

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 	
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>CATEGORY</b>	GREEN
1 level = 7+ HCP			<b>Lead</b>	<b>In Partner's Suit</b>	<b>NCBO</b>	THAILAND
Natural	<b>Suit</b>	4 <sup>TH</sup> , MUD		same	<b>EVENT</b>	2006 WORLD YOUTH TEAM
	<b>NT</b>	4 <sup>TH</sup> , TOP		same	<b>PLAYERS:</b>	ALL PLAYER
	<b>Subseq</b>	as above		same	<b>SYSTEM SUMMARY</b>	
	<b>Other:</b>	A vs NT asks CT/ UB			<b>GENERAL APPROACH AND STYLE</b>	
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>				
15-18 HCP		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>		
	<b>Ace</b>	AKJ10(+),AKx(+),Ax(+)		AKJ10x(+)	STANDARD AMERICAN: Yellow card	
	<b>King</b>	AK,KQ(J/10)x(+)		KQ(J/10)x(+),KQ	5 cards Major,4 cards Diamond	
	<b>Queen</b>	QJ, QJx(+)		QJ,QJx(+),AQJ(+)	1NT opening 15-18 HCP, can have 5+cards Majors	
	<b>Jack</b>	J10,J10(+),HJ10x(+)		J10,J10x, HJ10x(+)	2♣= 22+HCP any distribution or game in hand	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>	<b>10</b>	109,10x(+),H109x(+)		10x,109x,H109(+)	Weak 2	
Weak Jump Overcall Rule of 2 and 3	<b>9</b>	9x,9xx,H98x(+)		98x,9x,9xx,H98x(+)		
	<b>Hi-x</b>	Sx,HxSx,Sxx		HSx,Sx,xSxx		
	<b>Lo-x</b>	HxS,HxSx,HxxxS(+)		HxS,HxSx,HxxxS(+)		
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>	
Jump Cue Bid=ask for stopper		<b>Suit</b>	<b>1<sup>st</sup></b>	ATT;Hi =ENCR	same	3NT=Gambling with little outside strength
		<b>2<sup>nd</sup></b>	CT;Hi-Lo=E	same	same	
		<b>3<sup>rd</sup></b>	S/P	same	same	
		<b>NT</b>	<b>1<sup>st</sup></b>	ATT	same	
		<b>2<sup>nd</sup></b>	CT	same	same	
		<b>3<sup>rd</sup></b>	S/P	same	same	
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		<b>Signals (including Trumps):Leviathan</b>				
CAPPELLETTI		Remainder Count=STND				
2♣ = 1 suit hand (any suit)		Trumps;Hi-Lo shows interest in ruff or S/P				
2♦ = 2 Majors at least 9 cards		<b>DOUBLES</b>				
2♥ = ♥ + minor		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
2♠ = ♠ + minor		May be light with classic shape,1m-(DBL)-1M-2M=NAT,Cue bid=GF				
2NT = 2 minors		1NT=9-11 with stopper				
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>					<b>SPECIAL FORCING PASS SEQUENCES</b>	
Natural					Natural	
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				
Natural		Negative Double THRU 4♣				
		Free bid = NF				
		Micheals Cue Bid			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>	
					Blackwood - Roman Keycard	
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>					Culbertson's asking bid	
Natural					DOPI, ROPI	
					<b>PSYCHICS: SELDOM</b>	

Opening	Artificial	Min.	Neg Dbl	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION
1♣	No	2	4♣	12-21HCP	1♦/1♥/1♠=5+HCP 4+cards suit 1RF 1NT=6-9 HCP No Major – NF 2♣=6-9 HCP at least 5 cards – NF 3♣ =11-12 HCP, Limited bid 2NT =11-12 HCP, Limited bid	New minor=Forcing 4 <sup>th</sup> Suit = Game Force
1♦	No	4	4♣	12-21HCP	1♥/1♠=5+HCP 4+cards suit 1NT 6-9HCP No Major 2♣=10HCP 4+cards 1RF 2NT Bal.= 11-12 HCP, Limited bid 3♦ =11-12 HCP, Limited bid	Same as 1♣ Opening
1♥	No	5	4♣	12-21 HCP	1♠=5+HCP 4+ cards suit -1RF 1NT=6-9HCP 2♣ = 10HCP 0+ card suit 1RF 2♦ =10HCP 4+cards 1RF 2♥=6-9 HCP at least 3+cards support	Same as 1♦ Opening
1♠	No	5	4♣	12-21 HCP	Same as 1H Opening	
1NT	No			15-18 HCP Bal. May have 5 cards Major	2♣= Puppet Stayman, 2♦/2♥/2NT Transfer 2♠ ask HCP 3♣/3♦/3♥=6+cards suit - Game Invitation 3♥/3♠ 6+cards suit – Slam Invitation 3NT To play, 4♣=A asking	2NT = 15-16 HCP, 3 of 4+cards suit = 17-18
2♣	Yes	0	4♣	22+HCP or Game in hand	2♦ Negative or Relay 2♥/2♠/3♣/3♦ at least 1A+1K at least 5 cards suit 2NT 8-10 HCP Balance without 1A+1K	2♥/2♠/3♣/3♦ 1RF 2NT 23-24 HCP Balance 3NT 25-27 HCP Balance, Jump suit = GF
2♦	No	6	4♣	6-10HCP with 6+ cards suit	2NT Ask for short	
2♥/2♠	No	6	4♣	6-10HCP with 6+ cards suit	New suit =1RF	
2NT	No		4♣	21-22 HCP Balance May have 5 cards suit	3♣ Puppet Stayman, 3♦/3♥ Transfer 3NT to play	
3♣/3♦	No	6	4♣	Pre-emptive	New Suit Forcing	
3♥/3♠	No		4♣	Rule of 2 and 3	Bid Game – To play	
3NT	Yes		4♣	Gambling – one solid suit		
4♣/4♦	No	6	4♣	Pre-emptive		
4♥/4♠	No			Rule of 2 and 3		

#### HIGH LEVEL BIDDING

Blackwood modified  
Gerber  
Dopi.Ropi  
Culbertson's asking bid