

DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS				UDCA				WBF Convention Card							
OVERCALLS (Style; Responses; 1/2level; Reopening)				OPENING LEADS STYLE															
Almost always 5 in suit; 7+HCP at 1 level; 10+ at 2 level				Lead															
CUE = F1; new suit = F1 at one level and CONST at 2 level				Suit	2nd from bad/4th from honor or MUD	same													
				NT	2nd from bad/4th from honor or MUD	same													
				Subseq	Original CT	same													
				Other	in NT, on 2nd trick, low is ENC and high is DISC														
INT OVERCALL (2nd/4th Live; Responses; Reopening)				LEADS				SYSTEM SUMMARY				2/1							
15-18 HCP in direct seat; systems on				Lead	Vs.Suit		Vs. NT	GENERAL APPROACH AND STYLE											
11-14 in BAL seat; systems on				Ace	AK; AKx (+)		A=ATT; AK; AKx(+)	5 card MM											
				King	KQ; KA w/ side singleton; KQJ10x		K=unblock or count; KQ; AKJ10; KQ109(+)	1♦ can be short; 1♦ = 4+											
				Queen	QJ; QJx(x); KQxx(+)		QJ; QJx(+); AQJx(+); KQx(+)	MM raises - 3♦ = CONST with 4T and 3♦ LIM with 4T in 1st and 2nd seat											
				Jack	J10; J19x(+); KJ10x(+)		J10; J10x(+); KJ10x(+)	1NT F by unpassed hand											
JUMP OVERCALLS (Style; Responses; Unusual NT)				10	109; 109x(+); H109(+); 10x		10x; 109; 109x(+)	1♦ - p - 2♦ = GF; same with ♦											
1-Suit: weak				9	9x; 98x(+)		98x(+)	1NT Openings: 15-17 HCP. Response of STAY, TRF, Texas TRF (Note 1)											
2-Suit:				Hi-x	Sx; xxS		Sx; Sxx; xSxx	2 OVER 1 Responses: ♦ may be short; ♦ and ♥ promise 5											
UNT = two lower unbid suits					HxS; HxSx(+); xSxx(+)		HxS; HxxS(+); xxxS(+); xxxS(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE											
Reopening:	SIGNALS IN ORDER OF PRIORITY							2♣	artificial, near GF, any shape; 2♦ = waiting										
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)					Partner's Lead	Declarer's Lead	Discarding	2♦	weak, 5-10hcp; 6♦ 2NT asks for feature										
(1♦/1♥) - 2♦/2♦ = MM					Suit: 1st	Low ENC	Hi = Odd	2♥	weak, 5-10hcp; 6♥ 2NT asks for feature										
(1♥/1♦) - 2♦/2♦ = other M and a m; 2NT response asks for m					2nd		Low = Even	2♣	weak, 5-10hcp; 6♣ 2NT asks for feature										
					3rd				We bid 1♦ over OPPT 1♥ with minimum of 4										
					NT: 1st	Low ENC	Hi = Odd		3NT Gambling (long SOL m)										
VS. NT (vs. Strong/Weak; Reopening; PH)					2nd		Low = Even		1♦ - 1♥/1♠ - 2♦/2♣ 2NT (asks about M raise (HCP and number of trump). Then:										
X = M by 4 and m by 5 (over strong NT)					3rd				3♦ - 3 with minimum										
X = penalty (over weak NT)						Signals (including Trumps):			3♦ - 3 with maximum										
2♣ = MM						S/P in the trump suit			3♦ - 4 with minimum										
2♦ = 6+ M									3♦ - 4 with maximum										
2♥ = ♥ + m						DOUBLES			Note 1: Over INT, 2♣ is either asking NT range or a TRF to ♦										
2♠ = ♠ + m						TAKEOUT DOUBLES (Style; Responses; Reopening)			Note 1: Over INT, 3♥ or 3♠ = 1/3/5/4										
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						Classic shape; if light in balancing seat NV it's because of shape			We play TRF over a M with intervening X.										
T/O thru 4♥						CUE = F1; response at 1 level = 0-8 HCP; 2 level = 9-11 HCP; game = opening hand			We play 2♣ by a passed hand as a LIM raise in M in 3rd and 4th seat										
4NT = mm						X and rebid = 18 HCP+; X and then 1NT rebid is 15-17 HCP.			SPECIAL FORCING PASS SEQUENCES										
						2NT rebid over advancer's bid = 18-19 HCP; X and then 2NT rebid is 20-21 HCP			If P opens 2♣ and there is an intervening bid, pass = points and bid = broke										
VS. ARTIFICIAL STRONG OPENINGS						RESP X: After T/O X thru 3♦, after O/C thru 3♦			If we are in a 2/1 auction, and opponents bid X is for penalty.										
Over 2♣ - (P) - 2♦ = waiting						NEG X: Thru 3♦			If we open 1NT and partner bids 2♣, X is penalty.										
						SUPP X over MM and ♦ thru 2 level			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE										
						1♦ - (1♦) - X shows 4/4 in MM			4SF, CB, XYZ, Key card (1430). Blackwood, King answer is in steps (1st step=0, 2nd step=1...)										
OVER OPPONENTS' TAKE OUT DOUBLE						1m - (1♦) - X suggests at least 4♥ and 8+ HCP and tolerance in m			Over 2NT, 2♦ is a relay to 3NT (slamish) then:										
CUE = F1									Bidding ♥/♣ shows singleton; bidding 4♣ shows ♦; bidding 4♦ shows ♣										
									All X of part scores are for T/O (unless partner has used a XX, then it is penalty).										
									A X is never penalty if partner has not bid before.										
									Psychics: Rare										

