


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			<b>WBF Convention Card</b> 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
OVERCALL AT 1 LEVEL 7/17 HCP		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker:
OVERCALL AT 2 LEVEL 11/17 HCP	Suit	3rd/5th	3rd/5th or attitude after raise		
AGGRESSIVE WEAK JUMP AT 2/3/4 LEVEL	NT	Attitude	3rd/5th or attitude after raise		Country: <b>WORLD</b>
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	2 <sup>nd</sup> /4 <sup>th</sup> thru dec, 3 <sup>rd</sup> , 5 <sup>th</sup> thru dummy			Event: <b>Wrang-Palma</b>
1♠ 3+ cards → 2♣ ♦+♠, 2♦ both majors 55	Other:				Players:
1♦ 3+ cards → 2♦ majors 55, 3♣=♠+♠ 3♦=♠+♠ stronger					
1♦ 0/2+ cards → 2♦ nat 6+ cards, 2♥= both majors 3+=both majors stronger					
	LEADS			SYSTEM SUMMARY	
	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	A, AKxx, Ax(x)	AKx(x), AKJx, AKQx		<b>5 cards major</b>
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	King	AK, Kx, KQ(x), KQJ	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x		1♣ opening 2+ can be 5♦32
2nd = 15/18 bal → system on	Queen	Q, Qx, QJx, QJ10(x)	Q, Qx, QJx, QJ10(x)		Transfer responses over 1♣
4th = 15/18 bal → system on	Jack	J, Jx, KJ10(x), J10(x), J109(x)	J, Jx, KJ10(x), J10(x), J109(x)		1♦ always unbalanced
Reopening 1NT = 11/14 → system on	10	10, 10x, Q109(x), K109(x)	10, 10x, Q109(x), K109(x)		1NT 15/17 can have 5 major or 6 minor
	9	9, 9x,	9, 9x.9xx		
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	count "even"	attitude		2 OVER 1 Response F1 10+ HCP
1-Suit: WEAK	Lo-x	count "odd"	attitude		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2-Suit: ghestem CUE BID	SIGNALS IN ORDER OF PRIORITY			OPENING BID	
		Partner's Lead	Declarer's Lead	Discarding	2♦ MULTI = weak with 1 Major 3-9 hcp
JUMP CUE BIDS	Suit: 1st	UDCA	UDCA	UDCA	2♥/♠ = 10/13 with 6 cards
JUMP CUE BID = 7+♣ o ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd				3NT = running major
	Suit: 3rd				4♣/♦ = very weak preemptive
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st				
DBL = PENALTY (15+ / 14+over weak NT)	NT: 2nd				RESPONSES
2♣ = Landy 4+4+ majors, 2♦ = multi 6+ ♥/♠ weak	NT: 3rd				Transfer responses over 1♣
2♥/♠ = constructive		Signals (including Trumps): Lavinthal			1♣ → transfer 1♦ (♥), 1♥ (♠), 1♠ (NT/♣/♦)
2NT = both minors		Std reaming count, rev smith echo			
3♣/♠ = pree					
REOPENING 4th position = same	DOUBLES				
When they are vul and we are NV= dbl points	TAKEOUT DOUBLES(Style;Responses;Reopening)			SPECIAL FORCING PASS SEQUENCES	
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	STANDARD TAKE OUT DOUBLE			in the competitive bidding, when the opponents bid at 5 level and we are forced:	
DBL = Take Out, 3NT = nat to play	REOPENING DOUBLE 8+				
2 or 3♥/♠ → 4♣/4♦ = 5+cards + 5Other M	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY NOT WITH MAJOR SUPPORT)				
3♣/3♦ → 4♣ = 5+cards Other minor + 5M, 4♦ = 55 majors					
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
DBL = both majors, other like over 1NT	1♣ → 1♦ OVERCALL → DBL = 4+♥				
OVER OPPONENTS' TAKE OUT DOUBLE	1♣ → 1♥ OVERCALL → DBL = 4/5♣			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
RDBL = 10+ any distribution, usually not with major support				ghestem TWO SUITER	
New suit at level = TRANSFER RESPONSES over 1♣ and 1M	Double from opener is always showing strength			AGGRESSIVE WEAK JUMP	
1♣/♦ → DBL → jump suit al level 2 weak, passed hand fit show					
1♣/♦ → DBL → Passed hand 2♥ weak 55Majors				Psychics: POSSIBLE	