


DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Approx. 7-17 HCPs		Lead	in Partner's Suit		Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: United States Event: (Open/Women/Senior/Transnational) Players: Kyle Rockoff - Sarik Goyal
Could be lighter with lead direction if partner is a true passed hand.	Suit	3rd/Low	If supported, Att, otherwise 3rd/low		
	NT	Attitude (2nd w/o interest, 4th inte	Usually still Attitude, can be count on		
	Subseq	Tend to lead Att mid-hand	Tend to lead Att mid-hand		
	Other:	MUD from 3 small versus NT			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY
15-18 FOC systems on.	Lead	Vs.Suit	Vs. NT		GENERAL APPROACH AND STYLE
	Ace	Usually from AK, A att at 5-level+	A for unblock from AKJT or AQJ		We play different systems by vulnerability (and to a lesser degree, seat).
	King	Usually from KQ, K for count at 5-l	Usually top of sequence.		Vulnerable , we play a modified variant of 2/1.
	Queen	Usually just Q from QJ	Top of sequence, or unblock J		Non-Vul , we play a Swedish or Hybrid club, with canape style 1!D, 1!H, 1!S bids.
	Jack	From JT or from KJT	Top or interior sequence (e.g. KJT or J		1NT Openings: 15-17 while Vul, 12-16- when Non-Vul. May have small singleton.
JUMP OVERCALLS(Style; Responses; Unusual NT)		10	Top of doubleton or Interior sequer		More details below under "Special Bids".
1-Suit: Natural NF, quality gets worse as vulnerability gets better	9	Top of doubleton or Interior sequer		2 OVER 1 Responses:	
2-Suit: Split range Michaels/Unusual 2N (Min/Max style). Lower range f	Hi-x	Usually Doubleton		GF Vul. 1!D/1!M-2!C ART GF Non-Vul. Other 2/1 bids not usually GF while NV.	
	Lo-x	usually odd number of cards		SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening:	SIGNALS IN ORDER OF PRIORITY			Vulnerable:	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	2!D Shows a preemptive single-suiter in either major
Jump cue by advancer tends to be a mixed raise.	Suit:1st	Attitude	Count	Attitude	2!H shows a preemptive hand with both majors (5+ !hs, 4+ !ss in 1st/2nd/4th seat, 5-4 either way in 3
Jump cues in other situations tend to be stopper asking	2nd	Count		Count	2!S shows a preemptive single-suiter in either minor
direct cues tend to be lim+ support, rarely is F1R big hand with no dire	3rd	Suit Pref		Suit Pref	3!C and 3!D sshow a constructive preempt with both minors
	NT: 1st	Attitude	Count	Attitude	1N (15-17) may be opened with a small singleton if 33(61) by player judgment
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd	Count	Count	1!M show 5+ cards, imply unbalanced or semi-balanced
Woolsey/Multi-Landy in Direct Versus STR NT	3rd	Suit Pref		Suit Pref	1!C-1!D and 1!C-1!H imply 4+ cards in the major above
2!C: Majors, 2!D: 1-Major, 2M: 5M_+ 4m or better, 2N: Minors, X: 5m-	Signals (including Trumps):			Non-Vul:	1!C is ART, shows 11-13 bal with at least 1 4+ major, 4=4=(41) dead min, or 17+ (good 16s included)
In bal seat, we play DONT	Trump Suit Pref, Reverse Smith Echo. Upside Count and Attitude, Standard Current			1!D, 1!H, and 1!S openings are 4+ cards, and may contain a second suit that is as long or longer than c	
2!C: !Cs+ higher, 2!D: !Ds + Major, 2!H: Majors, 2!S: Natural, X: Singl	DOUBLES			Openings usually are 4+ cards with a 5+ side suit, or 6+ cards. Openings imply unbalanced or semi-bal	
Versus WT NT, we play Woolsey, except X is Penalty instead of 5m+4M	TAKEOUT DOUBLES(Style;Responses;Reopening)			1N opening is 12-16-, is either 12-13 bal no 4cd major, or 14-16- balanced. Can be open with small sin	
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)		Usually 12+. We can be aggressive, sometimes on 4333 shape. Nothing that fancy.			2!D: 13-16 4=4=(41) or 20-21 bal. 2M: 11-15 with 5+M, 4+ !Cs, 2N: 6+M + 4+!CS, maximal 14-16-.
Lebensohl to T/O double at 2-level				1!D-1!M and 1!H-1!S is ART and is 3+ cards in the major.	
				SPECIAL FORCING PASS SEQUENCES	
				Usually after 1X-(X)-XX, we are forced through 2N. Pass then pull is stronger when we are in a	
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
HUNT: 1M lead directional, NT at any level single-suited, Suit at any lev	After 1D/1M NV, DBL by responder doesn't necessarily promise length in the unbid				
(Suit bid and a higher).	Snapdragon Double, Support Doubles,			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Doubles tend to be negative by responder through 3!S.			Preempts rarely less than 6 cards.	
OVER OPPONENTS' TAKE OUT DOUBLE					
Vulnerable, after 1M-(X), we play transfers starting with 1N				Psychics:	

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND
1C	X	0	3S	11-13 bal or bad 11-12 44(41)/44(50) (if 12-13, 1+ 4-c majors) or Good	1♠: 8+ HCP, 4+ cards (Includes longer minor and very strong hands), 1♣: 8-11/12, no 4-card major, bal or semibal 2♣: ART, strong, no 4-card major: Both minors (gametry or GF), One minor (gametry or GF), Balanced (GF) 2♦: 8-11/12, NAT (5+), unbalanced (usually 5-5 minors or 6+), 2♥, 2♠: 8-11/12 with 4 ♦, 5-6 ♣, and exactly 3-cards in bid major	See Notes for detailed responses to primary	
1D		4	3S	10+16 possible canape (shorter clubs possible)	1M = ART 3+ cards (opener rarely has exactly 4 cards in an unbid major) 1N = 4-3 in the majors 8-12- (usually at least 4 spades in 1st/2nd) 2C ART GF UPH		
1H/1		4	3S	10+16 possible canape	1H-1S = ART 3+ cards (opener rarely has exactly 4 cards in an unbid major) 2C ART GF UPH 2N/3C/3D are natural GTs in the major; 2D/2H/2S are NF attempted s/o		
1 NT			3S	12-16-, 12-13 only without a 4cd major.	2C: stayman, 2D: relay (weak signoff anysuit, or 5-5 minors GF, or 5-4 Majors GF with shortness, or single-suited ST), 2M: 8-10 bad invite, 2N: Good invite 11-12 (may have 4cd major), 3C: bad invite (7-10), 3M: good invite (10-12). 3N: to play		
2C				11-16, 6+ clubs (no 4cd major)	2D/2H: 5+ cards in major above, 8+ pts. 2S: Str ask. 2N: Forcing club raise. 3D: both majors GF		
2D				13-16 4=4(14) or 20-21 bal	2M: pref. 2N: Bal invite. 3C: P/C minor. 3D: invite in 1+ majors.		
2H		5		11-16 5+ hearts, 4+ clubs	2S: 6+ nat inv, 2N: Inv+ ask, 3C to play, 3M to play, 3D: invite in major or NT		
2S		5		11-16 5+ spades, 4+ clubs	2N: Inv+ ask, 3C to play, 3M to play; 3D: invite in major or NT		
2 NT				14-16 6+M, 4+ clubs	3C: NF, 3D: ask; 3H: P/C, 3S: SA for hearts		
3C				natural preemptive	4C PRKC		
3D				natural preemptive	4C PRKC		
3H				natural preemptive	4C PRKC		
3S				natural preemptive	4C PRKC		
3 NT				Gambling (no outside AK in 1st/2nd seat)	4C P/C		
4C				natural preemptive			
4D				natural preemptive			
4H				to play			
4S				to play			
4NT				Specific Ace Ask	5C: none, 5D/5H/5S/5N: ace in suit below. 6C: two		
5C				to play			
5D				to play			
5H				undefined			
5S				undefined			
5NT				Strong unspecified two-suiter	new suits at 5-level P/C		

High Level Bidding

OPEN	TICK IF ART	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1C		2	3S	11-21; 11+-14 bal (could have any 5cd suit) or 11-21 unbal 4+	1D/1H = 4+ in major above. 1S: relay, 6-10 no 4cd major (bal or semi-bal), or GF with diamonds, or bal with Sl.		
1D		2	3S	11:21; 18-19 bal (could have any 5cd suit) or 11-21 unbal 4+			
1H/1		5	3S	11-21: 5+ cards; implies unbal or semibal	2/1 GF, 2N modified Jacoby 2N		
1 NT			3S	15-17 bal. Could have small singleton.	2C: stayman, 2D/2H transfers, 2S str ask or clubs, 2N both minors (wk) or diamonds. 3C mod puppet stayman. 3D both minors GF. 3M shortness + 3oM (both minors.		
2C				22+ or 4.5 losers. Strong ART.	2D waiting, 2H bust		
2D				4-10 Single-suited major (weak)	2H P/C, 2N asks		
2H				4-10 5+ hearts, 4+ spades (weak)	2S pref, 2N asks		
2S				4-10 single-suited minor (weak)	2N asks, 3C P/C		
2 NT				20-21 bal	3C: puppet, 3D/3H transfer, 3N to play		
3C				7-10 both minors	3D prefer, new suits forcing		
3D				7-10 both minors (longer diamonds)	new suits forcing, 4C PRKC		
3H				natural preemptive	new suits forcing, 4C PRKC		
3S				natural preemptive	new suits forcing, 4C PRKC		
3 NT				Gambling (no outside AK 1st or 2nd seat)	4C p/c		
4C				natural preemptive			
4D				natural preemptive			
4H				to play			
4S				to play			
4NT				Specific Ace Ask	5C: none, 5D/5H/5S/5N: ace in suit below. 6C: two		
5C				to play			
5D				to play			
5H				undefined			
5S				undefined			
5NT				Strong unspecified two-suiter			

High Level Bidding

Note # Description

1♣-1♦:

1♥, 1♠: 3+, but usually 4+, NF, with:
11-13 3+ Major (only 3cd major if 5m332 11 HCP in 3rd seat)
17-21, 5-3-3-2
17-21, Unbal., 5+-major
17-19/21 4-4-4-1
17-21, Unbal., 4-card major longer minor
17-21, exactly 3-card major, 5-4 minors
1Ⓝ: 16+-19, systems on
All strong hands go through either 2♣ or 2♦ (relays):
2♣: GF (at least 2♣ opener), either:
20/22+ with at least one 4-c M (could be 4-4-4-1)
25-27 bal.
2♦: Gametry or GF (22-24 bal. Or both minors), either:
17+ with at least 10-cards in the minors
22+ with at least 9-cards in the minors
22-24 bal.
2♥, 2♠: 17-19 with 6+-card minor, exactly 3-cards in bid major
2Ⓝ: 20+ with at least one 6-card minor
3♣, 3♦: 17-19, 6-cards, no 3-card Major
3♥, 3♠, 4♣, 4♦: demand cuebids, slamtry in bid suit
3Ⓝ: Gambling, normally long suit

1♣-1M:

1♠(/1H): 11-13 with 4 spades or 17+ with exactly 5 spades, F1R
1Ⓝ: 11-13, no 4-card support, no 4♣.
2♣: Ambiguous 2♣ (GF, Strong bal, 5+ clubs or three-suiter short in responder's major)
2♦ or 2oM: 17+, 5+-c (6+-c for 2♠ over 1♥) (2/1 GF). Does not deny 4OM
2M: 11-13, 4-card support
2Ⓝ: 17+ with 4+ card support, denies 17-19 balanced, tends to deny a void if minimal
3 new suit: sets suit, slamtry
3M: 17-19 balanced with 4-card support
3Ⓝ, 4♣, 4♦: void (3Ⓝ=other major), trump support

1♣-2♣:

2♦: 11-13
Other rebids Good 17+