


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div>WBF Convention Card 2.18</div> <div></div>
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
General style: light at 1-level		Lead	In Partner's Suit		
After an overcall, a cue-bid of opponents suit shows a good raise	Suit	3rd, 5th	same		
After take-out dbl of opps 1x - 2x, 2NT=scrambling	NT	3rd, 5th (not always from 4 cards)	same		
New suit=F1 (in most sit.)	Subseq				
	Other:				
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-18 in 2nd position	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
11-14 in 4th position	Ace	AKx(+), Ax(+)	AKx(+), Ax(+)	1 ♣ min 3, 1♥ ♠ min 5	
	King	AK, AKJ10(+), KQ, KQ109(+)	AK, AKJ10(+), KQ, KQ109(+)	2♦ = 5/6 ♥ or ♠ 0-7hcp non-vul. Weak 2 when vul.	
	Queen	QJ, QJx(+)	AQJx(+), QJ, QJx(+)	2 ♥/♠ = 6+♥/♠, 6-10HCP	
	Jack	J10, J10x(+), KJ10x(+)	(A/K)J10x(+), J10, J10x(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109, 109x(+), H109x(+)	109, 109x(+), H109x(+)		
1-Suit: weak	9	9x	9x, H98x, 98x(xx)		
2-Suit: 2NT= Two lowest unbid	Hi-x	xx, xxxx, Hxxx	xx, xxxx, Hxxx	1NT Openings: (14) 15-17	
	Lo-x	xxx, xxxxx, Hxxxx	xxx, xxxxx, Hxxxx	2 OVER 1 Responses: GF if suit is not rebid	
Reopen:	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	
Jump cue bid in direct pos asks for stopper	Suit:1st	Low=Enc	Count 3rd, 5th	Low=Enc	
Overcall 1 ♣ - 2 ♣ or 1♦♦ - 2♦ is both majors, 6-10 or 16+ hcp	2nd	Lavinthal	Lavinthal	Count	
Overcall 1 ♥ - 2 ♥ or 1 ♠ - 2 ♠ is other major + clubs, 6-10 or 16+ hcp	3rd	Count		Lavinthal	
	NT: 1st	Same	Same	Same	
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				
In direct pos: 2 ♣ = both majors, 2♦♦ = One major, 2♠ ♥/♠ = 4 cards + longer	3rd				
minor. 2NT is strong hand with two suits	Signals (including Trumps):				
In balancing pos: DONT					
	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
	Take-out doubles may be light				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	support dbl, responsive dbl				
dbl is take-out					
				SPECIAL FORCING PASS SEQUENCES	
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
VS. ARTIFICIAL STRONG OPENINGS	dbl invites for game after partner has supported opening suit				
Against strong 1 ♣: dbl=5+♥, 1♦♦=5+♠, 1♥= 2-4 hearts + longer minor,					
1 ♠= 2-4 spades + longer minor, 1NT= minor+major, 2♣ ♠= both minors,				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2♦= both majors				Hcp-ranges are not always accurate because of differences in evaluation	
				Strength of preemptive bids very different dependent of vul. and position	
OVER OPPONENTS' TAKE OUT DOUBLE					
New suit =F1, rdbl= 9+ hcp				Psychics: May occur	
	DEFENSIVE AND COMPETITIVE BIDDING				

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣		3	7NT	(3-4-3-3 / 4-3-3-3) or 4+, 11+hcp	Transfer responses on 1-level, Inverted minor, jumpshift= GF	1♣ - 1y - 1NT = 11-14	
1♦		4	7NT	(2-3-4-4) or 4+, 11+hcp	Inverted minor, jumpshift= GF		
1♥		4	7NT	5+, 10+hcp	2NT= at least inv. bergen - see note	1♥-2NT- > see note	Double drury
1♠		5	7NT	5+, 10+hcp	2NT= at least inv. bergen - see note	1♠-3NT - > see note	Double drury
1NT		1		15-17, may be semibal.	Stayman (does not promise 4card major), transfers, 3♣=pup		
2♣	v	0		22-24 bal or (semi) GF	2♦ is relay, other bids are positive		
2♦	v	0		5/6 ♥ or ♠ 0-7hcp / Weak 2	when multi: 2♦-3♥ is p/c. 2♦- 3♠/4 ♥♠ is own suit,		
2♥		6		6 (7) ♥ 6-10 hcp	2NT is asking for singleton, 3♣ ask for values		
2♠		6		6 (7) ♠ 6-10 hcp	2NT is asking for singleton, 3♣ ask for values		
2NT		1		20-21 (may be semibal)	Puppet stayman, transfers		
3♣		5		Preemptive	New suit not forcing		
3♦		5		Pre.	3♥♠=nat, not forcing		
3♥		5		Pre.	3♠=nat, 4♣♦=cue-bid		
3♠		5		Pre.	4♣♦=cue-bid		
3NT				Running minor,	4 ♦ is asking for shortness		
4♣				Pre.	4♥♠=nat		
4♦				Pre.	4♥♠=nat		
4♥				6-9 tricks dep on vul and pos.			
4♠				6-9 tricks dep on vul and pos.			
4NT							
5♣							
5♦							
5♥							
5♠							
5NT							

HIGH LEVEL BIDDING

RKCB (1430 except on clubs), BW, Exclusion BW, splinter, cue-bids (1st, 2nd), Specific

[illegible]

After 1♥♠ - 2NT:

3♣= minimum
3♦= additional values without a singleton
3♥= additional values and a singleton club
3♠= additional values and a singleton diamond
3NT= additional values and a singleton in other major
4♣= 5+ clubs, not minimum
4♦= 5+ diamonds, not minimum

1♥♠ - 2NT

3♣ - 3♦ = asking for singleton

1♥♠ - 2NT

3♦ - 3♥ = asking
3♠ = 6- or 7-card suit
3NT = 18-19 bal
4♣ = 5-4-2-2, 4 clubs
4♦ = 5-4-2-2, 4 diamonds
4♥ = 5-4-2-2, 4 in other major

After 1-Major-openings:

1♥ - 2♦= 3-7 with support/natural GF
- 2♥= 8-11 with 3♥-support
- 2♠= 7-10, 4♥-support, singleton minor
- 2N= 11+, 4♥-support
- 3♣= 7-10, 4♥-support, no singleton
- 3♦= 7-10 4♥-support, singleton ♠
- 3♥= preemptive

1♠ - 2♥= 3-7 with support/natural GF
- 2♠= 8-11 with 3♠-support
- 2N= 11+, 4♠-support
- 3♣= 7-10, 4♠-support, singleton minor
- 3♦= 7-10, 4♠-support, no singleton
- 3♥= 7-10, 4♠-support, singleton ♥
- 3♠= preemptive

if

1♥♠ -(Dbl)- 2♣= 8-11 3♥♠-support
- 2♦= 3-7, Hxx-support
- 2♠= 3-7, xxx-support
- 2NT= 11+, 4♥♠-support

drury when passed