


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: 1-level may be light or 4 card suit; 2-level tends to be sound
Responses: new suit=F1; CUE=limit raise+; jump raise=PRE; jump CUE=mixed raise; jump shift=natural+fit
Reopening:
INT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: 15+ - 18 HCP
Responses: System on; LEB-SLOW around new suit if overcalled; takeout DBL if opener's suit raised; penalty DBL if new suit bid; natural runouts over penalty DBL (RDBL=business)
4th position:
Responses:
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: over 1-level, weak with 6-card suit and little else
Responses:
Unusual notrump:
Reopening: solid opening bid with 6-card suit
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels in both direct and balancing; CUE of artificial 1♣ or Precision-style 1♦=NAT; jump CUE of M asks for stopper; jump CUE of m=NAT
Responses:
Reopening:
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: DBL=long m+4 card M; 2♣=Ms; 2♦=♥ or ♠; 2♥=NAT+4-card m; 2♠=NAT+4-card m
Reopening:
Passed Hand:
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL=T/O, but tend to leave in at high levels if BAL
LEB-SLOW over weak 2s; Leaping Michaels, CUE asks for stopper
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣:
OVER OPPONENTS' TAKE OUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	3rd/low; xxX; Xx	Same but Xxx if raised	
NT	4th with some attitude; Xxx; Xx	Same but xxX if not raised	
Subseq	3rd/low with some attitude	Same	
Other:			
L E A D S			
Lead	vs. Suit	vs. NT	
Ace	AKx(x)	AKJ10(x) unblock or count	
King	AK; KQx(x); AKx (x) @ 5 level	KQ(x) asks attitude	
Queen	QJ(x)	QJ(x); AQJ(x)	
Jack	J10(x); KJ10(x)	J10x; AJ10(x); KJ10(x)	
10	10x; 109(x); K109(x); Q109(x)	109x; A109(x); K109(x); Q109(x)	
9	9x	9x	
Hi-x	Xx; Hxxx(xx) – 3rd from even	x(x...)	
Lo-x	Xxx; Hxx(xx) – low from odd	4th best with some attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	Attitude	Count	Attitude
2 ND	Count	Suit Preference	Count
3 RD	Suit Preference	Attitude	Suit Preference
NT: 1 ST	Attitude	Count	Attitude
2 ND	Count	Suit Preference	Count
3 RD	Suit Preference	Attitude	Suit Preference
Attitude: Hi=DISCG; Count: Hi=ODD			
Standard Remainder Count; Upsidedown trump signals			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: Soundish style, but could be light with classic shape; Tend to show support for all unbid suits			
Responses: Cuebid response is forcing to suit agreement; weak jumps over strong RDBL			
Reopening:			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support DBL and RDBL of Majors through the 2-level			
Competitive by opener at higher levels and by responder at all levels			
Snapdragon DBL; tolerance RDBL over OPPT NEG DBL			
DBL can be a game try if there is no other game try available			

WBFC Convention Card	
Category: Natural	
NBO (Country): Canada	
Event: All	
Players: Joseph SILVER - Eric KOKISH	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
5-card Majors; strong 1NT; soundish natural style	
1NT opening: 15-17 HCP	
2 over 1 Response: Forcing to game by unpassed hand	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE	
Psychics: Possible 1M opening with 0-4 HCP in 1st or 3rd Position not vulnerable; tend to open longest or better major	

Opening	Artificial	Min.	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		2 (3 in 3/4)	4♠	11+ HCP; 4♦-5♣ (1♦ possible)	INV ms; 2NT=13-15; 3NT=16-18; 2♦=F raise	2NT jump rebid=ART F; SPL	
1♦		3 (4 in 3/4)	4♠	11+ HCP; 4♦-4♣ (1♣ possible)	2♥=5+♠ 4+♥ 4-9 HCP; 2♠=SJS; 3+x=weak; 2♥=F raise; 3NT=16-18	2NT jump rebid=ART F; SPL	
1♥		5 (4 in 3/4)	4♠	11+ HCP; may be light if shapely	2NT=13-15 BAL; INT=semi-forcing; 2/1=FG; 2♠=FR	2m rebid after 1NT=3+ suit	2♣=REV Drury; Fit jumps (2NT=♣+fit)
1♠		5 (4 in 3/4)	4♠	11+ HCP; may be light if shapely	2NT=13-15 BAL; INT=semi-forcing; 2/1=FG; 3♣=FR	2m rebid after 1NT=3+ suit	2♣=REV Drury; Fit jumps (2NT=♣+fit)
1NT			4♠	15-17 (10% could be 14+); 5M possible	2♣=STAY; 2♦=GF STAY; 3m=PRE; 3M=short	2♦→2♥; 2♠→2NT (many types not ♥)	
2♣	ART	0		21+ HCP, STR, ART, Forcing	2♦=waiting	Kokish relay over 2♦	
2♦		6(5)		4-10 HCP, soundish VUL and in 1st/2nd	New suit F; 2NT asks for feature		
2♥		6(5)		4-10 HCP, soundish VUL and in 1st/2nd	New suit F; 2NT asks for feature		
2♠		6(5)		4-10 HCP, soundish VUL and in 1st/2nd	New suit F; 2NT asks for feature		
2NT				20-21 BAL; 5M possible	JTB; 3♠→3NT; Texas, Gerber		
3♣		6		4-10 HCP, soundish VUL and in 1st/2nd	New suit NAT and F		
3♦		6		4-10 HCP, soundish VUL and in 1st/2nd	New suit NAT and F		
3♥		7(6)		4-10 HCP, soundish VUL and in 1st/2nd	New suit NAT and F		
3♠		7(6)		4-10 HCP, soundish VUL and in 1st/2nd	New suit NAT and F		
3NT	ART			0-9 HCP with 11+ in Ms			
4♣		7		Could be light NV	New suit NAT and to play		
4♦		7		Could be light NV	New suit NAT and to play		
4♥		7		Usually true PRE in 1st/2nd	New suit NAT and to play		
4♠		7		Usually true PRE in 1st/2nd	New suit NAT and to play		
4NT	ART			Ace-asking		HIGH LEVEL BIDDING	
5♣		8				Roman Keycard Blackwood with 1430 responses 1430 DOPI and DEPO 5NT usually pick a slam; rarely = grand slam force	
5♦		8					
5♥		8					
5♠		8					
5NT							