠		5	-	5+♠&4+m 0-10HCP	2NT=Asking 3♣/4♣/4♦/5♣/6♣/7♣=P/C 3♦=4♠ INV 3♥=NAT F1 3♠/3NT/4♠=To Play	2♠-2NT;3♠/3♦/3♥/3♠=Min♠&♣/Min♠&♦/Max♠&♣/Max♠&♦	
2NT			-	20-21(19-20)HCP ,BAL/Semi-B May have 5M/6m/singlton hono	3♣=Romex Stayman 3♦=TRF to 3♥ 3♥=TRF to 3♠ 3♠=PUP to 3NT 3NT=mSS 4♣=RKC GERBER. 4♦/♥=TRF.	2NT-3♦;3♥-3♠=pup to 3NT(minor 1-suiter or 1444 or 4441 slam try) 2NT-3♠;3♦/3♥/3♠/3NT=4+♠&3+♥/3+♠&4+♥ /5♠/4♠&4♥ 2NT-3♠;3NT-4♣/4♦/4M/4NT=4414S/T /4144S/T /Both m SPL/3244 or 2344 S/T NF 2NT-3NT;4♠/4♦/4♥/4NT=waiting/RKC of ♠/RKC of ♦/ S/O	NEG X OVER 3 of a Suit.
3♣		6	-	PRE, Rule of 2,3 & 4.	4♦=ART S/T		
3♦		6	-	PRE, Rule of 2,3 & 4.	4♣=ART S/T		
3♥ 3♠		7	-	PRE, Rule of 2,3 & 4.	4♠=ART S/T		
3NT			-	BROKEN m PRE	4♣/4♦/5♣/6♣/7♣=P/C,4M=NAT 4NT=S/T in Opener's suit		DBLs at 4-level=COMP VS DBL:4♠=P/C
4♣	✓		-	NAMYATS Good ♥ PRE.	4♦=S/T,4♥=To Play,4NT=RKCB,4♠/5♠/5♦=CTRL	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
4♦	✓		-	NAMYATS Good ♠ PRE	4♥=S/T,4♠=To Play,4NT=RKCB,5X=CTRL ASK	GERBER. SUPER GERBER(5♣). RKC(1430). EXCLUSION BLACKWOOD.	
4♥		7		PRE, Rule of 2,3 & 4.		CTRL ASK after RKC. Roman-DOPI (below 5 of the agreed suit). DEPO (above).	
4♠		7		PRE, Rule of 2,3 & 4.		GRAND SLAM FORCE(Jump to 5 of one above the trump or 5NT. '->1Step=A/K, 2Step=Q/Extra, 6 of trump=NO)	
4NT				ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/2/♣ Ace.	SPLINTER RAISE, SHORT SUIT ASK AFTER M RAISE	
						CTRL SHOWING CUE at 3/4 level shows 1st/2nd Rd CTRL.	
OTHERS						PASS and PULL SHOWS STR OFFENSIVE HAND.	