


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	WBF Convention Card 																
OVERCALLS (Style, Responses, 1/2 Level, Reopening)	OPENING LEADS AND SIGNALS																	
Style: up to 18hcp, usually sound at the 2-level	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;"></th> <th style="width: 40%;">Lead</th> <th style="width: 50%;">In Partners' suit</th> </tr> </thead> <tbody> <tr> <td>Suit</td> <td>3rd and low, xxS, Sx</td> <td>3rd and low; xxS but Sxx if raised</td> </tr> <tr> <td>NT</td> <td>4th</td> <td>xxS but Sxx or Sxxx if raised</td> </tr> <tr> <td>Subseq</td> <td>3rd and low, xxS, Sx (S)x(x)</td> <td>3rd and low, xxS but Sxx if raised</td> </tr> <tr> <td>Other:</td> <td></td> <td></td> </tr> </tbody> </table>			Lead	In Partners' suit	Suit	3rd and low, xxS, Sx	3rd and low; xxS but Sxx if raised	NT	4th	xxS but Sxx or Sxxx if raised	Subseq	3rd and low, xxS, Sx (S)x(x)	3rd and low, xxS but Sxx if raised	Other:			Category: Green
	Lead	In Partners' suit																
Suit	3rd and low, xxS, Sx	3rd and low; xxS but Sxx if raised																
NT	4th	xxS but Sxx or Sxxx if raised																
Subseq	3rd and low, xxS, Sx (S)x(x)	3rd and low, xxS but Sxx if raised																
Other:																		
Responses: new suit=F1, CUE (and 2NT) limit raise+			NBO (Country): Canada															
Simple jump = Fit showing (FSJ) or mixed raise, Double-jump = SPL, 4M = NAT, Jump cuebid = Mixed raise, Jump Raise = Weak			Event: WomensTeams															
Reopening: with shape or values			Players: Louise Berthiaume - Sondra Blank															
1NT OVERCALL (2nd /4th Live; Responses, Reopening)			SYSTEM SUMMARY															
2nd position: 15-18 HCP	LEADS		GENERAL APPROACH AND STYLE:															
Responses: As over opening 15-17 INT; Transfer Lebensohl	Lead	Vs suit	Vs NT															
	Ace	AK(+) not beyond	AK+(x), Ax(x) asks for attitude															
4th position Live: 15-18 HCP	King	AK, KQ(+)	AKJ10(+), KQ109(+) asks for unblock or count															
Balancing: 11-17 HCP over major; 11-14 over minors,	Queen	QJ(+)	QJx(+); KQx(+); AQJ(x) asks for attitude															
Responses: Range stayman over majors	Jack	J10(+); KJ10(+)	J10(+); KJ10(+), AJ10(+)															
JUMP OVERCALLS (Style, Responses, Unusual NT)	10	10x,109(+); K109(+),Q109	10x, 109(+); K109(+), Q109(+), AT9(+)															
Style: Preemptive, HCP as per vulnerability	9	9x	9x, 9xx, 987x															
	Hi-x	S,Sx,xxSx, xxSxxx	Sxx, xSxx, xSxxx															
Responses: new suit F1; 2NT ASKS rate your hand	Lo-x	xxS, xxSx, xxxS, xxSxxx	Xxx xXxx xXxxx, KJ98															
Unusual notrump: PH 1NT=5+-5+ unbid suits; 4-10 HCP	SIGNALS IN ORDER OF PRIORITY		1NT opening: 15-17															
2NT in direct=5-5(+) lower suits, HCP as per vulnerability	Partner's Lead	Declarer's Lead	Discarding															
Reopening: jump=12-16 HCP, 6+suit	Suit: 1 ST	Hi=DISC	Hi=DISC															
DIRECT & JUMP CUE BIDS (Style, Resp., Reopening)	2 ND	Hi=ODD	SP															
Style: (1m)-2m=5-5(+)MM, HCP as per vulnerability	3 RD	SP																
(1M)-2M=OM+m, 5-5(+), HCP as per vulnerability	NT: 1 ST	Hi=DISC	Hi=DISC															
(1x) - p - (1y) - 2x = NAT, 2y = NAT	2 ND	Hi=ODD	SP															
Responses: 2NT asks which m (with values) after (1M)-2M	3 RD	SP																
Reopening: same	Reverse Smith vs NT		2 over 1 Response: GF															
VS. NT (vs. Strong / Weak; Reopening; PH)	Suit Preference in trumps. Jack is treated as a low card		SPECIAL BIDS THAT MAY REQUIRE DEFENSE															
Strong & Weak: X = good hand 2♣ = both majors, 2♦ = 1 major, 2♥ = 5♥-4+m, 2♠ = 5♠-4+m, 2NT			3NT opening shows long solid minor															
Reopening: same			1C - 1M may bypass diamonds															
Passed Hand: same but DBL = 4cM-5+m			Unusual vs Unusual															
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)	DOUBLES																	
DBL=T/O, transferable values			SPECIAL FORCING PASS SEQUENCES															
			We have forced to game															
TAKEOUT DOUBLES (Style, Responses, Reopening)			Passed hand opponents who preempts															

Transfer Lebensohl over WK 2 (both positions)	Style: may be light with classic shape	We have shown at least a limit raise and opponents bid game
Over WK 2: 2NT=15-18 HCP (4-way transfers), Cue = ask for stopper, Leaping Michaels.	Responses: Cuebid response game invitational or better	IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE
VS. ARTIFICIAL STRONG OPENINGS	Reopening: T/O	
DBL = good hand, the hand may belong to our side, 1NT = minors, all club bids = NAT, 1NT = cuebid after overcall	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES	In competitive auctions, scrambling (no game possible) or Transfer Lebensohl (if game possible).
OVER OPPONENTS' TAKE OUT DOUBLE	1m-(1H)-DBL = Neg denies 4S, 1S = 4+S	Unserious 3NT in most slam situations in a major. Serious 3NT if responding hand showed a limit or better.
1H-(DBL) -2D=weak or limit+ H raise or + 1M-(DBL)-2M=constructive raise 1S-(DBL) -2H =weak of limit+ raise 1M- (DBL) - transfers starting with 1NT 1x-(DBL)-2NT=limit+ with fit. Jumps are fit showing or mixed raises	Support DBL (up to 3M). Responsive DBL (up to 4H). Maximal double.	Psychics: Rare

Opening	Artificial	Min	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1C		3	7H	3+, 11-21 HCP, NF	1NT = 8-10, 2C=Nat GF, 2D=limit raise, 2H=5+S, 4+H 5-9 HCP, 2S = constructive raise 7-10 HCP, 2NT = 11-12, natural, 3C = preemptive raise, 3D/3H/3S = SPL not GF, 3NT = 13-15 Nat	New suit rebid denies a balanced hand. 1NT rebid = 12-14, may bypass majors. 2-way NMF over 1NT rebid 2NT = relay over 1C-2H	1C-2C = limit raise 1C-2D =Fit showing
1D		3	7H	4+ unless 4-4-3-2 11-21 HCP, NF	1NT = 8-10, 2C = Nat GF, 2D =GF Nat, 2H = 5+S, 4+H 5-9 HCP, 2S = raise in D,8-10 HCP, 2NT = 11-12 Nat, 3C=limit in D, 3D=Nat, Pre,3H/3S=Spl not GF,3NT=13-15 nat	New suit rebid denies a balanced hand. 1NT rebid = 12-14, may bypass majors. 2-way NMF over 1NT rebid 2NT = relay over 1C-2H	1D-2D = limit raise, 1D-3C = Fit showing
1H		5	7D	5+, 11-21 HCP, NF	1NT=F1, 2NT=GF raise, 3C = limit raisw , 3D=constructive raise, 3H= preemptive raise, 3S = splinter, 3NT=constructive raise (5+) 4C & 4D = splinters, 4H = Preemptive raise	Over 1H-1NT : 2C and 2D are relays	2C=8+HCP Drury Fit-showing jumps 2NT = clubs 1NT = semi forcing
1S		5	7D	5+, 11-21 HCP, NF	1NT=F1,2NT=GF raise(4), 3C=limit raise(4+),3D=constructive raids (4+), 3S = Preemptive raiss, 3NT =constructive raise (5+), 4C 4D and 4H = Splinters, 4S = Preemptive raise	Over 1S-1NT : 2C and 2D are relays	2C=8+HCP Drury Fit-showing jumps 2NT = clubs 1NT = semi forcing
1NT			4H	15-17 HCP 5M or 6m possible 5-4-2-2 possible	2C = Staym, 2H/2S= Transf ,2S =C, 2NT = D or Weak with minors, 3C= Mod puppet, 3D=Minors GF; 3♥♠= SPL 5-4 minors, 4C = 15+ Balanced/Baron, 4D/4H=Texas, 4S = Nat, Transfer Lebensohl or Lebenshol depending on opponents methods. Texas transfers (also in competition up to 3C)	Jump to 3M after transf = Min 4+ cards fit, 2NT after transf = Non minimum 4+ cards fit Smolen	
2C	ART			Strong, artificial and forcing. 22+ HCP if balanced	2D = waiting. 2H = weak with 6+S, 2S = weak with 6+C, 3C = weak with 6+D, 3D = weak with 6+H Over interference, X = positive without a good suit and P = waiting.	Mod Kokish relay:3C= H,3H= H+C, 3C= 2 nd negative after 2S rebid 3M rebid= 4M + longer D	
2D		5		4-10 HCP One Major	2H= P/C, 2S= asks holding in OM, 2NT asks, 3C & 3D= nat F1 3H & 3S=P/C, 4C=asks transf in opener M, 4D= bid your M, 4M= to play	Over 2NT : 3C= H min, 3D= S min, 3H= S non min, 3S= H non min hand, good Over 2S: 2NT= Hx or better in OM, , 3C=bad H,3D=bad S, 3H=good H,3S=good S	
2H		5		4-10 HCP H(5+) & m(4+)	2NT= asks for minor with inv+ values, 3C=P/C, 3D = Nat F1, 3S= Clubs F1	Over 2NT:3C& 3D= nat min, 3H=C non min, 3S= D non min	
2S		5		4-10 HCP S(5+) & m(4+)	2NT= asks for minor with inv+ values, 3C = P/C, 3D= Nat F1, 3H= Nat F1	Over 2NT:3C& 3D= nat min, 3H=C non min, 3S= D non min	

2NT			4H	20-21 BAL, 5M or 6m possible	3C = Romex puppet, 3D/3H = Trsf , 3S = Minor suit stayman, 4C = H slamish, 4D = S slamish, 4H = C slamish, 4S = D slamish	Over 3C: 3D = no M or 5S, 3H = 4H, 3S = 4S, 3NT = 5H. Over 4-level transfers, the next step is RKC	
3C		6		4-10 HCP	new suit F1		
3D		6		4-10 HCP	new suit F1		
3H		6		4-10 HCP	new suit F1		
3S		6		4-10 HCP	new suit F1		
3NT	ART			9-10 HCP, solid minor suit	4C = pass or correct, 4D = Aks for shortness	Over 4D : 4M = shortness, 4NT = no shortness 5m = shortness in other minor	
4C		7		4-10 HCP	4D = NAT F1; 4M = To play		
4D		7		4-10 HCP	4M = To play		
4H		7		4-10 HCP	New suit asks for control in suit bid		
4S		7		4-10 HCP	New suit asks for control in suit bid		
4NT	ART			Std Blackwood	0-4, 1, 2, 3 responses	HIGH LEVEL BIDDING	
5C		8		4-10 HCP		RKC 1430, Kicback 1430 over minor suit fit 4NT- (interference) RKC 1430 DOPI or ROPI if suit is below 5 of the trump suit 4NT- (interference) DOPE if suit is at or above 5 of the trump suit - Pass and pull = strong in forcing auction	
5D		8	4-10 HCP				

