

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card		30.05.2022		
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			♠♦♥♠		♠♦♥♠		
1♦/♥/♠: 8 (6)-15 hcp, nat, 5+ (4)			Lead	In Partner's Suit		♠♦♥♠ Open ♠♦♥♠			
2♣/♦/♥: 10 (8)-16 hcp, nat 5+	Suit	2nd / 4th / 6th		2nd / 4th					
Resp: -1♥/♠: nat, 4+, F; -1/2NT: nat, NF; -CUE (jump): stopper-ask;	NT	2nd / 4th / 6th		1st / 3th					
-2♣: Drury after 1♥/♠, w/fit	Subseq	2nd / 4th or att		2nd / 4th or att					
Reopen: Can be weaker, 4+; Resp: nat; -2♣: Drury after 1♥/♠, w/fit	Other: Lavinthal / Att / 1st								
INT OVERCALL (2nd / 4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY				
16(15)-18 hcp, nat.; 2♣: Stayman, 2♦/♥: Transfers after 1♣/♦	Lead	Vs. Suit		Vs. NT					
2♣: Transfer, 2♦/♥: Transfers/inv.+ with 4M after 1♥/♠	Ace	Ax(+), AKx(+), AKQx(+)		AK, Ax(+), AKJx, AKQx(+)		GENERAL APPROACH AND STYLE			
	King	Kx, KA, KQ, KQx(+), KQJx(+)		Kx, KQ, KQ109(x), AKJ10(x)					
	Queen	Qx, QJ, QJx(+), AQJx(+)		Qx, QJx(+), KQx(+), KQ10x		POLISH CLUB			
4th pos.: 8-14 hcp, nat, bal	Jack	Jx, AJ10x(+), KJ10x(+), J10x(+)		Jx, AJ10x(+), KJ10x(+), J10x(+)		1♣: ART, natural or prepared club or strong hand over 18+(16) hcp			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109xx, H109x(+), H10x (or x),		109xx, H109x(+), H10x (+)		5-card M; 1♦: 5-card or 4-card unbal			
1-Suit: pree; Resp: -CUE: F, -2NT: ask, relay, F1; -new suit: NF	9	109x(xx), Q98x(+), J98x(+), H9x		109x, Q98x(+), J98x(+), H9x		1NT Opening: 15 – 17 hcp, bal			
2- 2NT: lower 2 unbid suits; 1m - 2NT: ♥ + om; 1M - 2NT: ♣ + ♦	Hi - x	xSx, xSxxx, HxxSx		xSx, xSxxx, HxxSx/ (xxS, HxS)*		weak two-suits 2♣, 2♦ and 2NT			
	Lo - x	xS, xxxS, xSxx, HxxS, xxxxxS		xS, xxxS, xSxx, HxxS, xxxxxS		weak 2M			
Reopen: 10-16 hcp, good 6-card suit	SIGNALS IN ORDER OF PRIORITY								
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partner's Lead	Declarer's Lead	Discarding		1NT resp.: nat., NF			
1M - 2M: two suits, 5+ - 5+, OM + m; 1M - 2NT: ♣ + ♦	1	count (Lo-Hi=E)	count, (Lo-Hi=E)	count, (Lo-Hi=E)		2♣ over 1♥/♠ resp.: 10+ hcp, nat., FG/F1 or semi-nat. with ♥/♠ Fit			
1m - 2m: two suits, 5+ - 5+, ♠+♥ 1m - 2NT: ♥ + om	Suit 2	Lo=ENCRG	S / P (Lavinthal)	S / P (Lavinthal)		2♣/♦ over 1♣ and 2♣ over 1♦: 12+ hcp, nat., FG			
Responses: -CUE: FG; -2NT: ask, relay, F1	3	S / P (Lavinthal)		Lo=ENCRG		SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
1X - 3X: stopper-asking w/ solid m	1	cou / Lo-EN / Lav *	Smith-Peter	S / P (Lavinthal)		1♣: 12 - 14 hcp, bal or 11-18 hcp, nat, 4+♣ or 18+(16) hcp, any			
VS. NT (vs. Strong / Weak; Reopening; PH)	NT 2	Lo=EN / cou / Lav*	count	count		2♣: 5-11 hcp, two-suits, 5+ - 4+, ♥ + any			
2♣: both M, 4+ - 4+	3	S / P (Lavinthal)	S / P (Lavinthal)	Lo=ENCRG		2♦: 5-11 hcp, two-suits, 5+ - 4+, ♠ + m			
2♦: 5+♥ or 5+♠; 2♥/♠: 5+♥/♠ - 4+m	Signals (including Trumps): Smith-Peter in 1st Declarer's Lead vs. NT,					2NT: 5-11 hcp, two-suits, 5+ - 5+, m + m			
2NT: both m, 5+ - 5+	Lo=ENCRG; count: Lo-Hi=E, Hi-Lo=O; Lav-signal; Trumps: Lav or count;					3NT: 1/2 pos: Gambling, no stopper			
dbl: 13+ vs. weak NT; dbl: 4M - 5+m vs. strong NT	*): Lo=ENC, Hi=DISC on lead of A & Q; count: Lo-Hi=E on lead of K					1♣ - 1♦: 3-way: 0-6 neg, any or 7-11 minor(s) or str (13+/16+) bal, w/o 4M			
Reopen: dbl: 5+♣ or 4+4+ (♠♦♥)	DOUBLES					1♣/♦ - 1♥/♠: 7+ hcp, 4+♥/♠, F1 (may by 3 cards ♥/♠)			
2♣: 4+♣-4+; 2♦/♥/♠: 5+♦/♥/♠, nat.								1♣ - 2♥/♠: 4-7 hcp, 6+♥/♠, weak	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)								1♦ - 2♥: 7-10 hcp, 4(5)♥ - 5♠, NF	
T/O double thru 4♥								1♣ - (pass) - 1♦ - (pass) - 1♥/♠: at least 3 cards, NF	
CUE: stoper-ask w/solid m or two suits, 5+ - 5+, M + M or M + m	TAKEAUT DOUBLES (Style; Responses; Reopening)					1♣ - (pass) - 1♦ - (pass) - 1NT: 18-20 hcp, - 2NT: 21-23 hcp, bal			
VS. ARTIFICIAL STRONG OPENINGS	Resp: -CUE=FG; -1NT: 6 - 10 hcp, nat, NF; -1♥/♠: nat, NF; -1♦: nat					1♣/♦ - (1♥ overcall) - 1♠: 7+ hcp, 0-3 ♠, F1; dbl: 7+ hcp, 4+♠			
After 1♣/♦ (art): -2♦: two suits, 5+ - 5+, M + M;	or 0 - 6 hcp, any; -2♣/♦: nat, NF; -2♥/♠: nat, INV								
	May be lighter after partner pas with 4+ 4+, 8 (6) - 15 hcp or 16+ hcp								
	Reopen: May be lighter, 8 - 15 hcp or 16+ hcp, any					SPECIAL FORCING PASS SEQUENCES			
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES / REDOUBLES								
OVER OPPONENTS' TAKEOUT DOUBLE	take-out double, re-open double, negative double, sputnik double,					IMPORTANT NOTES THAT DON' T FIT ELSEWHERE			
rdb: 13+ hcp, any or 10+ hcp w/o supp; 1♥/♠ -dbl - 2♦/♥: 7 - 10 hpc w/supp;	optional double, penalty double, informative double, compentitive					2NT: NAT when possible or ART (neg-bid, Inv, ask-bid, transfer,			
2NT: 10-12 hcp, w/supp, 3+♥/♠; -2♥/♠: weak; -3♥/♠: pre; 1NT/2♣/♦: trans	double, cooperative double, response double, convention double,					Lebensohl, or nat, str, FG)			
1♣ - dbl - 1♦/♥: 6+(2+) hcp, 4+(5+) Transf to: ♥/♠, F; -1♠: 7-10, bal, NF	Lightner's double, lead double SOS-redouble, asking redouble,					PSYCHICS: rare			
1♣ - dbl - 1NT: nat.; - 2♣/♦: 5+♣/♦, NF; - 2♥/♠= pre	informative redouble					3rd hand opening may be weaker, may be 4M			
1♦ - dbl - 1♥/♠: 6+ hcp, nat, 4+(3), F; 1NT: nat; -2♣: nat, 5+ NF; 2♥/♠: pre						1♦/♥ - dbl - 1♥/♠: nat, 4+(3)			

