


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS				<div>WORLD BRIDGE FEDERATION</div> <div>CONVENTION</div> <div>♠♥♦♣</div> <div>CARD</div> <div></div>
OVERCALLS[STYLE;RESPONSES;1/2LEVEL;REOPENING]	OPENING LEADS STYLE				
		LEAD	IN PARTNER'S SUIT		
	SUIT	3rd/5th	3rd/5th		
1-level: 4+cards, 6+HCP; 2-level: 5+ cards; 10+HCP;	NT	4th	4th		
RESP: New suit=F1 after 2/1 overcall; Jump shift=NAT, INV;	SUBSEQ	Same as above	Same as above		
Jump raise=PRE;	OTHERS: vs NT: K ask UB/CT; A ask ATT;				
	LEADS				
INT OVERCALL(2 <sup>ND</sup> /4 <sup>TH</sup> LIVE;RESPONSES;REOPENING)	LEAD	VS. SUIT	VS. NT		
	A	AKx (+); Ax (+)	AK (+)		
	K	KQ (+); AK	AKJ10 (+); KQ109(+);		
2nd/4th LIVE: good 15-18 HCP; RESP: system on;	Q	QJ (+); Qx	QJ (+); KQ (+);		
Reopening: good 11-15HCP; RESP: system on	J	HJ10 (+); J10 (+); Jx	HJ10 (+); J10 (+); Jx		
JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)	10	H109(+); 109 (+); 10x	H109(+); 109 (+); 10x		
	9	9x; 9xx	H98x; 9xx; 9x		
	HI-x	Sx; xxS; xxSx; xxxS	Sx; Sxx; xSxS; xSxSx (+)		
1-suit: WK, 5+cards	LO-x	HxS; HxSx; HxxxS (+);	HxS; HxxS(+)		
2-suits: Unbid lower 2-suits	SIGNALS IN ORDER OF PRIORITY				
Reopening 2NT=18-20HCP, BAL		PARTNER'S LEAD	DECLARER'S	DISCARDING	
DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)	SUIT	1	HI=ENCRG	Hi/low =Even	
		2	Hi/Lo=even	S/P	
		3	S/P	Hi/low =Even	
VS. NT (VS. STRONG/WEAK; REOPENING; PH)	NT	1	HI=ENCRG	Lo/ Hi=odd	
		2	Hi/Lo=even	S/P	
		3	S/P	Lo/ Hi =odd	
vs WK 1NT: DBL=PEN; vs STR 1NT: DBL=6m+4M	SIGNALS(INCLUDING TRUMPS) vs NT/suit: Smith Signal;				
vs WK/STR 1NT: 2♣=44+ M's; 2♦=one M,inv; 2M=nat,weak;	Trumps: Hi/lo interested in ruff				
2NT=STR any 2-suits;	DOUBLES				
VS. PREEMPTS(DOUBLES; CUE-BIDS; JUMPS;NT BIDS)	TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)				
	Maybe light with Classic Shape (9+HCP)				
	SPECIAL,ARTIFICIAL & COMPETITIVE DOUBLES/ REDOUBLES				
T/O DBL THRU 4♦; vs 4M PRE: DBL=OPT; 4NT=55+ 2-suits;	SPECIAL FORCING PASS SEQUENCES				
VS. ARTIFICIAL STRONG OPENGINGS	1X-(DBL)-(REDBL)-(1/2X)- P= NF X=T/O				
	VS 2♣:DBL=ms;2D=Ms				
	RESP DBL THRU 3♠				
	Max DBL				
OVER OPPONENT'S TAKEOUT DOUBLE	Lightner DBL				
	Support DBL THRU 2M				
	New suit: 1-level= F1, 2-level=NF;1M-(DBL)-TRF under 2M;				
Raise=PRE; Jump shift=NAT PRE; RDBL=PEN	PSYCHICS: seldom( when fit found)				

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND  BIDDING
1♣	*	0	4♥	16+HCP UNBAL or 17+ BAL	1♦=0-7HCP; 1H=c;1s=d;1NT=H;2C=S.(NOTE 1) 2D=8-10/14-15HCP BAL(NOTE 2) 2H=11-13HCP OR 16 BAL(NOTE 3) 2S/2NT/3♣/3♦=8+HCP, 4441♠/♣/♦/♥ (NOTE4)	1♣-1♦;1NT=17-19HCP, 2NT=22-23HCP, BAL 1C-1D;1H=F1(NOTE 5) 1C-1D;2H/2S=PUP TO NEXT STEP(NOTE 6)	NO RANGE RELAY
1♦		1	3♠	11-13HCP if BAL, 11-15HCP if UNBAL;	1M=Nat F1; 1NT=7-11HCP; 2NT=BAL, GF, no 4M; 2m=5+m, F1; 2♥=45 M's, 9-11; 2♠=55 m's, INV+; 3NT=to play; 3x+=NAT, PRE; 3C= INV IN C	2-way Checkback; 1♦-1♥; 2s & 1D-1S;2H(NOTE 7) 1d-1M;2c-2OM(relay)	
1♥		5	4♥	11-15HCP, 5+♥	1NT=7-12HCP, nf; 1♥-2m=FG except rebid 3m; 2NT=BAL, FG; 3♣=10-12HCP 4♥supp ;2s=inv in s 3♦=7-9HCP 4+♥ SUPP; 3♥/4♥=PRE 3♠/4♠/4♦=SPL 13+, 4+♥;3NT=H FIT,NO SLAM 4♠/5m=Exclusive RKCB vs ♥; 4NT=RKCB vs ♥	1♥-1♠; 1NT-?: 2-way checkback; 4SF=FG 1♥-1♠;2NT=6♥3♠, Max 1♥-1♠;3NT=6♥4♠, MAX; 1H-1S;2D/2H-2S=ART,GF	Drury Jump shift=Fit-showing
1♠		5	4♥	11-15HCP, 5+♠	3♥=inv; 4h=to play;3NT=H spl; 4m=SPL, 13+HCP; Others=same as 1♥ opening		
1NT			4♥	14-16HCP, BAL, 5M/6m OK, SPL H OK	2♣=STAY; 2♦=GF,STAY;2M=SIGN OFF; 2NT=PUP to 3C;3C=ms;3d=Ms,INV;3M=(13)(45)or(13)(63) 4♠=Gerber; 4♦/4♥=TRF; 4♠=m's;	1NT-2NT;3C-3D=WEAK IN D; 1NT-2NT;3C-3H/3S=4441/4414 1NT-2C;2D-3M=(4441),SHORT IN OM	
2♣		5	4♥	11-15HCP, 6+♣ or 5♣+4M	2♦=Relay(NOTE8); 2M=NAT NF; 2NT/3C=PUP TO 3C/3D (NOTE 9)3♦=Ms,INV;3M=NAT, INV; 3NT=to play; 4♦=RKCB vs ♣	2C-2D;2M-2NT=GF,RELAY 2C-2D;3C-3D=GF,RELAY	
2♦	*	0		WK IN Ms, 55 IN V;54 in NV	2NT=Relay(NOTE10); 3m=NF		
2♥		5		WEAK.WHEN NV,COULD BE 5 WITH	2NT=Relay(NOTE11); 2S=NF;3m=NF		
2♠		5		ANOTHER 5-CARD m;WHEN V,6+.			
2NT	*			20-21HCP, BAL	3♣=STAY; 3♦/3♥/4♦/4♥=TRF; 3♠=54+ m's; 4♣=Gerber; 4♠=55+ m's		
3m		6		PRE	3x=F1; 3♣-4♦=Ask SPL; 4M=To play	HIGH LEVEL BIDDING	
3M		6		PRE	4♣=Fit and slamish; 3♥-4♠=To play		
3NT	*			Gambling (7-8 solid m, no A in side suit)	4♣5♣=P/C, 4♦=Ask SPI; 4M=to play; 5NT=GSF	RKCB 14/03; Blackwood 14/03; Cue; 5NT GSF; SPL	
4x	*	7		PRE	4♦=Ask ; 4M=To play; New suit=CUE; 4NT=RKCB	D0PI; DOPE; EXCLUSION RKCB	
4NT				RPE INms	5♣/♦=TO PLAY; 5♥/♠=ASKING		

(NOTE 1)

(NOTE 1)

1C - 1H/1S

1NT=RELAY

STEP 1=OTHER m

Step 2=H

Step 3=S

1C - 1H

1S/2m - STEP 1=8-10

Step 2+=transfer bid,11+

1C - 1H

1S - 1NT(8-10)

2C=RELAY, followed with transfer bid

1C - 1NT/2C

STEP 1=RELAY. Then step 1=8-10,step2+= transfer bid

STEP 2=C

STEP 3=D

STEP4=OTHER M

1C - 2C

2NT - 3C=11+.BAL OR 5H+4m. THEN 3D RELAY : 3H=4C ; 3S=4D. 3NT=BAL.

3D=H RAISE OR 8-10 5H+4D. 3H RELAY : (3S=5D/3NT=4D.OTHER=H RAISE)

3H=6+S

3S=BAL, 8-10

3NT=4C, 8-10

4C/4D=SPL

4H=3H+6 GOOD S,MIN

4S= 7S(SEMI-SOLID),MIN

(NOTE 2)

1C - 2D

2H/2S=NAT,SUPP. ASKING

2NT=RELAY

3C/3D=NAT,SUPP.ASKING

3H/3S=3-CARD & OM singleton

(NOTE3)

1C - 2H

2S=RELAY

2NT=C

3C=D

3D=H

3H=S

(NOTE 4) 1C -2S/2NT/3C/3D

STEP 1=RANGE ASKING

STEP 2+=SET TRUMP & RANGE ASKING

(NOTE 5) 1C - 1D

1H - ?

1S=ART.

1NT=5-7HCP, 4+S, NO 3H

2C/2D=5-7HCP, 6+, NO 3H

2H=5-7HCP, 3H

1C - 1D

1H - 1S

1NT=5H+4X

2C/2D=5C/5D+4+H

2H=6H

2S=ART. GAME F(5+H)

2NT=24-25 OR 28+, BAL

3C/3D/3H=NAT, INV

1C -1D

1H -1S

2S -2NT(WAIT)

3C/3D/3H/3S=NAT

(NOTE 6)

1C - 1D

2H PUP. TO 2S

2S

2NT=GF, 3-SUITER HAND, then 3C asking(answer:3D/3H/3S/3NT=

singleton in H/s/c/d)

3C=6C+4d

3d=6d+4c

3h=6h+4h

3s=1255

3nt=2155

(NOTE 7)

1D -1H

2S -2NT(ASK)

3C=1363

3D=6D+4S

3H=3361

3S=6D+5S

3NT=2362

1D -1S

2H -2NT(ASK)

3C=3163

3D=6D+4H

3H=6D+5H

3S=3361

3NT=3262

(NOTE 8)

2C -2D

2H/2S=4H/4S

2NT=MAX, 6C

3C=MIN, 6+C

3D=6C+4D OR 6C+SHORT D

3H/3S=6C+SHORT H/D

(NOTE 9)

2C - 2NT(PUP TO 3C)

3C - 3D/3H/3S=6+CARD GF

2C - 3C(PUP TO 3D)

3D - 3H/3S/3NT=H+D/S+D/H+D, 55+, GF

(NOTE 10)

2D - 2NT

3C=44 OR VERY BAD 54

3D=55, MIN

3H=5H+4S

3S=5S+4H

3NT=55, MAX

(NOTE 11)

(NV) 2M -2NT

3C/3D=5C/5D+5M

3M=usually 6M, could be 5M when NV VS V, min

30M=6M, MAX

(V) 2M -2NT

3C/3D=NAT, 4CARD

30M=3 CARD

3M=MIN

3NT=MAX