

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		WBFB Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
7-17 hcps (typically) 5+ cards (sometimes 4)		Lead	in Partner's Suit	Category i.e. Green / Blue / Red / HUM / Brown Sticker: Green Country: USA Event: Mixed Teams Players: Jodi Edmonds and Joel Wooldridge	
1/1 and 2/1 not forcing constructive. 2+/2+ forcing	Suit	3rd from even, lowest from odd	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	4th or top from weak (optional)		
Weak jump shifts	Subseq	Attitude	Attitude		
	Other:				
INT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		SYSTEM SUMMARY	
15-18 in direct, 11-14 in balance		Lead	Vs.Suit	Vs. NT	GENERAL APPROACH AND STYLE
System On		Ace	AKx Ax A	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 JT 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	A98 K98 Q98 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	xXxx Xxx Xxxx Xx xxxXx	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 IN ORDER OF PRIORITY				
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	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 (including Trumps):				
Ph vs weak, x=4 major and 5+minor	Suit Preference in trumps, Hi-low=Discouraging/Odd, Low-Hi=Encouraging/Even				
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)					
Takeout x through 4h. Doubling 4s or higher=values. Michaels cuebid. Leaping Michaels	Typically show an opening hand or good shape for a takeout 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 strong to overcall directly. Jumping shows 10-11 with 4 or 8-9 with 5.				
	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				
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)				
	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		3	4t	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	4t	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+-0, 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	4t	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 10+ tricks in a minor)	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
					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
2t		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), 3nt=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		
3t		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		
3 NT	X	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, forcing 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, specific 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		
4t		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			
5t				No agreement			
5s				No agreement			
5NT				No agreement			

Table 1

Multi Defense:	2d-? Double=takeout of spades or 18+
	Pass then Double=takeout of hearts
	2d-p-2h/2s/3h/4h-? Double=takeout of what they bid or 18+
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

Note #	Description
Multi Defense:	2d-? double=takeout of spades or 18+. Pass then double=takeout of hearts
	2d-p-2h/2s/3h/4h-? double=takeout of what they're bidding or 18+