DEFENSIVE & COMPETITIVE BIDDING	LEADS AND SIGNALS					WRF Convention Cord	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE					WBF Convention Card	
1-level : 7-17		Lead		in Partner's Suit		Category: v 141011	
2-level : 11-17	Suit	3rd/5th			3rd/5th	Country:	
Re-opening: 7-17	NT	4th		3rd/5th		Event:	
Responses: New suit F1; 1NT 8-12	Subseq	Attitude			3rd/5th	Players: Ward MONBALLIU 12493	
	Other:	Kantar			Kantar	Prith ROY 17141	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
2nd pos : 15-18	Lead	Vs.Suit Vs. NT		Vs. NT	GENERAL APPROACH AND STYLE		
4th pos: 10-13	Ace			unblock Q/count	Majors 5, ♦ 4		
Responses : As for 1NT opening	King	Asks enc/disc [AK or KQ] Asks enc/disc [AK or KQ]		:/disc [AK or KQ]	2 Over 1 Responses: GF		
	Queen	Asks count [KQ or QJ] Asks unblock J/count		unblock J/count	1NT Opening: 14 <sup>+</sup> -17		
	Jack	ck J 10 J 10		J 10			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10 / 9 / 8	Kantar [0 or 2 higher] Kantar [0 or 2 higher]		r [0 or 2 higher]			
Weak 1-suiter	Hi-x	Even		Less encouraging			
2NT/3. : Ghestem 2-Suiter [weak or strong]	Lo-x	Odd		Encouraging			
DIRECT & JUMP CUE BIDS (Style; Responses)	SIGNALS IN ORDER OF PRIORITY					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Ghestem [weak or strong]		Partner's Lead		r's Lead	Discarding	2♣: Weak ◆ or any SF or GF 2-suiter or Bal 22-23/26-27	
4th pos [after 1x-p-p-] : Michaels				2 ◆ : Weak ▼ or any GF or Bal 24-25/28+			
	2nd	Lo/hi : even/odd			Suit pref	2♥: Weak ♥ + ♠	
NET ( - Cl AV - L D Cl - D D D	3rd	Suit pref	1 (	L. C. Th. L. (L.		2♠: Weak ♠	
vs. NT (vs. Strong/Weak; Reopening; PH)	NT: 1st	Lo/hi : enc/disc	Lo : Smith		Lo/hi : even/odd		
vs. Strong: Dbl = $\clubsuit$ or majors; $2\clubsuit = \spadesuit$ ; $2\spadesuit = 6c$ maj; $2\blacktriangledown/\spadesuit = maj+min$ vs. Weak: Dbl = $15+$ ; $2\clubsuit = \spadesuit$ or majors; $2\spadesuit = 6c$ maj; $2\blacktriangledown/\spadesuit = maj+min$	2nd 3rd	Lo/hi : even/odd Suit pref			Suit pref		
Response after dbl : Stayman/Transfers/Rubinsohl	Siu	Suit piei					
Response area abi i staymany mansiers/ rabinson							
vs. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)							
Dbl = Take-out							
4♣/♦ = Minor + major	DOUBLES					SPECIAL FORCING PASS SEQUENCES	
vs. Multi 2  • : dbl = 13-15 or 19+; 2NT = 16-18; Rest natural	TAKEOUT DOUBLES (Style; Responses; Reopening)					Escape sequences after 1NT-[dbl]-pass	
	Based on shape & strength						
vs. ARTIFICIAL STRONG OPENINGS	Re-opening: 7+; Responses: 1NT 8-12, 2NT 13-15						
Dbl : 15+; Suit : Suit above or other 2 suits; NT : ♣+♥ or ♦+♠							
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS					IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	Negative double					2-way checkback after 1x-1y-1z	
OVER OPPONENT'S TAKE OUT DOUBLE	Responsive dou	ıble				3rd suit forcing after 1m-1M-2m	
Rdbl : 10+; 2-new suit : NF	Competitive double					Good-Bad & Scrambling 2NT / Lebensohl in various situations	
After Major - (dbl) - 2NT/3NT : Good raise limit/game	Support double	Support double & redouble					

OPENING BID DESCRIPTIONS
v 141011

Opening	Artificial	Min.	in. Neg Dbl thru' Description Responses		Responses	Subsequent Auction	Competitive and Passed Hand Bidding
1.*		2	4♥	10-20	1 • / • / • Transfer • / • /NT		After opp's 1♥/♠/NT overcall : Transfer bids
					2♣ 11+; 2♦ Limit with ♣; 3♣ 6-9	After 12. : 2x Stopper; 2NT Min or 18-19;	
					2 <b>v</b> /♠ Weak	3♣ Min unbalanced; 3x Splinter	
1 •		4	4♥	10-20	2 • 11+; 3 • Limit with •; 3 • 6-9	After 1 • - 2 • : 2x Stopper; 2NT Min or 18-19;	After opp's 1♥/♠/NT/2♣ overcall : Transfer bids
					2 <b>.</b> GF; 2 <b>.</b> ✓ <b>.</b> Weak	3 ◆ Min unbalanced; 3x Splinter	
1♥		5	4 •	10-20	1NT F1; 2♣ Relay; 2♦ GF; 2♠ Weak		After 3 <sup>rd</sup> /4 <sup>th</sup> hand opening : 2♣/♦ Rev Drury
					2NT GF 4+♥	3♣ Sing; 3♦ Void; 3♥ Strong; 3NT Min; 4x 5-5	After 3♣/♦: Next suit relay, 6 step response
					3♣/◆ Fit-showing; 3♥ 0-6		
					3NT 12-14 Balanced with 3♥		
1 🛧		5	4♦	10-20	1NT F1; 2♣ Relay; 2♦/♥ GF		After 3 <sup>rd</sup> /4 <sup>th</sup> hand opening : 2♣/♦ Rev Drury
					2NT GF 4+ ♠	3♣ Sing; 3♦ Void; 3♠ Strong; 3NT Min; 4x 5-5	After 3♣/♦: Next suit relay, 6 step response
					3 <b>♣/◆/♥</b> Fit-showing; 3 <b>♠</b> 0-6		
					3NT 12-14 Balanced with 3♠		
1NT			4♥	14 <sup>+</sup> -17	2♣ Relay; 2♦/♥ Transfer 4+ ♥/♠	After 1NT-2♣-2♦ : 2♥ 5♠; 2♠ Relay; 2NT 5♥	After interference: 2NT Lebensohl, 3x Rubinsohl
				5-card major, 6-card minor possible	2♠ Asks min/max; 2NT Asks weak doubleton	After 2♠: 2NT Min; 3♣/♦ Max, better minor	After double : escape sequences
					3♣ Weak • or strong 4441; 3• 6c major, limit		
					3♥/♠ Singleton, 5-4 minors		
					4♣ Both majors; 4♦/♥ Transfer ♥/♠		
2*	✓			4-10 5+♦ or Semi-Forcing or	2♦ Pass or correct	2♥ GF 5+♥ or 26-27 bal; 2♠ GF 5+♠; 3x SF	
				Game Forcing 2-suiter or	2NT Enquiry	3♣/♦/♥/♠ Min/min/max/max weak ◆	
				22-23 or 26-27 Balanced		As for 2NT opening	
2♦	✓			4-10 5+♥ or	2♥ Pass or correct	2♠/3♣/◆/♥ GF; 2NT 24-25; 3NT 28-29	
				Game Forcing 1-suiter or	2NT Enquiry	3♣ Muiderberg; 3♦/♥/♠ Min/mid/max weak ♥	After 3 ♣: 3 ♦ Asks strength, 3 ♠ Asks minor
				24-25 or 28+ Balanced		As for 2NT opening	
2♥	✓	4		4-10 4+♥ & 4+♠	2NT Enquiry	3♣ Equal length; 3♦ 4-5; 3♥ 5-4; 3♠ 5-5 max	4♣/♦ Slam try in ♥/♠ [6KC]
					4♣/♦ Slam try in ▼/♠ [6KC]		
2 🏟		5		4-10 5+*	2NT Enquiry	3♣ Muiderberg; 3♦/♥/♠ Min/mid/max weak ♠	After 3♣: 3♦ Asks strength, 3♥ Asks minor
					3♦ Transfer ♥, limit+		
2NT				20-21	3. Puppet	3 ◆ 4-card major(s); 3 ▼/ ▲ 5-card; 3NT No maj	After 3 → or 3NT : 4 ♣ Minors enquiry
					3 • / • Transfer; 3 ▲ Slam try minor(s)	Transfer acceptance denies 3-card	
					4♣ Both majors; 4♦/♥ Transfer ♥/♠		
					3NT 5♠+4♥		
3♣/♦/♥/♠		6		Pre-emptive			
3NT	✓			Solid minor	4♣ Pass or correct; 4♦ Asks singleton		
4♣/♦	✓			Pre-emptive			
4♥/♠		6		Pre-emptive, maybe based on 6-5			
4NT	✓			Specific ace-asking	5♣ None, 5♦/♥/♠/6♣ Specific ace, 5NT Two		
HIGH LE	VEL BIDDIN	ıG					
				Key card Blackwood 4130			
				ORKC 4♣/◆			
				Splinter bids			
				Exclusion Blackwood			
				DOPI, ROPI			