


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card <div></div>
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE				
General style : 6-16hcp 5+cards Response : 8+HCP(over RHO'X) Jump raise = preemptive New suit : F1 CUE = F1(Support or not)		Lead	in Partner's Suit		
	Suit	4th, 0/1, MUD	Same as Left		
	NT	4th, 0/1, MUD	Same as Left		
	Subseq				
JUMP CUE BID LHO'S = Limit raise or Better In BAL position with less STD	Other : vs NT: A/Q ask for unblock / CT K ask for CT				
1NT OVERCALL(2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2nd pos= 14-17hcp (Good 1NT opening hand) Responses = system on 4th pos = 11-14 hcp	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	Ak(+), Ax	AKJx		Convenient minor, 5533
	King	AK, KQ(+), Kx	KQJx, KQ109		1NT = Good(14)15-17hcp, balance
	Queen	QJ(+), AQJx, Qx	AQJx, QJ(+)		2♣ = Artificial Strong or balance strong
JUMP OVERCALLS(Style; Responses; Unusual NT)	Jack	KJT _x , JT(+), J _x	JT _x (+)		2♦ = Multi 2♦ (weak 1 Major)
1-Suit : weak (usually 6+cards) 2-Suit : unusual 2NT = lower two suits	10	HT9(+), T9x, 10x	HT9(+)		2M = 5M+minor (at least 5-4)
	9	9x(+)	9x(+)		2NT = 20-21hcp, balance
	Hi-x	Xx	Xx, xXx, xXxx(+)		3NT = Gambling(solid m7+cards)
	Lo-x	xxxX(+), HxxX	xxxX(+), HxxX(+)		
DIRECT and JUMP CUE BIDS(Style; Responses)	SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE
(1m)-2m = both Majors (1M)-2M = oM5+cards and minor 5cards Responses : 3NT = have stopper, other suit = no stopper		Partner's Lead	Declarer's Lead	Discarding	Splinter / inverted minor / criss-cross / Jacoby 2NT Texas TRF / 4-way TRF / puppet stayman leaping Michales / multi 2♦ Smolen / 2-way checkback (XYZ) / Lebensohl Rev Bergen / drury / RKC 1430
	Suit : 1st	low = Encourage	low = Encourage	Odd/Even	
	2nd	low = Even	S/P		
VS. NT(vs. Strong/Weak; Reopening; PH)	NT : 1st	low = Encourage	low = Encourage	Odd/Even	1♣-1♦- ? 1NT = may bypass 4-cards Major
(STRONG=Weak) X = PEN (same hcp+) 2♣ = Both Majors 2♦ = 1Major 2♥ = ♥+minor 2♠ = ♠+minor 2NT = Both minors	2nd	CT	S/P		
	Signals (including Trumps) :				
	DOUBLES				
VS. PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	TAKEOUT DOUBLES(Style; Responses; Reopening)				1M-? 1NT = 6-11, F1 1M-(2suit Overcall)-? X = 10+
Takeout DBL through 4♥, (4♠)-? X=PEN 4NT= T/O (2M)-? 2NT = 1NT opening hand 4m = m5+cards and oM5cards 4NT = both minors X = T/O (including Multi 2♦)	11+hcp				Lower suit cue = opener'suit Fit raise, Higher suit cue = unbid suit GF
	Responses : Jumps = 10pts+4cds OR 8+pts+5cds Cue = F1				SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	VS. ARTIFICIAL STRONG OPENINGS (1♠)-? X = both Majors, 1NT = Both minors (Strong 2♣)-? X = ♣, 2Level = Natural	Negative DBL through 4♥			
Responsive DBL through 4♦					
Maximal DBL, Lightner DBL Support DBL/RDBL through 2♥					
OVER OPPONENTS' TAKEOUT DOUBLE					Psychics : Rare
1M-(DBL)-? 2NT+ = system on 1x-(DBL)-3x = preemptive 1X-(DBL)-? XX = 10+hcp, 3NT = to play					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♥	11-20hcp	1♦ = longer than Major or No 4M, 1♥/♠=6+hcp 4+cards 2♥/♠=WJS, 1NT=6-10hcp, 2NT=INV 2♣=4+♣ GF 3NT=12-15hcp 2♦ = 5+♣ INV, 3♣ = pre		
1♦		3	4♥	11-20hcp	1♥/♠=6+hcp 4+cards, 2♣=GF 4+cards, 1NT=6-10hcp 2♥/♠=WJS, 2NT=INV, 3♣= INV ♦, 3♦= Pre 2♦= GF 4+♦ 3NT=12-15hcp		
1♥		5	4♥	11-20hcp	1♠=4+cards F1, 1NT=6-11hcp, F1, 2♣/♦=GF 2♥= normal raise , 2♠ = WJS 2NT/3♣/♦/♥= 4+♥ (GF/10-11hcp/6-9hcp/preemptive) 3♠/4♣/♦= Splinter 3NT =13-15hcp 4♥(333) hand	1M-(OverCall)- ? Cue = Limit or Better 1M-2NT-? 3♣/3♦/3oM=min short 1M-2NT-? 3M = 15+, bal, 4M = min no short	P-1M-2♣= 9-11hcp, 3+cds supp P-1M-2♣-? 2M=light, 2♦=full open
1♠		5	4♥	11-20hcp	1NT=6-11hcp F1, 2♣/♦/♥=GF ♣/♦/♥, 2♠=normal raise 2NT/3♣/♦/♠= 4+♠ (GF/10-11hcp/6-9hcp/preemptive) 3NT=13-15hcp 4♠(333) hand, 4♣/♦/♥=Splinter	1M-2M-? New suit = second suit game try	
INT				14-17hcp balance	2♣=stayman, 2♦/♥/♠/2NT=transfer to ♥/♠/♣/♦ 3♣ = puppet stayman (Ask Major) 3♦=5-5 minors GF, 3♥/3♠= GF, short♥/♠, 5-4minor 4♦/♥=transfer to ♥/♠	1NT-2♣-2♦-? 2M=inv 5M-4O.M, 3M=GF, 5O.Mcards 1NT-2♦/2♥-2♥/2♠-? New suit Jump = splinter 1NT-3♣-? 3♦=any M4cards, 3M=M5cards, 3NT=no M4cards 1NT-3♦-3♥(ask)-? 3♠ = short ♠, 3NT = Short ♥	1NT-(X / 2♣)-? System on 1NT-(2X)-? Lebensohl
2♣	*			Artificial or strong balance	2♦=waiting, 2♥/♠/3♣/♦= 5+♥/♠/♣/♦ with 2+top honors	2♣-2♦-2♥/2♠=5+♥/♠ 2♣-2♦-? 3M=6+M cards 2♣-2♦-? 2NT=22-24hcp balance, 3NT=25-27hcp balance	2♣-(OverCall)-? Pass =6+hcp X = 0-5hcp,
2♦	*			weak ♠ OR weak ♥	2♥=P/C 2NT=asking, 4♣=Transfer your Major 4♦=Bid your Major	2♦-2NT-? 3♣=Max♥ 3♦=Max♠ 3♥= Min♥, 3♠=Min♠ 2♦-4♣-? 4♦ =♥, 4♥=♠	
2♥	*			5-9hcp ♥+minor weak (at least 5-4)	2NT=asking, 3♣=P/C	2M-2NT-? 3♣= min♣ 3♦ = min ♦ 3♥= Max♣, 3♠=Max♦	
2♠	*			5-9hcp ♠+minor weak (at least 5-4)	2NT=asking, 3♣=P/C		
2NT				20-21hcp balance	3♣=puppet, 3♦/♥=transfer to ♥/♠, 3♠= Both minors 3NT=sign off, 4♦/♥=transfer to ♥/♠	2NT-3♣-? 3♦=any M4cards, 3M=M5cards, 3NT=no M4cards 2NT-3♣-3♦-? 4♣ = Majors slam try, 4♦ = Majors choice 2NT-3♠- 4♣/4♦ - ? 4♦ = RKC ♣ / 4♥ = RKC ♦	
3♣		6		preemptive	New suit = F1		
3♦		6		preemptive	New suit = F1		
3♥		6+		preemptive	New suit = F1		
3♠		6+		preemptive	New suit = F1		
3NT				Solid mimor 7+cards	4♣/5♣/6♣/7♣=pass or correct		
4♣		7		preemptive		High Level Bidding	
4♦		7		preemptive		RKCB 1430 / Exclusive RKCB	
4♥		7		preemptive		4Level minor raise in GF : cue bid asking	
4♠		7		preemptive		Fit Major, 4NT = RKCB	
4NT				Ask ace	5♣=no Ace, 5♦/♥/♠/NT=Ace in ♦/♥/♠/♣		
5♣		8		preemptive		DOPI/ROPI	
5♦		8		preemptive		DEPO	