


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	OPENING LEAD STYLE			TYPE: Strong Club
1-level aggressive; 2-level sound; Can have very good hand	Lead	In Partner's Suit		NCBO: CANADA 
New suit=FIR; Cue bid=support; Raise weak; Jump raise Pre;	Suit	3 rd from even; lowest from odd	Same	PLAYERS: CARRUTHERS, John
Jump shift=Fit; Jump cue=4-card mixed raise;	NT	4 th best; 1 st /2 nd from poor suit	Top from 3 if raised	SILVER, Joey
Dbl after opponents' raises or bids NT=Takeout	Other: After trick 1, 3 rd and lowest vs. all contracts			EVENT: All
INT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
15-18: 2-Way Stayman responses (NOTE 6)	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE
4 th seat INT=12-16; 2♣ range ask; Q= GF Stayman	Ace	A(x) / AK(x); asks attitude	Asks attitude	Strong 1♣
4 th seat 2NT=19-21, 4-Suit transfers (NOTE 7)	King	AK(x) / KQ(x); asks count	Asks unblock or count	1♦ 2+♦ (10) 11-16
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJ(x) / KQ(x); asks attitude	KQ(x) / QJ(x); asks attitude	1♥/1♠ 5+M (10) 11-16
Weak after one-level opening;	Jack	J10(x) / KJ10(x)	J10(x); AJ10(x); KJ10(x)	INT Response Semi-Forcing (UPH)
Strong after weak opening	10	109(x) / K109(x) / Q109(x)	109(x); A109(x); K109(x);	2/1 Game force (UPH)
Reopen: Intermediate 10-15, good 6-card suit			Q109(x)	INT 15-17
4m over 2M weak=other major + the bid minor	9	9x	Top of nothing	2♣ 6+♣ (10) 11-16
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Hi-X	Doubleton/singleton	1 st / 2 nd from poor suit	2♦ Multi (1 st /2 nd /3 rd) (NOTE 16)
Michaels direct and after INT response:	Lo-X	3 rd /lowest	4 th best	2♥ 3-suited, short ♦ (10) 11-16 (NOTE 17)
Jump cue to 3-level=bid 3NT with a stopper;	SIGNALS IN ORDER OF PRIORITY			2♠ Weak ♠+m (NOTE 18)
Cue bid after weak two-bid=bid 3NT with a stopper		Partner's Lead	Declarer's Lead	3NT Solid minor (NOTE 2) plus outside A or K
VS. NT (vs. Strong/Weak; Reopening;PH) (NOTES 8 & 9)	Suit 1	Hi=Enc; Lo=Disc	Hi=Even; Lo=Odd	OTHER BIDS THAT MAY REQUIRE DEFENSE
2♣=4+♣ + 5-card major	2	Hi=Even; Lo=Odd	Suit preference	Artificial Jump Shifts: 1♦-2♥=8-10 5♠/4♥; 1♦-2♠=11-12
2♦=4+♦ + 5-card major	3	Suit preference	Suit preference	Bal, 13+ Bal, or FG♦ raise; 1♥-2♠=FG raise;
2♥=4♥ + 5+-card minor	NT 1	Hi=Enc; Lo=Disc	Hi=Even; Lo=Odd	1♠-3♣=FG raise. (NOTES 22, 23, 11)
2♠=4♠ + 5+-card minor	2	Hi=Even; Lo=Odd	Suit preference	Unusual over unusual and Michaels (NOTE 3)
2NT=minors	3	Suit preference	Suit preference	Leaping Michaels (NOTE 4)
Dbl=one-suiter or both majors:2♣=relay	Signals: Trump Hi-Lo=Ruff; Trump suit preference			Drury Fit (NOTE 5)
3-level weak vs. strong NT, intermediate vs. weak NT	Remainder Count			Michaels Cue Bid
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	On declarer's first play of a suit, unusually high card=Alert!			Fit jumps in competition and by passed hand
Dbl=Takeout; Cue bid=bid 3NT with a stopper; Jumps=strong	DOUBLES			SPECIAL FORCING PASS SEQUENCES
Jump to 4m=other major (or a major+bid minor over Multi);	TAKEOUT DOUBLES (Style; Responses; Reopening)			Some after strong 1♣
NT bids natural	Usually shape-disciplined; Cue bid=F to game or suit agreement; If			(1NT)-Pen Dbl-(2m)-Pass=F, but (2M)-Pass=NF
Over their strong 2NT: Dbl=♣; 3♣/3♦/3♥ Transfers	Responder shows values, NSF; Cue/JS forcing after non-jump response			INT-(Dbl)-Rdbl=F through 2NT
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	2NT=Lebensohl after our double of weak 2-bid or raised major			Vul v NVul if we are FG (except after our preempt)
Dbl=majors; NT=minors	2NT=Scramble after our double if game is not in the picture			
VS. OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
New suit=FIR; Jump in new suit=fit; Preemptive jump raises;	Negative through 4♣; Responsive through 4♠; Competitive through 4♠;			
1M-(Dbl)-2♣=raise; 2NT=limit raise all suits	1♦-(1♥)-Dbl denies four ♠; 1♠-(Any)-Dbl / Redbl = Positive 8+HCP			
Rdbl=usually no fit; if fit, then stronger than raise to same level	Game try Dbls through 4♣; After our overcall, Dbl of INT=Takeout;			IMPORTANT NOTES
	Dbl of the 3 rd suit=Takeout; Tolerance Rdbl; Lightner Slam Doubles;			Penalty passes of some redoubles: (NOTE 1)
	Dbl of 3NT: 1. Not our suit; 2. Leader's suit; 3. Dummy's 1 st bid suit			Anti-cue bids of RHO's suit
	4. Unusual lead. Support doubles and redoubles (NOTE 24); Anti-lead			Psychics: Occasional – JS more than JC
	doubles of one's own suit; Lead-directing splinter doubles (NOTE 25)			

Opening Bid	Art?	Min. #	Neg. X Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	—	Strong, artificial, forcing: 17+ unbalanced or 18+ balanced	1♠=0-7 HCP, 0-2 controls; 1♥=8+ HCP, 0-2 controls; 1♣=3 controls; INT=4; 2♣=5; 2♦=6+; 2M=natural, good 6-card suit, 4-7 HCP; 2NT=11-13 HCP, not 3 controls; 3/4 Any=good 7/8-card suit, 4-7 HCP; 3NT=solid 6-card suit. (NOTE 27)	Birthright; natural; transfers after negative response and NT rebid; Baron after positive response and NT rebid (NOTE 15). Dbl/Rdbl=+ive; Dbl=T.O. after response	Same as for unpassed hand (UPH) (NOTE 28)
1♦	No	2	4♣	Natural, 10-16, 2+♦	1M natural; INT=7-10; 2♣/2♦ natural GF; 2♥=5♠/4♥ 8-10 HCP (NOTE 21); 2♠=11-12(13+) Bal/ or FG in ♦ (NOTE 22); 2NT=13-15 Bal; 3♣/3♦ natural, invitational; 3M=PRE; 3NT=16-17 HCP (NOTE 29)	INT rebid=12-14: 2-Way Checkback (NOTE 10). 2NT rebid=6♦+3M (NOTE 19); 2♣=5/4 either way; 1♦-1M-2M-2NT=Relay, Inv.+ (NOTE 20)	Same as for UPH
1♥	No	5	4♣	Natural, 10-16	1♠=natural, FIR; INT=FIR; 2♣/2♦=Natural, FG; 2♥=5-9; 2♠=FG raise (Jacoby-type resp) (NOTE 11); 2NT=13-15; 3NT=16=17 (4x3); 3♣/3♦/3♥=natural, invitational; Splinters (NOTE 12)	Minimum NT=12-14 balanced; 2m=3+ after INT resp; 1♥-INT-2m-2♠= strong raise; 1♥-INT-2NT: 6♥+outside trick; Spl; 1♥-1♠-2♣-2NT=art (NOTE 20)	Jump shift=Fit FIR; INT=NF; Reverse Drury (fit promised); 2NT=Inv with ♣
1♠	No	5	4♥	Natural, 10-16	INT=FIR; 2♣/2♦/2♥=Natural, FG; 2♠=5-9; 2NT=13-15; 3NT=16=17 (4x3); 3♣=FG raise (Jacoby-type resp) (NOTE 11); 3♦/3♥=natural, invitational; Splinters (NOTE 12)	Minimum NT=12-14 balanced 2m could be 3 after INT response 1♥-INT-2NT: 4-suit transfers; Splinters Picture Bids (NOTE 26)	Jump shift=Fit FIR; INT=NF; Reverse Drury (fit promised); 2NT=Inv with ♣
INT	No		3♣>>3♠	15-17 balanced or semi-balanced	2♣=NF Stayman; 2=GF Relay; 2♥/2♠ to play; 2NT=Inv; 3♣/3♦=Preemptive; 3♥/3♠=shortness, Both minors; 4♣=Gerber; 4♦=majors or minors; 4♥/4♠=Natural (NOTE 6)	INT-2♣-2Any-Further bid=Invitational (NOTE 13); INT-2♦-2NT-3♣=Relay (NOTE 14)	Same as for UPH
2♣	No	6	4♣	Natural 10-16, 6+♣; can have other suit (4/5M, 4♦)	2♦=Relay, at least inv. strength; 2♥/2♠=Good suit, FIR, 2NT=inv; 3♣=5-8; 3♦/3♥/3♠=natural, strong, GF; 4♣ PRE; 4♦=big ♣ slam try	Over 2♦: 2♥=either M; 2♠=no M, max; 2NT=max bal; 3♣=min; 3♦=max, 4♦/6♣; 3M= 5/6. Over 4♦, 4M/4N=short, 5♣ no short	Same as for UPH
2♦	Yes	6♥/6♠		Weak 2-bid in either major; no strong variant: 5-9 (NOTE 16)	2M/3M Pass or correct; 2NT FIR; 4♣ bid suit below; 4♦ bid suit; 4M to play	To 2NT: 3♣=max with ♥; 3♦=max with ♠; 3M=min with major bid	4 th chair only: 10-13, natural, good suit, for 3NT (NOTE 23)
2♥	Yes	3	Of 3♦ only	3-suiter short in ♦ (NOTE 18)	2NT inv+ relay; 3♦ asks controls; 3M/4♣ inv.	After 2NT: 3♣ any min.; 3♦ both M, max; 3M that major, max. Control asks	Same as for UPH
2♠	No	5		5+♠ and 4+ either minor, 3-9 (NOTE 17)	2NT asks minor; all ♠ bids to play; 3♥ FIR; 3♣ to play; 3♦ slam try; jump shift natural, forcing	3♣ after minor ask is invitational; 3♥=slam try in ♠; 4 other minor slam try in minor shown	4 th chair only: 10-13, natural, good suit, for 3NT (NOTE 23)
2NT	No			22-23 bal/semi-bal	3♣=Stayman; 3♦/3♥ Transfers; 3♠ Puppet to 3NT with minor-suit slam try; Texas; Smolen	Major 2-suiters go thru 3♣ Accept xfer with 3; 3NT with 2 After 3♠, show minor or shortness	Same as for UPH
3 Suit	No	7(6)		Weak, preemptive	NSF		Same as for UPH
3NT	Yes	7/8 minor		Solid 7/8-card minor with 1 outside A or K (NOTE 2)	4♦=asks shortness; Any other minor suit bid=P/C; 4NT asks location of outside card; 4M to play	To 4♦: Bid suit or major (4NT=no short) To 4NT: Bid suit or major (NOTE 24)	Same as for UPH
4 Suit	No	7		Natural	4♦/4♥ Slam try with 3 tricks and 1+ key cards	Steps: 1=Signoff; 2=Invites; 3+=Slam	Same as for UPH
4NT	Yes	5/5		Preemptive, both minors	HIGH LEVEL BIDDING		
5NT	Yes	5/5		Preemptive, both minors	Cue bid 1 st /2 nd round controls; RKCB 1430; queen ask; Gerber; Super Gerber; GSF; 5NT=Pick a slam; EKCB; 6KCB; DOPI, DEPO, ROPI, REPO; Pass & pull strong; Jump to 5M=asks control their suit, 2. asks trumps 3. Quant. Serious 3NT/4NT (NOTE 30); Last Train (NOTE 31).		
Others	No			To Play			