




DEFENSIVE & COMP BIDDING		LEADS AND SIGNALS					
OVERCALLS (Style; Responses; 1/2 Level; Reopen)	OPENING LEADS STYLE			WBF and SBF Convention Card			
(0)6-16 aggressive at 1-level		Lead	In Partner's Suit				
Responses: new suit NF	Suit	3/5	3/5				
2NT = Nat inv	NT	3/5	3/5				
Cuebid = Good raise or GF	Subsequent	3/5	3/5	Category:	Green		
Jump cue = about 8+ 4+ supp		3/5		NCBO:	Sweden		
Sound on 2-level 5+suit	Other :	K asks for count vs NT and against 5-level and higher		Event:			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopen)	LEADS			SYSTEM SUMMARY			
15-18 sys on	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
4 th live 15-18 sys on	Ace	AKQ+ AKx+ Ax	Asks for attitude	Generally sound openings			
Reopen: 11-14 sys on or 11-16 sys off	King	KQJ+ KQT+ KQ+ AK	Asks for count	1♣ = 11+ 3+			
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJT+ QJ9+ QJ+	KQ+ QJ+ Qx, AQJ+	1♦ = 11+ 3+			
2M = 4M, (5)6+m, 11-16, (1♣)-2♦ = M's (1♣)-3♣ = ♠ + ♦ (1M) - 3♣ = 5/5 oM+♦, (1♥)-3♦ = Nat, about 8 tricks, 1♠-(3♥) = same as (1♥)-3♦, (1♠)-3♦ = 6♦, 4♥, 11-16	Jack	JT9+ JT+ Jx, HJ10+	JT9+ JT+ Jx, HJ10+	1M = 11+ 5+M			
	10	H109+ Tx	H109+ T9+	1NT = 15-17bal			
2NT = 5-5 two lowest unbid	9	9x, HH9x (x possible)	9x, HH9x (x possible)	2♣ = FG or 20-21bal			
Reopen: System on except 2NT 19-21 bal sys on	Hi-x	Xx	Xx, (Xxx+) is possible	2♦ = Weak M, FG with 5+♦ or 25+NT			
DIRECT AND JUMP CUE BIDS (Style; Responses)	Lo-x	xxX xxXx xxxX	xxX, xxXx, xxxX	2M = 10-13 6-c suit			
(1M) - 2M = 5-5 oM+♣, (2M) - 3M = ♣+♦	SIGNALS IN ORDER OF PRIORITY			2NT = 22-24			
(1m) - 2m = 5-5 M's, (1m neb) - 2m = nat		Partner's Lead	Declarers lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)	Suit+NT 1 st	Low = enc	Low = even	Low = enc	2♦ = Weak M, FG with 5+♦ or 25+NT		
Dbl = strength; 2♣ = MM; 2♦ = weak M, 2M = Nat	2 nd	Low = even	S/P	Low = even			
By PH: dbl = ♠+any suit; 2m = m+♥; 2M = nat	3 rd	S/P		S/P	SPECIAL, ARTIFICIAL AND DOUBLES/REDOUBLES		
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)					Support dbl and rdbl		
Dbl = T/O; (2/3M) - 4m = 5-5 m+oM (3m) - 4m = 5-5 M					Rdbl is usually strength		
2♦ multi: dbl = 13-15 bal/17+; 2NT = 16-19; 4m = 5-5 m+♥	DOUBLES	SIGNALS:	UDCA				
VS. ARTIFICIAL STRONG OPENINGS	TAKE-OUT DOUBLES (Style; Responses; Reopening)			FORCING PASS			
Vs strong 1♣: dbl = M's 1X = Nat, 1NT = m's	May be light with good distribution			In game force situations			
Vs strong 2♣/♦: dbl = M's; 2X = nat; 2NT = any two-suits	Dbl is almost always take-out			After we rdbl for strength to a certain level			
OVER OPPONENTS' TAKE-OUT DOUBLE				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
New suit on 2-level is F1, TRF after 1M/2M - (dbl)				Psychics: Rare, may choose to show single A/K as no single			

