

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card		
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					
OVERCALL AT 1 LEVEL 7/17 HCP		Lead	in Partner's Suit			
OVERCALL AT 2 LEVEL 11/17 HCP	Suit	3rd/5th	3rd/5th or attitude after raise			
AGGRESSIVE WEAK JUMP AT 2/3/4 LEVEL	NT	Attitude	3rd/5th or attitude after raise			
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	Natural Under Honor, Att or count 135				
	Other:					
1♣ 3+ cards → 2♣= ♦ + ♠ , 2♥= both majors, 2♥/♠ = 10/13, 2nt = ♦ + ♥						
1♦ 3+ cards → 2♦ majors 55, 2♥/♠ = 10/13, 2nt = ♣ + ♥, 3♣ = ♣ + ♠	LEADS					
1M , 2nt = minors, 2M = ♣ + OM, 3♣ = ♦ + OM	Lead	Vs.Suit	Vs. NT			
REOPENING= LIKE 2th position (less 3/4 p.o.) jump 2NT = 18/20 bal	Ace	A, AK, Ax(x)	AKx(x), AKJx, AKQx			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	King	AKx(x), Kx, ask for count	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x, ask for count			
2nd = 15/18 bil → system development	Queen	Q, Qx, KQ(x), KQJ	KQ(x), KQJ(x),			
4th = 15/18 bil → system development	Jack	J, Jx, QJx, QJ10(x),KJ10(x)	J, Jx, QJx, QJ10(x),KJ10(x),AJ109(x)			
Reopening 1NT = 12-16 → system development	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			
1-Suit: WEAK or 10-13 if 2M	Lo-x	count "odd"	attitude			
2-Suit: MICHAEL'S CUE BID	SIGNALS IN ORDER OF PRIORITY					
		Partner's Lead	Declarer's Lead	Discarding		
JUMP CUE BIDS	Suit: 1st	attitude	reverse count	odd encourage		
JUMP CUE BID = 7+♣ o ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd	lavinthal	lavinthal	Reverse count		
	Suit: 3rd	lavinthal		lavinthal		
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st	attitude	Reverse count	odd encourage		
DBL = PENALTY (same strengh or more)	NT: 2nd	lavinthal	lavinthal	reverse count		
2♣ = Landy 4+4+ majors, 2♦ = 6+ ♥/♠ 3-9 or 14-16 or 55 GF	NT: 3rd	lavinthal		lavinthal		
2♥/♠ = 10-13	Signals (including Trumps): udca ; oe discards . lavinthal in trump					
2NT = both minors (vs weak NT 4♠ + long minor)						
3♠/♦ = pree ( vs weak NT 4♥ + long minor)						
REOPENING 4th position = same	DOUBLES					
	TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE					
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 8+					
2 or 3♥/♠ →4♣/4♦ = 5+cards + 5Other M	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY without SUPPORT)					
3♠/3♦ →4♣= 5+cards Other minor + 5M, 4♦= 55 majors						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					
DBL = both minors, 1nt = 1 minor, rest same as 1nt opening	1♣ → 1♦ OVERCALL →DBL = 4+♥					
OVER OPPONENTS' TAKE OUT DOUBLE	1♠/♦ → 1♥ OVERCALL →DBL = 4+♠					
RDBL = 10+ any distribution, usually not with major support	1♠/♦ → 1♠ OVERCALL →DBL = transfers lvl2					
New suit at level = TRANSFER RESPONSES over 1♣ and 1M						
1♠/♦→DBL→ jump suit al level 2 weak, passed hand fit show						
1♠/♦→DBL→ Passed hand 2♥ weak 55Majors						
	SYSTEM SUMMARY					
	GENERAL APPROACH AND STYLE					
	5 cards major					
	1♣ opening 2+ may have 5♦332					
	Responses transfer over 1♣					
	1♦ opening unbalanced					
	1NT 15/17 may have with 5 major or 6 minor					
	2 OVER 1 Response	Forcing Game				
	SPECIAL BIDS THAT MAY REQUIRE DEFENCE					
	OPENING BID					
	2♦ MULTI = weak with 1 Major 3/9 HCP					
	2♥/♠ = 10/13					
	3NT = preemptive in 1 minor 8 cards (promise A o K)					
	4♠/♦ = very weak preemptive					
	RESPONSES					
	Responses transfers over1♣					
	1♣ → transfers1♦ (♥), 1♥ (♠), 1♠ (NT/♠/♦ or 64 gf or ST with 4+4+minor)					
	SPECIAL FORCING PASS SEQUENCES					
	in the competitive bidding, when the opponents compete to 5 level and we have more strengh:					
	DBL = i would bid 5, but you decide					
	Bid 5 = we make it					
	Pass = Forcing, partner should double and we Pass=min penalty or remove with Slam interest					
	IMPORTANT NOTES THAT DON'T FIT ELSEWHERE					
	TWO SUITERS MICHAEL'S					
	AGGRESSIVE WEAK JUMP					
	Psychics: POSSIBLE					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	2	5♥	any bal 12/14 or 18/19 also with 5♦332 or natural with ♣	1♦ = 4+♥; 1♥ = 4+♠, 1♠ = Transfert for 1NT, 1NT = 10/11 bal	1♣ → 1♦ → 1♥ = 2/3 cards ♥ - two-way ck responses	
					2♠ = 6+♦ FG, 2♦ = 6+♥ 4-8 or 1444 inv+, 2♥ = 6+♠ 4-8 or 4144 inv+, 2♣ = ♣ 6+ FG, 2nt = minors	1♣ → 1♦ → 1NT = 2/3 cards ♥ 18/19 - two-way ck responses	
					3♣ = inv, 3♦ = nat invit, 3♥/3♠ = 6+♦ singleton 15+	1♣ → 1♦ → 2♦ = multi rever nat or 6+♣	
						1♣ → 1♦ → 2NT = 4 ♥ unbal 17+	
						1♣ → 1♦ → 3♦ = 4 ♥ 14-16 unbal	
1♦		4	5♥	11/21 hcp unbal	1♥, 1♠, 1NT = nat; 2♣ = 4+ FG ; 2♦ = weak support 3+ ♦	1♦ → 1M → 1NT = any reverse 16+	
					2♥ = 5♠5♥ 6-10; 2♠ = 6+ cards weak 16+; 2NT = FG with 4+♦; 3♦ = invit ♦ , 3♠ = pree	1♦ → 1M → 2NT = 4M support 16+	
						1♦ → 1NT → 2♣ = 2/3/4 cards ♣ 11/14	
1♥		5	5♦	11/21 5+ cards	1♠, 1NT = nat; 2♣ = 2+♣ FG; 2♦ = 5+♦ FG;	1♥ → 2♣ → 2♦ = relay ask	2♣ drury 8/11
					2♥ = 8-11 3♥; 2♠ = 6+♠ weak, 2NT = 10+ with 4+♥		
					3♣ = 7/9 with 4+♥; 3♦ = nat invit; 3♥ = pree;		
			5♦		3♠ = 11-14 any void; 3NT = void♣ 7-10 or 15+ 4+♥; 4♣ = void♦ 7-10 or 15+ 4+♥		
					4♦ = void♠ 7-10 or 15+ 4+♥		
1♠		5		11/21 5+ cards	same as 1♥	same as 1♥	same as 1♥
1NT			4♥	15/17 bal, also with 5M 14-16 or 6 minor 14/15+	2♣ = stayman; 2♦/2♥ = transfert M; 2♠ = 6+♠; 2NT = 6+♦; 3♣ puppet; 3♦ majors inv or ST; 3♥ = 1354; 3♠ = 3154; 4♣ = majors		
					3♣ = Muppet stayman; 3♦ = 55 majors invit; 3♥/3♠ splinter 54	1NT → 2♣ → 2♦ → 2♠ = 4♠5♥ invit,	
					4♣(♥)/4♦(♠)/4♥(♣)/4♠(♦) = 6+ cards ISL	1NT → 2♣ → 2♥ = 4♥ possible 4♠	
2♣	*	0	6	bal 22/23 or 24+	2♦ = 6+ or A+ 2♥ = 0-5;	2♣ → 2♦ → 2♥ forced 2♠ = bal 22/23 or	
						2♣ → 2♦ → 2NT = minors 5+4+; 3NT =	
2♦	*	5	NO	MULTI weak 6+ ♥ or ♠ 3/9 hcp; can be 5 with good suit in third position	2♥ = negative P/C; 2♠ = P/C interested in ♥ ; 2NT = F1 invit+; 3♥ =		
						2♦ → 2NT → 3♠ = 6/7 with 1M; 3♦ = 4/5 with 1M; 3M = max with OM	
2♥		6	NO	a) 10/13 hcp with 6 cards; b) 8-12 hcp with 7 cards;	2NT = F1 constructive; 3♣ = inv in M or FG with♣; 3M = pree	2♥ → 2NT → 3♠ = any 64; 3♦ = bal or minimum ; 3other = sing in transfer max	
					2NT = ask		
2♠		6	NO	same as 2♥			
2NT			4♥	20/21 bal, also 5M → same development after 2♣ or 2♦ opening	3♣ = muppet stayman; 3♦/3♥ = transfert M; 3♠ = both minors FG+;	2NT → 3♣ → 3♦ = 1 or 2 majors, 3♥ = NO major ; 3♠ = 5 cards, 3NT = 5 cards ♥	
					4♣(♥)/4♦(♠)/4♥(♣)/4♠(♦) = 6+ cards ISL		
3♣/3♦		6	NO	preemptive: 1st and 2nd position good suit; 3rd can be very weak			
3♥/3♠		6	NO	preemptive: nv vs v can be very weak (5 card possible)			
3NT	*		NO	preemptive 8 cards in 1 minor, promise good suit with A or K		High Level Bidding	
4♣/4♦		7	NO	preemptive very weak or unbal		4NT RKCB 1430 to ♠	
						4♠ RKCB 1430 to ♥ and minors	
4♥/4♠		7	NO	preemptive, can be solid in 3rd or 4th position		4NT QUANTITIVE, ON NT BID OR WITHOUT FIT	
4NT	*		NO	both minors weak 6/6		DOPI - DEPO - ROPI	
						5NT = JOSEPHINE WITH JUMP	
						Exclusion Blackwood → 0,1,2,2+Q	
						Cue Bid : mixed	
						when opponent double cue bid : Pass = Q or K or singleton, RDBL = A or void, cue bid or trump = xx+	
						Forced Pass at 5 level with more strengh	
						against slam in competition action : pass = 0/1 trick, penalty = 2 trick, after partners pass : dbl = 1 trick, pass = 0/2	