



WBF Convention Card 2.18

LEADS AND SIGNALS		LEADS AND SIGNALS	
OPENING LEADS STYLE			
DEFENSIVE AND COMPETITIVE BIDDING			
OVERCALLS (Style; Responses; 1/2 Level; Reopening)			
Lead directing to strong	Lead	In Partner's Suit	
NS: F1, Cue promises fit, 2NT=14-16 or Mixed if passed hand, Jumps=Fit-Showing	Suit	3/5, Hi-Lo	
Reopenings: same	NT	3/5, Hi-Lo	
	Subseq	3/5, Hi-Lo, 3rd from broken seq	
	Other:	We lead K from AK vs suit contracts at 4+ levels or when declarer has shown one long suit or a two suiter (5+4+)	
LEADS			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Vs. Suit	Vs. NT	
Direct: 15-18+HC; Responses as after 1NT opening	Ace	For att	
Bal. 1NT: 11-16; 2♣=asks; 2♦=11-12, 2M, 2NT=13-14, 3Any=15-16, up the line	King	For unblk or count (for att)	
Direct of weak 2's: 15-17 if suit known, 17-19 if multi; Slayman, transfers, 3N=NAT	Queen	QJ, Qx	
	Jack	J10, KJ10	
	10	109, K109, Q109	
	9	H9x(x)	
	Hi-x	xxx(xx)	
	Lo-x	Hxx(xx)	
JUMP OVERCALLS (Style; Responses; Unusual NT)			
1-Suit: 2NT=2 lowest, M- 3♣=oM+♣			
2-Suit: after 2M: 4m=oM+m			
Reopen: 2NT=BAL(20-22; Slayman, transfers, 3N=Nat)			
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			
(1m)-2m: 4+♣+5+♥	Partners Lead	Declarer's Lead	Discarding
(1M)-2M:oM+♣	Suit:1st	S/P	O=ENCRG, 1st Disc
(2M)-3M: NT ask	2nd	Hi/lo=O	Hi/lo=O
	3rd	S/P	
Vs. NT (vs. Strong / Weak; Reopening; PH)	NT: 1st	Hi=DISCRG	O=ENCRG, 1st Disc
2♣:♣+♥; 2♦=eq length or game try	2nd	Hi/lo=O	Hi/lo=O
2♦:one M; 2NT=Ask; 3♣(♦)=♥/♠, max	3rd	S/P	
2M=M+m (54), after 2♥: 2♠=NF, 3♠=P/C, 2NT=Game-try	Signals (including Trumps): Trumps:Hi-lo is S/P or ability to ruff		
	SMITH SIGNAL vs NT, Lo by leader, Hi by partn		
	S/P		
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
	Unbid Suits or strong		
	Resp: Nat, Cue=F1		
	Protective: Same		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
	SLOW FG SEQUENCES		
	3m-D-5m		
	1C-5x		
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
	Preempts may be very undisciplined at fav vulnerability or with passed partner		
	2NT is rarely natural in comp. auctions		
PSYCHICS: Rare after CRASH overall of strong ♣, otherwise very rare.			

OPENING BID DESCRIPTIONS

Opening	Artificial/Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Yes	0	16+ Any distribution (ex 24-25 BAL)	1♠=0-7 HCP	1♠=♠ or BAL, responder usually inquirers with 1♣	Same
1♣				1♠: FG, denies sing or void or 5 card M	1♣=Relay	
1♣				1♣=FG, 5+♠; 1NT=FG, 5+♣	1NT=Relay; 2♣=Relay	
1♦	Yes	0	4♥ 11-15, 11-12 if BAL	2♣(♠)=nat, FG, WJS, 2NT=INV	1♣ unbal, 1NT=11-12; 2♣=5/4 m's	
1♥	No	5	4♦ 11-15	1NT=NF, 2♣=ART GF, 2♦=constructive raise,	1M-2M; 2NT=ask for MIN/MAX-side-strength	Note#1
1♥	No	5	4♥ See 1♥	2NT=INV to 4♥, 2♣, 3m=PRE	1♥-2♥; NS=short	DRURY; 2♥= sub-min
1NT	No		13-15	2♦=♥, 2♥=constructive raise, other: see 1♥	See 1♥	See 1♥
1NT				TRF to all suits, 3♦=CONFI (control ask; 3♥=2.)	after TRF to m, 3M=short	
1NT				3♣=5+♣ and 4 oS, 3M=Short (3154)		
2♣	No		4♥ 11-15, 5-4 ♣+M or 6+♣	2♦=relay, 2M=NF, 2NT/3♣=INV, 3♦♥♣=PRE		
2♦	Yes		Weak, 5-5 M+m	2NT=relay, NS=P/C	after 2NT; 3♣=♣♥, 3♦=♦♥, 3♥=♣♣, 3♣=♦♣	
2♥	No	5	Weak	2♣=NF, 2NT=F1, asks for shortness or strength	3♥=min BAL, 3♣♣♣=short, 3NT=max BAL	
2♠	No	5	Weak	RONF, 2NT=F1, asks for shortness or strength	3♣=min BAL, 3♣♦♥=short, 3NT=max BAL	
2NT	Yes		10-13, 5+ 5+ both minors	3♣/♦ To Play, 3♥/♠=F		
3♣	No	6	PRE, constructive	3 m=P/C, 3M=GF		
3♦	No	6	PRE, constructive	3 any = F1, 4♦=PRE		
3♥	No	6	PRE	3♣=F1, 4m=Cue or nat		
3♠	No	6	PRE	4m=Cue or nat, 4♥=Nat		
3NT	Yes		Solid m, no outside A or K	4/5♣=P/C, 4♦=ask for shortness		
4♣	Yes		Nat PRE			
4♦	Yes		Nat PRE			
4♥	No	6	PRE			
4♠	No	6	PRE			
4NT	Yes		Blackwood	5♣=0, 5NT=2, 5♦♥♠6♣=that ace		
5♣	No					
5♦	No					
5♥	No					
5♠	No					
5NT						

HIGH LEVEL BIDDING

RKCB (0341) ; DOPI ; ROPI

5NT=pick a slam

Logical Cue Bids, Last-Train