

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS			WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE			Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
OVERCALL AT 1 LEVEL 7/17 HCP		Lead	in Partner's Suit		Country: <b>WORLD</b> Event: <b>TEAM VENTIN</b> Players:
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		
MICHAEL'S CUE BID 1M→2M other M+minor	Subseq	Natural Under Honor, Att			
1♠ 0/2+ cards → 2♠ nat 6+ cards, 2♦ both majors 55	Other:				
1♠ 3+ cards → 2♠ both majors, 2♦ nat weak jump				SYSTEM SUMMARY	
1♦ 3+ cards → 2♦ majors 55				GENERAL APPROACH AND STYLE	
1♦ 0/2+ cards → 2♦ nat 6+ cards				5 cards major	
REOPENING= LIKE 2th position (less 3/4 p.o.) jump 2NT = 18/20 bil				1♣ opening 2+ may have 5♦332	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)				Responses transfer over 1♣	
2nd = 15/18 bil → system development	Lead	Vs.Suit	Vs. NT		1♦ opening unbalanced
4th = 15/18 bil → system development	Ace	A, AK, Ax(x)	AKx(x), AKJx, AKQx		1NT 15/17 may have with 5 major or 6 minor
Reopening 1NT = 11/14 → system development	King	AKx(x), Kx, ask for count	AKQ10, AKJ10, KQJ10(9), KQ109, KQ10x, ask for count		2 OVER 1 Response F1 10+ HCP
	Queen	Q, Qx, KQ(x), KQJ	KQ(x), KQJ(x),		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
	Jack	J, Jx, QJx, QJ10(x), KJ10(x)	J, Jx, QJx, QJ10(x), KJ10(x), AJ109(x)		OPENING BID
	10	10, 10x, J10(x), J109(x)	10, 10x, J10(x), J109(x)		2♦ MULTI = a) weak with 1 Major 3/8 HCP, b) nv vs v weak constructive(7-11)
	9	9, 9x, 109(x), Q109(x), K109(x)	109(x), Q109(x), K109(x), A109(x)		2♥/♠ = a) 9/12 with 6 cards, b)nv vs v 5♥/♠ (3-10)
JUMP OVERCALLS(Style; Responses; Unusual NT)	Hi-x	count "even"	attitude		3NT = preemptive in 1 minor 8 cards (promise A o K)
1-Suit: WEAK	Lo-x	count "odd"	attitude		4♣/♦ = very weak preemptive
2-Suit: MICHAEL'S CUE BID	SIGNALS IN ORDER OF PRIORITY			RESPONSES	
		Partner's Lead	Declarer's Lead	Discarding	Responses transfers over 1♣
JUMP CUE BIDS	Suit: 1st	attitude	std count	High encourage	1♣ → transfers 1♦ (♥), 1♥ (♠), 1♠ (NT/♣/♦)
JUMP CUE BID = 7+♣ o ♦ AKQ(J)10xxx ask stop for 3NT	Suit: 2nd	High encourage	lavinthal	std count	
	Suit: 3rd	lavinthal		lavinthal	
OVERCALL VS. NT(vs. Strong/Weak; Reopening;)	NT: 1st	attitude	std count	High encourage	
DBL = PENALTY (same strength or more)	NT: 2nd	high encourage	lavinthal	std count	
2♣ = Landy 4+4+ majors, 2♦ = multi 6+ ♥/♠	NT: 3rd	lavinthal		lavinthal	
2♥/♠ = 5+ cards+ minor,	Signals (including Trumps):			lavinthal	
2NT = both minors (vs weak NT 4♣ + long minor)	DOUBLES				
3♣/♦ = pree ( vs weak NT 4♥ + long minor)	TAKEOUT DOUBLES(Style;Responses;Reopening)				SPECIAL FORCING PASS SEQUENCES
REOPENING 4th position = same	STANDARD TAKE OUT DOUBLE				in the competitive bidding, when the opponents compete to 5 level and we have more strength:
Passed hand: dbl=1m or both majors, 2♣=♣+M, 2♦=♦+M, 2♥/♠ = 5+ cards	REOPENING DOUBLE 8+				DBL = i would bid 5, but you decide
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)	REDOUBLE = 10+ ANY DISTRIBUTION (USUALLY without SUPPORT)				Bid 5 = we make it
DBL = Take Out, 3NT = nat to play	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				Pass = Forcing, partner should double and we Pass=min penalty or remove with Slam interest
2 or 3♥/♠ → 4♠/4♦ = 5+cards + 5Other M	1♣ → 1♦ OVERCALL → DBL = 4+♥				
3♣/3♦ → 4♣ = 5+cards Other minor + 5M, 4♦ = 55 majors	1♣/♦ → 1♥ OVERCALL → DBL = 4/5♠				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
VS. ARTIFICIAL STRONG OPENINGS	1♣/♦ → 1♠ OVERCALL → DBL = 4/5♥				TWO SUITERS MICHAEL'S
DBL = both majors, other like over 1NT					AGGRESSIVE WEAK JUMP
OVER OPPONENTS' TAKE OUT DOUBLE					
RDBL = 10+ any distribution, usually not with major support					Psychics: POSSIBLE
New suit at level = TRANSFER RESPONSES over 1♣ and 1M					
1♣/♦ → DBL → jump suit al level 2 weak, passed hand fit show					
1♣/♦ → DBL → Passed hand 2♥ weak 55Majors					