


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		<div> <div>  </div> <div> <b>WBF Convention Card</b> </div> </div>	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
OVERCALL AT 1 LEVEL 7/17 HCP		Lead	in Partner's Suit	Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
OVERCALL AT 2 LEVEL 11/17 HCP	Suit	3rd/5th	3rd/5th or attitude after raise	Country:	<b>WORLD</b>
AGGRESSIVE WEAK JUMP AT 2/3/4 LEVEL	NT	Attitude	3rd/5th or attitude after raise	Event:	<b>TEAM VENTIN</b>
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	Attitude		Players:	
1♣ 2+ cards →2♣ nat 6+ cards, 2♦ both majors 55	Other:			SYSTEM SUMMARY	
1♦ 3+ cards → 2♦ majors 55				GENERAL APPROACH AND STYLE	
1♦ 0/2+ cards → 2♦ nat 6+ cards, 2♥= both majors 3♦=both majors stronger	LEADS			5 cards major	
	Lead	Vs.Suit	Vs. NT	1♣ opening 2+ can be 5♦332	
	Ace	A, AK, Ax(x)	AKx(x), AKJx, AKQx	Transfer responses over 1♣	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	King	AKx(x), Kx	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x	1♦ always unbalanced	
2nd = 15/18 bal → system on	Queen	Q, Qx, KQ(x), KQJ	KQ(x), KQJ(x),	1NT 15/17 can have 5 major or 6 minor	
4th = 15/18 bal → system on	Jack	J, Jx, QJx, QJ10(x),KJ10(x)	J, Jx, QJx, QJ10(x),KJ10(x),AJ109(x)		
Reopening 1NT = 11/14 → system on	10	10, 10x, J10(x), J109(x)	10, 10x, J10(x), J109(x)		
	9	9, 9x, 109(x), Q109(x), K109(x)	109(x), Q109(x), K109(x), A109(x)		
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	count "even"	attitude	2 OVER 1 Response F1 10+ HCP	
1-Suit: WEAK	Lo-x	count "odd"	attitude	SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2-Suit: MICHAEL'S CUE BID	SIGNALS IN ORDER OF PRIORITY			OPENING BID	
		Partner's Lead	Declarer's Lead	Discarding	2♦ MULTI = weak with 1 Major a) vul 3-8 hcp, b)nv 9-12 hcp
JUMP CUE BIDS	Suit: 1st	Attitude	Std count	High encourage	2♥/♠ = a) vul 9/12 with 6 cards b) nv 0-8 hcp 5+♥/♠ (not in 4 <sup>th</sup> seat)
JUMP CUE BID = 7+♣ ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd	High encourage	Lavinthal	Std count	3NT = preemptive in 1 minor 8 cards (promise A)
	Suit: 3rd	Lavinthal		Lavinthal	4♣/♦ = very weak preemptive
OVERCALL VS. NT(vs. Strong/Weak; Reopening:)	NT: 1st	Attitude	Std count	High encourage	
DBL = PENALTY (15+/ 14+over weak NT)	NT: 2nd	High encourage	Lavinthal	Std count	RESPONSES
2♣ = Landy 4+4+ majors, 2♦ = multi 6+ ♥/♠	NT: 3rd	Lavinthal		Lavinthal	Transfer responses over 1♣
2♥/♠ = 5+ cards+ minor,	Signals (including Trumps): Lavinthal				1♣ → transfer 1♦ (♥), 1♥ (♠), 1♠ (NT/♣/♦)
2NT = both minors					
3♣/♦ = pree					
REOPENING 4th position = same	DOUBLES				
By passed hand DBL= 1 minor or both majors 2m, m+other, 2M nat	TAKEOUT DOUBLES(Style;Responses;Reopening)			SPECIAL FORCING PASS SEQUENCES	
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE			in the competitive bidding, when the opponents bid at 5 level and we are forced:	
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 8+			DBL = I would like to bid, but you decide	
2 or 3♥/♠ →4♣/4♦ = 5+cards +5Other M	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY NOT WITH MAJOR SUPPORT)			Bid 5 = we make it	
3♣/3♦ →4♣= 5+cards Other minor + 5M, 4♦= 55 majors				Pass = I would like to double	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
DBL = both majors, other like over 1NT	1♣ → 1♦ OVERCALL →DBL = 4+♥				
OVER OPPONENTS' TAKE OUT DOUBLE	1♣ → 1♥ OVERCALL →DBL = 4/5♠			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
RDBL = 10+ any distribution, usually not with major support	1♣/♦ → 1♠ OVERCALL →DBL = 4/5♥			MICHAEL'S TWO SUITER	
New suit at level = TRANSFER RESPONSES over 1♣ and 1M	Double from opener is always showing strength			AGGRESSIVE WEAK JUMP	
1♣/♦→DBL→ jump suit al level 2 weak, passed hand fit show					
1♣/♦→DBL→ Passed hand 2♥ weak 55Majors				Psychics: POSSIBLE	