DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS							
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE					WBF Convention Card		
7-17 hcps (typically) 5+ cards (sometimes 4)	OI ZIVING	Lead		in Partner's	s Suit	WBF Convention Card		
1/1 and 2/1 not forcing constructive. 2+/2+ forcing	Suit 3rd from even, lowest from odd							
Cuebid is either a limit+ raise or a strong forcing hand	NT	4th from interest, 2nd or top from weak				Category i.e. Green / Blue / Red / HUM / Brown Sticker: Green  Country: USA/Switzerland		
Weak jump shifts						Event:	Any	
weak jump sincs	1	Subseq Attitude				Players:	Jodi Edmonds and Michał Klukowski	
	Other:				iriayeis.	Jour Lumonus and Phena Riukowski		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY			
15-18 in direct, 11-14 in balance	Lead <b>Vs.Suit</b>		Vs. NT		GENERAL APPROACH AND STYLE			
System On	Ace			AKx Ax A		2/1. 5 card majors, 3	card minors.	
	King	AK KQ Kx K		AKJT KQT9 AKJxx KQTxx Kx K		2 clubs strong, weak 2's		
	Queen	QJ Qx Q		AQJ KQ QJ Qx Q AQT9				
	Jack	KJT JT Jx J			AJT KJT JX J			
JUMP OVERCALLS(Style; Responses; Unusual NT)	10	KT9 QT9 T9 Tx T		AT9 AQT9 KT9 QT9 T9 Tx T				
1-Suit:preemptive, 6+ cards (typically) new suit forcing	9	3rd or 98 9x 9			8 J98, 98 9xx 9x 9, low/4th	1NT Openings:	Good 14-17	
2-Suit:Unusual 2nt (two lowest unbid) new suit non-forcing	Hi-x	3rd from even, lowest from	odd Xx			2 OVER 1 Responses:	2c=2+, 2 red=5+ (typically)	
	Lo-x	3rd from even, lowest from odd		4th		SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
Reopening: 11-13 6+ cards, 18-19 bal jump to 2nt	SIGNALS	N ORDER OF PRIORITY		•				
DIRECT and JUMP CUE BIDS ( Style; Responses; Reopening)		Partner's Lead	Declarer's Lea	ıd	Discarding			
Michaels, jump cue in minor=natural, jump cue in major to 3 level=asking for stopper	Suit:1st	Attitude	Count		Attitude			
In reopening, jump cue in minor to 3 level=asking for stopper	2nd	Count	Suit Preference		Count			
	3rd	Suit Preference			Suit Preference			
	NT: 1st	Attitude	Count		Attitude			
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	Count	Suit Preference		Count			
Vs strong: x=4 major and 5+minor, 2c=both majors, 2d=1 major, 2h=h+m, 2s=s+m	3rd	Suit Preference		Suit Preference				
Vs weak: x=penalty, 2c=both majors, 2d=1 major, 2h=h+m, 2s=s+m	Signals (inc	luding Trumps):						
Ph vs weak, x=4 major and 5+minor	Suit Prefere	ence in trumps, Hi-low=Disco	ouraging/Odd, Lo	w-Hi=Encoura	iging/Even			
	DOUBLES							
	TAKEOUT	DOUBLES(Style;Response	s;Reopening)					
VS.PREEMPTS( Doubles; Cue-bids; Jumps; NT bids)								
Takeout x through 4h. Doubling 4s or higher=values. Michaels cuebid. Leaping Michaels	Typically sh	ow an opening hand or good	l shape for a take	eout in direct.	In reopening, can be more aggressive.			
2NT overcall is 15-18, 3NT overcall (non-jump) is 14-22 (approx)	Double can	be based on a hand too stro	ong to overcall di	ectly. Jumpin	g shows 10-11 with 4 or 8-9 with 5.	SPECIAL FORCING	PASS SEQUENCES	
	Double jum	Double jump below game shows 10 or 11 with 5. Cuebid is either inv choice of majors or any game force.						
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				S			
Versus strong 1c, x=majors, nt=minors	Support x and xx, Maximal x, Snapdragon, Values x, Schwartz xx (2 cards for partner and 8+ hcps)			ards for partner and 8+ hcps)				
	Negative x, Responsive x, SOS xx, Control showing xx, lightner x				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
OVER OPPONENTS' TAKE OUT DOUBLE								
xx=10+, 2nt=Limit raise or better, weak jump shifts, jump raise=mixed						Psychics: rare		

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1c	1c 3 4h		4h	11+hcps (possibly less with more distribution). If bal 11-14 or 17+-19	1d/h/s=4+ walsh, 1nt=6-11-, 2c=10+ inverted, 2d/h/s=0-6, 2nt=11-12, 3c=5-8 mixed,	1c-1d-1h/s=unbal, 1c-1d-1nt=bal (may have 4M)	1c-2c=limit raise, cuebid=limit raise+
				Wolff after 2nt rebid	3d/h/s=splinters, 3nt=12+-15, 4c=preemptive (big distribution)		
1d		3	4h	11+hcps (possibly less with more distribution). If bal 11-14 or 17+-19	1h/s=4+, 1nt=6-11-, 2c=gf, 2d=10+ inverted, 2h/s=0-6, 2nt=11-12, 3c=wk, 3d=mixed	1d-1h-1nt denies 4s typically	1d-2d=limit raise, cuebid=limit raise+
				Wolff after 2nt rebid	3h/s=splinters, 3nt=12+-15, 4c=splinter, 4d=preemptive (big distribution)		
1h/s		5 (4 in 3rd)	4d	11+hcps (possibly less with more distribution). If bal 11-14 or 17+-19	1s=4+, 1nt=nf, 2c=2+gf, 2d=gf, 1s-2h=gf, 1M-2M=5+-10, 2nt=jacoby, 3c=3 card limit	1M-2nt-3c/d/3oM=1 or 0, 1M-2nt-3nt=14-15	2c=3 card limit raise, 2d=4 card limit raise
				Wolff after 2nt rebid	3d=4 card limit, 1s-3h=wk, 1h-2s=wk, 1M-3M=mixed, 1h-3s/4c/4d=splinter	1M-2nt-4c-4d-4oM=5-5, 1M-2nt-4M=no stiff min	cuebid=limit raise+
					1s-4c/4d/4h=splinter, 1h-4s=to play, 1M-3nt=flat raise (4333) 13-15		
1 NT		1	4h	14+-17, might include a stiff honor, 6 card minor or 5 card major	2c=stayman, 2d=5+h, 2h=5+s, 2s=c or inv nt, 2nt=d or wk minors, 3c=puppet	1nt-2c-2d-2h=pick M, 1nt-2c-2d-2s=5s/4h inv	Neg x through 4h, Texas through 3d
					3d=gf minors, 3h=3-1(54), 3s=1-3(54), 3nt=to play, 4c=gerber, 4d=6+h, 4h=6+s	1nt-2c-2M-oM=slam try raise, 1nt-2s-2nt=min	Transfer leb over 2M, sys on/2c (not Majors
					4s=no agreement, 4nt=quant, 5nt=pick a slam	1nt-3c-3d=no 5M, 1nt-2c-2d-3M=smolen	Un/Un over 2c or 2d (majors)
2c	X	0		22+ if balanced, nearly game forcing if unbalanced (roughly 9+ tricks in a major or	2d=waiting, 2h/s=good suit or 8+hcps, 3c/3d=good suit or 8+hcps	2c-2d-2h-2s-3c=h, 2c-2d-2h-2s-3h=h+c	Double or Redouble=double neg
				10+ tricks in a minor)	Kokish with 3c/3h flipped	2c-2d-2s-3c=double neg	
2d		5 (often 6)		Usually a good suit or a good hand. 5-11- in 1/2, 0-12 in 3rd, 10-12 in 4th	2nt=feature, new suit=forcing, raise=to play, 4c=preempt rkc		Double is penalty
2h		5 (often 6)		Usually a good suit or a good hand. 5-11- in 1/2, 0-12 in 3rd, 10-12 in 4th	2nt=feature, new suit=forcing, raise=to play, 4c=preempt rkc		Double is penalty
2s		5 (often 6)		Usually a good suit or a good hand. 5-11- in 1/2, 0-12 in 3rd, 10-12 in 4th	2nt=feature, new suit=forcing, raise=to play, 4c=preempt rkc		Double is penalty
2 NT		1		19+-21, might include a stiff honor, 6 card minor or 5 card major	3c=stayman, 3d=5+h, 3h=5+s, 3s=relay 3n (minor slam), 3n=to play, Texas, Gerber	2nt-3s-3n-? 4c=d, 4d=c, 4h=4d5c, 4s=5d4c	Neg x through 4h, texas through 3d
3c		6		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4d=preempt rkc		
3d		6 (often 7)		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4c=preempt rkc		
3h		6 (often 7)		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4c=preempt rkc		
3s		6 (often 7)		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd, 10-12 in 4th	New suit=forcing, raise=to play, 4c=preempt rkc	High Level	Bidding
3 NT	Х	0		Solid 7 or 8 card minor (AKJ 8th possible), no side Ace or King 1/2, to play 3/4	4c=p/c, 4d=asking, 4h/s=to play, 4nt=quant, 5c=p/c	1430 rkc, 0314 exclusion, preempt rkc, fo	orcing pass, 5nt pick a slam, values x
4c		7		Usually a good suit or a good distribution. 4-10- in 1/2, 0-12 in 3rd	4d=preempt rkc, 4h/s=to play, 4nt=to play	Lightner x, spec	ific kings 5nt
4d		7		Usually a good suit or a good hand. 4-10- in 1/2, 0-12 in 3rd	4h/s=to play, 4nt=to play		
4h		6 (often 7)		Usually a good suit or a good distribution. 4-10- in 1/2, 0-12 in 3rd, to play in 4th	4s=to play, 4nt=rkc, 5h=to play		
4s		6 (often 7)		Usually a good suit or a good distribution. 4-10- in 1/2, 0-12 in 3rd, to play in 4th	4nt=rkc, 5s=to play		
4NT				No agreement			
5c		8		Usually very distributional or tactical			
5d		8		Usually very distributional or tactical			
5h				No agreement			
5s				No agreement			
5NT				No agreement			

Table 1

Multi Defense:	2d-? Double=takeo						
	Pass then Double=t						
	2d-p-2h/2s/3h/4h-?						
Transfers over 1c:	1c-p-1d (hearts)-? Double=takeout of hearts						
	1c-p-1h (spades)-? Double=takeout of spades						
	1c-p-1s (no major or diamonds)-? Double=takeout showing both majors						