


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<div> <div>WBFC Convention Card 2.19</div>  </div>
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Aggressive 1-level (good 4 ok); sound 2-level; New suit = F1;		Lead	In Partner's Suit		Category:
New suit JUMP = weak at 2/3-level (but FIT by PH at 3-level), SPL at 4m	Suit	top all seqs, 4th, 2nd from 3+x	low from 3+x if no raise; high if raise		
Jump RAISE=PRE	NT	as above	as above		Country:
CUE: simple=RAISE, jump=4 card raise EXCEPT cue of RHO suit can be NAT	Subseq	same, maybe 1st from 3+x	same		Australia
Free 2NT sometimes a raise by advancer; Other 2NT often 2 places to play	Other:	Overlead hole for UB or CT vs NT			Event:
Reopening: sound at 1-level otherwise same	A asks for ATT, K asks for CT			Players:	Ben Thompson - Bill Jacobs
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-18 in 2nd & 4th live (system on), 11-14 reopening (system on)	Lead	Vs. Suit	Vs. NT		GENERAL APPROACH AND STYLE
TFER to their M = INV+, short M, 44+m, 3-4OM (INV if 4M)	Ace	AK(+), A(+)	same as vs Suit		1-suit is sound & forcing with no upper limit (nat except 1♣) (like Fantunes)
	King	AK(+), KQ(+), AKJ10(+), K(x)	same as vs Suit		1♣ = 14+ with (4)5+♣, or 15+ BAL; 1♦ = 14+ with (4)5+♦
	Queen	(A)QJ(+), Q(x)	(A)QJ(+), (A)KQ109(+), Q(x)		1♥/♠ = 5+M, 11+ with other M and 14+ without other M
	Jack	(A/K)J10(+), J(x)	(A/K)J10(+), (K)QJ98(+), J(x)		2-suit = (9)10-13 with 5+ suit (not 54 majors, not 5422/5332 in 1st/2nd)
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(K/Q)109(+), 10(x) (rare: 10xx+)	same as vs Suit		2-suit openings can be light in 3rd/4th (less likely in 4th), and can be 5422/5332
1-Suit: PRE; 2NT=55+ in 2 lowest unbid suits (medium strength less likely)	9	9(x), 987+ (rare: 9xx+)	same as vs Suit		Our point ranges are different from Standard but our bidding is often natural
2-Suit: Intermediate	Hi-x	Sx, xSx(+), S (rare: Sxx+)	same as vs Suit		1NT Openings: (11)12-14, may be 5332, 5422 (not 54M), 4441 (12-13)
	Lo-x	HxS, HxxS(+), S	same as vs Suit		2 OVER 1 Responses: Nat INV+ or GF except 2♣ is INV+ NAT or ART
Reopen: jump 2NT=18-20 (2NT system on); jump suit = Intermediate	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	1 level openings are sound with no upper limit (and force a response)
(1M)-2M=55 OM+m; (1m)-2m=55 ♥+♠ if 1m has 3+m, else NAT	Suit: 1st	Hi=Odd / DISCG	Hi = Odd	Hi = DISCG	transfer responses to 1♣ (1♦=♥, 1♥=♠, 1♠=no major, all 0-11)
(1X)-P-(P)-2X=55, any 2 of other 3 suits, intermediate+ (then 2NT ask)	2nd	S/P with pip choice	S/P with pip choice	Hi = Odd	All 1-level responses are 0-11 or 0-9 except 1♣-1NT (10+ bal)
Jump cue at 3 level = ask for stopper	3rd			S/P with pip choice	1NT opening has more shapes than usual
	NT: 1st		U/D SMITH		
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd				
2♣=♥+another; 2♦=♠+another 54+ (show longer/better with both M) THEN	3rd				
step = weak, <3 of anchor; 2NT = ask for other suit (rebid anchor=6M & 4OM;	Signals (including Trumps): Hi trump = Odd in dummy's longest suit				
3NT=55M); 3 of anchor = INV (4+support)	Judge CT or ATT on partner's lead (except A/K)				
2NT = minors					
new suit >2 anchor = NAT, F	DOUBLES				
	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	May be light with classic shape in 2nd, esp opp PH;				
T/O DBL THRU 4♠; LEB after (WK2x)-DBL-(P)- and multi equivalent	Main shape objective is 3+ in each other suit;				
CUE (of anchor) = MICHAELS; JUMPS = Intermediate	(1m)-X-(P)-2m is constructive, 44+M or FG, else CUE by unpassed hand is FG;			Judgment overrides points	
Leaping & non-leaping Michaels	Over RDBL: P=Neutral, bid=5+ or good 4			SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			if we are FG, all passes are F; if we are INV+, pass is F below 3 of our	
Over 1♣/2♣: X=♥+another, 1♦=♠+another 44+; 1/2NT=minors	NEG DBL THRU 4♠; RESP DBL THRU 4♠;			lowest suit; after 1X-(X)-XX pass is F through 2NT	
After 2♦ and 1/2♣-P-1/2♦- X=♠+another, 1/2NT=minors	1♣-(1♦)-X = 4-5♥, may be 44M; -1♥ = 4-5♠; -1♠=no major; 2♦/♥=6+♥/♠				
when 2nd suit unknown, next NT = ask for 2nd suit	similar transfer/X structure after 1♣-(1X) but not other openings			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
after simple overcall, 1NT = good raise	XX=no primary support, subsequent PEN X (7+ after 1X, else 10+)			We usually have an ART positive bid available on the 2nd round of bidding	
OVER OPPONENTS' TAKE OUT DOUBLE	PODI/PORI (after asking bids with step responses)			Less common shapes may not relay out, or relay out conveniently, so we	
XX=no primary support (F thru 2NT), 7+ after 1X, else 10+;	X by opener often 18+			show something close (eg often describe 7321 as 6331)	
all subsequent DBL are PEN; pull XX normally MIN with extra shape				Psychics: rare	
2/3NT=raise					

OPENING BID DESCRIPTIONS	
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Opening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	2 (if BAL)	4♠	14+ 4+♣ or 15+ BAL (not 21-23)	1♦/♥=0-11 4+♥/♠; 1♠=0-11 no 4M; 1NT=10+ BAL;	Accept t'fer with support or 24+ BAL; 1♣-1NT-2♣=BAL	2X changes to INV(+)
1♣				5♦332 and any 24+ BAL ok	2X=GF 5+X; 2NT=GF 5M332; 3X=10-14 & 5-5	1♣-1♠-2M=18+ art	
1♦	No	(4)5	4♠	14+, 5+♦ or 444-1black	1♥/♠=0-9 nat; 1NT=0-9 no M; 2♣=10+ ♣ or bal;	1♦-1M-2♣=14-17 nat; 1♦-1M-1NT=18+ any shape	2♣/♥/♠ changes to INV; 3X changes to FSJ
1♦					2♦=6-9 raise; 2M=10+ nat not 5332; 2NT=GF 5M332	1♦-1NT-2♣=14-17 6+♦ or 18+ not GF	
1♥	No	5	4♠	5+♥, 11+ with ♠ / 14+ without ♠	1♠=0-9 nat; 1NT=0-9 <4♠; 2♣=10+ ♣ or bal, or 7-9 3♥	1♥-1♠/NT-2♣=14-17 6+♥ or 18+ unbal (not GF)	2♠ changes to INV; 3X changes to FSJ
1♥					2♦=GF; 2♥=3-6; 2♠=GF 5+♠; 2NT=INV+ 4+♥; 3♥=0-5	After 1♥-2♣: 2♦=♠, 2♠=♦	
1♠	No	5	4♠	5+♠, 11+ with ♥ / 14+ without ♥	Like after 1♥; For both, 3X=10-14 5-5	Like after 1♥	2♥ changes to INV; 3X changes to FSJ
1NT	No	-	4♠	12-14 bal or semibal, 5M ok	2♣=stayman; 2♦=♥ or 4M5m31/55m gf; 2♥-NT=♠/♣/♦	inv+ next after stayman	
1NT				5422 (not 54M), 4441 (12-13) ok	3♣=5X ask; 3♦=44(41)/56xx gf; 3M=31M 54m spl		
2♣	No	5	4♠	10-13, not 5422/5332 1st/2nd	2♦=inv+ ask; 2M=constructive; 3/4♣=PRE	2♣-2♦-2♥/♠=3-4♥/♠	2♦=const; 2NT/3♣=nat inv
2♣				can be weaker/bal in 3rd/4th	2NT=weak ♣ or 5M/55M GF; 3X=INV 6+X		
2♦	No	5	4♠	10-13, not 5422/5332 1st/2nd	2♥=inv+ ask; 2♠=54+M inv; else=like after 2♣	After 2♦-2♥: 2♠=<2♥, 2NT=2+ ♥&♠, else with <2♠	2♥/♠=constructive; 2NT/3♦=nat inv
2♥	No	5	4♠	10-13, not 5422/5332/4♠ 1st/2nd	2♠/NT=inv+ ask/5+♠; 3♣/♦=♦/♠; 3♥=pre; 3♠=SPL	mostly nat after 2♥-2NT/3m	2♠=const; 2NT/3♥=nat inv
2♠	No	5	4♠	10-13, not 5422/5332/4♥ 1st/2nd	2NT=inv+ ask; 3♣/♦/♥=inv+ ♦/♥/♠	mostly nat after 2♠-3♣/♦/♥	2NT/3X=nat inv
2NT	No	-	4♠	21-23 bal	3♣=muppet; 3♦/♥=trf ♥/♠; 4♣=ctrl ask; 4♦/♥=♥/♠	After 2NT-3♣: 3♦=1/2 4M, 3♥=no 4M; 3♠=5♠; 3NT=5♥	
2NT					3♠=to play 3NT or 55m or slam try 6m; 4♠/NT=rkc ♣/♦		
3♣	No	6	-	PRE, 6 rare vul	3♦=art slam try (raise)		3♦=nat
3♦	No	6	-	PRE, 6 rare vul	4♣=art slam try (raise)		4♣=nat
3♥	No	6	-	PRE, 6 rare vul	4♣=art slam try (raise)		4♣=nat
3♠	No	6	-	PRE, 6 rare vul	4♣=art slam try (raise)		4♣=nat
3NT	Yes	-	-	Any solid suit, up to a K outside	4♣=P/C; 4♦=ask for cue		
4♣	No	7	-	PRE	4♦=rkc; 4M/5m=contract		
4♦	No	7	-	PRE			
4♥	No	7	-	PRE			
4♠	No	7	-	PRE			
4NT	Yes	-	-	Specific ace ask	5♣=no ace; 5NT=2 aces; else bid A		
5NT	Yes	-	-	Minor grand slam try	6♣=no minor suit K; 7♣=have a minor suit K		

HIGH LEVEL BIDDING

Cue 1st & 2nd round ctrl; 0314 rkcb; some exclusion rkcb; 5NT often pick a slam

3NT non-serious slam try when major agreed

Kickback (0314), usually needs suit agreed

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