

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WORLD BRIDGE FEDERATION CONVENTION  CARD		
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]		OPENING LEADS STYLE					
			LEAD	IN PARTNER'S SUIT			
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;		SUIT	3rd/5th	3rd/5th			
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;		NT	4th	4th			
Jump raise=PRE;		SUBSEQ	Same as above	Same as above			
		OTHERS: vs NT: K ask UB/CT; A ask ATT;					CATEGORX: Precision- BLUE
		LEADS			NEBO:CHINA EVENT: ALL EVENTS		
INT OVERCALL(2ND/4TH LIVE;RESPONSES;REOPENING)		LEAD	VS. SUIT	VS. NT	SYSTEM SUMMARY		
		A	AKx (+); Ax (+)	AK (+)			
2nd/4th LIVE: good 15-18 HCP; RESP: system on;		K	KQ (+); AK	AKJ10 (+); KQ109(+);	GENERAL APPROACH AND STYLE		
Reopening: good 11-15HCP; RESP: system on		Q	QJ (+); Qx	QJ (+); KQ (+);			STR ♣
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)		J	HJ10 (+); J10 (+); Jx	J10 (+); AQJxx; Jx	Bidding Style: 5-card M; 1♦=1+♦; Multi 2♦;		
		10	H109(+); 109 (+); 10x	HJ10 (+); 109 (+)			2♥=11-15P,4414 or 4405; 2♠=5♠+4+m, 4-10HCP;;
		9	9x; 9xx	H109x; 9xx; 9x	1NT=14-16HCP, BAL, 5M/6m OK, SPL H OK		
		HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)			2/1= FG except direct rebid
		LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)			
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)		SIGNALS IN ORDER OF PRIORITY					SPECIAL BIDS THAT MAY REQUIRE DEFENCE
			PARTNER'S LEAD	DECLARER'S	DISCARDING		
Michaels CUE: (1m)-2m=54+ M's, (1M)-2M=54+ OM+m, 8+HCP		SUIT	1	Hi=ENCRG	Hi/Lo=Even		
Jump CUE=STOP asking;			2	Hi/Lo=Even	S/P	2♥=11-15hcp 4414or 4405	
			3	S/P			
VS. NT (VS. STRONG/WEAK; REOPENING; PH)		NT	1	Lo=ENCRG	Hi/Lo=Even	3NT=Gambling (solid 7-8m, no A in side suit)	
vs WK/STR 1NT: DBL=PEN;			2	Hi/Lo=Even	S/P		
vs WK/STR 1NT: 2♣=44+ M's; 2♦=one M; 2M=5M+4+m;			3	S/P			
2NT= 2m ,54+		SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;					
		Trumps: Hi/lo interested in ruff					
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)		DOUBLES					
T/O DBL THRU 4♦; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits;		TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)					
VS. ARTIFICIAL STRONG OPENGINGS		Maybe light with Classic Shape (9+HCP)					
vs STR 1♣: DBL=M's; 1NT=m's;		SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES					SPECIAL FORCING PASS SEQUENCES
VS 2♣:DBL=♣suit		Neg DBL THRU 4♥			(NOTE 27)		
		Resp DBL THRU 3♠					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
		Max DBL					
OVER OPPONENT'S TAKEOUT DOUBLE		Lightner DBL					
		Support DBL THRU 2M			PSYCHICS: Rare		
New suit: 1-level= F1, 2-level=F;1M-(DBL)-TRF under 2M;							
Raise=PRE; Jump shift=NAT PRE; RDBL=PEN							

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP UNBAL or 17+ BAL	1♦=0-7HCP; 1M/2m=8+HCP, 5+; 1NT=8-13/16+HCP BAL; 2♠=14-15HCP BAL; 2♥/2NT/3♣/3♦=8+HCP, 4441♠/♣/♦/♥	1♣-1♦; 1NT=17-19HCP, 2NT=22-24HCP, BAL Note 1-7	
1♦		1	3♠	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, INV, 2m=5+m, F1: 2♥=M's55,WK: 2♠=♦ Fit.,GF 3NT=to play; 3♣=suit,inv,3x=suit ,WK	2-way checkback; Note 8-14	
1♥		5	4♥	11-15HCP, 5+♥	1NT=5-12HCP, NF; 1♥-2m=FG except rebid 3m; 2♠=GF4♥+, 2NT=BAL, FG; 3♣=3♥inv 3♦=10-12HCP 4+♥ INV; 3♥=4-9HCP 4♥+; 3♠4♠/4♦=SPL 13+, 4+♥; 4♠/5m=Exclusive RKCB vs ♥; 4NT=RKCB vs ♥	1♥-1♠; 1NT-?: 2-way checkback; 1♥-1♠; 2NT=6♥3♠, Max 1♥-1NT; 2♣=Could be 2-cards	Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠	3♥=112HCP, 4♠+GF 4x=SPL, 13+HCP; Others= same as 1♥ opening		
1NT			4♥	14-16HCP, BAL, 5M/6m OK, SPL H OK	2♣=STANY; 2♦/2♥/2NT/3♣=TRF; 2♠=Ask range; 3♦=m-SPL, FG; 3M=M-SPL, FG; 4♣=Gerber; 4♦/4♥=TRF; 4♠=m's;	Note 15-19	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay; 2M=NAT NF; 2NT=PUP 3♣; 3♣=pup to 3♦ 3♦/3M=NAT, INV; 3NT=to play; 4♦=RKCB vs ♣	Note 20-22	
2♦	*	0		WK 2M,	2NT=Relay; 3m=Nat F1; 2♥/3M/4♥=P/C; 2♠=INV vs ♥; 4♣=TRF M; 4♦=Bid M; 4♠=NAT, to play	2♦-(2M)-DBL=P/C; 2♦-(3m)-DBL=PEN Note 23	
2♥		4		11-15HCP, 4414OR 4405	2NT=Relay;	Note 24	
2♠		5		5+♠ + 4+m, WK	2NT=Relay; 3m/4m/5♣=P/C; 3♥=NAT, NF; 4♥=To play	Note 25	
2NT	*			20-21HCP, BAL	3♣=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♣=Gerber; 4♠=55+ m's		
3m		6		PRE	3x=F1; 4♣=RKCB(3♣-4♦=RKCB); 4M=To play	HIGH LEVEL BIDDING	
3M		6	PRE	4♣=RKCB; 3♥-4♠=To play			
3NT	*			Gambling (7-8 solid m, no A in side suit)	4♠5♣=P/C, 4♦=Ask SPI; 4M=to play; Note 26	RKCB 14/03; Blackwood 14/03; Cue;	
4m	*	7		PRE	4M=To play; New suit=CUE; 4NT=RKCB	D0PI; DOPE;	
4M				Suit to play	4NT=RKCB; 5X=CUE		
4NT				Asking special A	5♣=no A or ♠A; 5♦=♦A; 5♥=♥A; 5♠=♠A		