

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBFC Convention Card	
<b>OVERCALL (Style; Responses; 1/2level; Reopening)</b>		<b>OPENING LEADS STYLE</b>			<b>CATEGORY</b>	<b>GREEN</b>
Standard overcall			<b>Lead</b>	<b>In Partner's Suit</b>	<b>NCBO</b>	<b>CBLT</b>
Responses:		<b>Suit</b>	4 <sup>th</sup> , TOP	4 <sup>TH</sup> , TOP, H	<b>EVENT</b>	<b>APBF 2013 Hong Kong</b>
Level 1 or 2 = NF, Fit Jump = Game Invitation or Drury		<b>NT</b>	4 <sup>TH</sup> ACE/UB, TOP	4 <sup>TH</sup> , TOP, H	<b>COUNTRY</b>	<b>THAILAND</b>
Jump raise = Pre-empt., Cue Bid = support G Inv. F1		<b>Subseq</b>			<b>PLAYERS</b>	<b>Vallapa-Virat</b>
Jump Cue Bid = Ask for Stopper		<b>Other:</b>	ACE vs NT asks UB			
		Top of sequence, Top or Second Top of nothing				
<b>1NT OVERCALLS (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>	
2 <sup>nd</sup> & 4 <sup>th</sup> = 15-17 HCP, Balance		<b>LEAD</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	<b>GENERAL APPROACH AND STYLE</b>	
Responses : system on unless intervene by Opp.		<b>Ace</b>	AKx(+),AQx(+),Ax(+),	AKJ10x(+), Ax, Axx		
Opp. X same response as Take Out Double		<b>King</b>	AK,KQx(+),	AK,AKx,KQ(+), AKJx(+)	Two over one Game Force	
Of 1NT by Opp below		<b>Queen</b>	QJ, QJ(+),	QJ,QJ10(+),AQJ(+)	1NT opening 15-17 HCP may have 5 cards M 6 cards m	
		<b>Jack</b>	J10,J10(+),KJ10x(+)	J10,J10x, HJ10x(+)	2C= 22+HCP any distribution or game in hand	
<b>JUMP OVERCALL (Style; Responses; Unusual NT)</b>		<b>10</b>	109,10x(+),K/Q109x(+)	10x,109x,H109(+)	2D= Multi, 2H/2S = 2 suits weak	
Weak Jump Overcall normally apply Rule of 2 and 3		<b>Hi-x</b>	xx,xxxx(+)	xx,xxx(+)	3NT=Gambling	
		<b>Lo-x</b>	K/Q/J/10xx(+),xxxx(+)	A/K/Q/J/10xx(+),xxxx(+)	1H/1S -> 1NT = Forcing for one round	
		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>	
<b>DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)</b>			<b>Partner's Lead</b>	<b>Declarer's lead</b>	<b>Discarding</b>	
Direct Cue Bid = Michaels Cue Bid		<b>Suit 1st</b>	ATT	ATT	HI = ENCG	Lebensohl after
1C/1D – 2C/2D= Two majors ,2NT = another m + one M		<b>2nd</b>	CT	CT	LOW=DIS	1NT opening & Opp. Interfere
1H/1S – 2H/2S = another M + one m		<b>3rd</b>	SP		SP	Weak two opening by Opp.
1H/1S – 2NT = Two minors		<b>NT 1st<sup>t</sup></b>	ATT	ATT	SP	Opener reverse
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>		<b>2nd</b>	CT	CT	CT	VS Unusual, Michael [1], Multi[2]
Cappelletti		<b>3rd</b>	SP	SP		4 <sup>th</sup> Suit Fat least 1 round, 2 ways checkback. Drury
Double = strong, penalty		<b>Signals (including Trumps):</b>			<b>Encrg./Disc.</b>	Bergen Raise
2C = one suit hand 2D = H + S at least 9 cards		Hi-Lo show 3 trumps w ability to ruff				Jacoby 2NT, Cue-bid
2H = H + minor 2S = S + minor		Lavinthal discard on NT & SMITH ECHO				
2NT = C + D		<b>DOUBLES</b>				After Opp. Overcalls M Opening with another M
		<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				Cue-bid = 3+ cards support, same M = 7-9, other = transfer
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)</b>		Up to 4H, Standard take out or strong				
Double = Optional (normally T/O)		Responses : Natural, Lebensohl				If m Opening : Cue-bid/New suit = F for at least 1 round
Cue-bid/Jump = Strong						.
2NT = 15-17 HCP, 3NT = To play						<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>VS. ARTIFICIAL STRONG OPENINGS</b>		<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES</b>				DOPI, ROPI
Double = Show that suit bids		Negative Double = 8+ HCP				
Natural overcall		Free Bid = 5+cards, forcing for at least 1 round				
		VS Unusual, Multi, Michael				<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>						We do not pass when unclear
1NT : xx = transfer to 2C (Res. Bids 2D=D5+, 2H=H5+, 2S=S5+						Double when Opp cue bid our suit = Don't have to lead this suit
2C=C4+unknown suit, 2D=D4+M, 2H=both M,						Pass when Opp cue bid our suit = PI lead my suit
1M : xx= 10+HCP, Transfer response, Raise=Pre-empt, System on						<b>PSYCHICS: SELDOM</b>
1m : xx transfer to next suit, all suits bid = transfer						
<b>OPENING BID DESCRIPTIONS</b>						

Opening	Check If Official	Min. No. of Card	Neg Dbl Thru	BIDDING			
				DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1C		3	3S	11-20 HCP Natural	1D= Relay, 1H/1S 5+HCP 4+cards suit 1NT 7-10 HCP No Major 2C inverted minor 11+ at least 5 cards 2D 6+ cards NF, 2H H5+D5 7-10, 2S S5+D5 7-10 2NT Bal. 11-12 HCP, 3NT 13-14 HCP 3C Pre-empt. 4C RKC. (after cue bid 4NT = RKC) Next step ask for QC, 5D = K asking, (5NT Grand Slam Interest)	Two ways check back (2C = NF, 2D = GF) 2H=Relay, Other show stopper After 2NT -> 3C= sign off 4D=0/3 4H=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1D		3	3S	11-20 HCP Natural	Same as 1C opening 2H S5 + H4 7-10, 2S S6 + H4 7-10 4D RKC (after cue bid 4NT = RKC) 5C = K asking (5NT Grand Slam Interest)	4H=0/3 4S=1/4 4NT=2 w/o Q 5C=2 w Q Bid specific K, 5NT with 2 K	
1H		5	3S	11-20 HCP Natural	1S 4+HCP 4 cards suit 1NT 6+ HCP 1RF 2C/2D GF 4+cards suit, 2H 5-9 HCP with support 2S H 4+ sup. GF balanced 2NT balanced 13-16 3C 4+ sup. 7-10 HCP/ 3D 4+sup. 11-12 HCP 3H 0-6 HCP 4+cards support 3S,4C,4D splinter 4H To play 4NT RKC	2C = F1 at least 2 cards 2NT = Relay asking for opener short suit New suit level 3=short suit, level 4= suit Start Cue bid if no honor in partner's short suit 5C=0/3 5D=1/4 5H=2 w/o Q 5S=2 w Q	
1S		5	3S	11-20 HCP Natural	Same as 1H Opening	3C = S 4+ bal. GF, 3D & 3H = Bergen Raise	
1NT				15-17 HCP Bal. May have 6 cards minor Or 5 cards Major suit	2C NF Stayman, 2H Transfer 2D Transfer or 4441 any suit 2S weak 1or 2 minor or strong in 2 minor 2NT 6+ card minor 11+ GF 3C C6+ any other 4 card 9+ 3D D6+ any other 4 card 9+ 3H/3S GF short in suit bid 2 suits minor 5/4 or 4/5 3NT To play , 4D/4H texas transfer 4C Gerber, 4NT Quantitative,	With Max and 4+ cards support bid show value	
2C	/	0	3S	22+HCP or Game in hand	2D 0-1 control, 2H 2 control, 2S 3+ control 2NT solid 1 suit any 6+ cards 3C/3D/3H/3S semi-solid 1 suit with 1 loser	Ace = 2 control, K = 1 control Rebid 2NT 22-23 HCP Bal ->3C= Romex	
2D	/	0	3S	Weak a major or 24-25 HCP balance	2NT F1 ask suit 2H = pass or correct 2S = pass or correct 2NT = 24-25 HCP balance (response 3C Romex)	3C= Min pre-emptive in heart suit 3D= Min pre-emptive in spade suit 3H= Max pre-emptive in heart suit 3S= Max pre-emptive in spade suit	
2H		5-5		Heart and other suit 5-5	2S = pass or correct ,2NT= F1 ask for other suit	3S=Ask for short suit	(H+S range 5-8 hcp)
2S		5-5		Spade and other suit 5-5	2NT = F1 ask for minor suit ,3C =pass or correct	3H=Ask for short suit	(S+H range 9-10 hcp)
2NT				20-21 HCP Balanced	3C = Romex 3D/3H = transfer	3D response = no major or have S4	
3C/3D		6		Pre-emptive	New Suit Forcing		
3H/3S				Rule of 2 and 3	Bid Game – To play		
3NT				Gambling – solid any suit			
4C/4D		0		Namyats (8 or 8 1/2 tricks in H/S)	Next suit = ask control	Cue bid control, otherwise sign off	
4H/4S		6		Pre-emptive	New Suit Forcing		

