



DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF and SBF Convention Card <div></div>
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE			
Aggressive 1-level (4 cards possible) ; Sound 2 level		Lead	In Partner's Suit	
Answers: Trf from 2x	Suit	1-3-5	1-3-5	
	NT	1/3 from <=3. 2/4 from 4+	1-3-5	
	Subsequent	2 nd or 4 th through decl	2 nd or 4 th through decl	
	Other:	5♣+ king asking count.		
		If supporting partner we lead third from honor, low from xxxx and highest from xxx.		
1N OVERCALL (2 nd /4 th Live; Responses; Reopening)		Against NT, highest or second from xxx+		
15-18 HCP Stayman and trf	LEADS			
Reopening : 11-14 HCP on 1m and 11-16 on 1M Stayman and trf		Vs. Suit	Vs. NT	
	Ace	AKxx	AKx / Axxx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	King	KQxx	AKxx / KQx	
3M against weak 2 is 4M and 6+m.	Queen	QJxx	KQxx / KQT9 / KQJx/ QJx	
	Jack	JTxx	QJTxx / AJT/ KJTxx /JTxx	
	10	Tx / T9x / KJTxx / AJTxx	JTxx / KT9xx /T9xx / Tx	
	9	9xx / HT9xx	T9xx/ 9xx / 9xx	
	Hi-x	1st (two), 3rd/5th (3+)	1/3 from <=3. 2/4 from 4+	
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	Lo-x	As above	As above	
Cue = 5-5 highest + one	SIGNALS IN ORDER OF PRIORITY			
2N = 5-5 lowest		Partner's Lead	Declarer's Lead	Discarding
	Suit: 1 st	ATT (S/P)	Count	ATT
	2 nd	Count	S/P	Count
	3 rd	S/P		
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)	NT: 1 st	ATT (S/P)	Count	ATT
Vs 14+: X=at least 3-3 M and 4+m 2C = H+one, 2D = S+one	2 nd	Count		Count
Vs Weak: 2C = Majors, 2D = weak one M	3 rd			S/P
	OTHER SIGNALS (INCLUDING TRUMPS)			
	ATT : low=ENC and Count: low=EVEN			
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	S/P when indicated 4+ suit			
4♦ over 3m = Both M. 4♣ over 3m = M+other m	Ace lead at 5 level ask for ATT and King ask for count			
(3M)-D=15+”BAL”	If void or singleton in dummy: S/P			
4♣/4♦ over 3M = T/O better minor	DOUBLES			
(2X)-2NT = 15 – 18Hcp. (3X)-3N=14-19 approx	TAKEOUT DOUBLES (Style; Responses; Reopening)			
VS. ARTIFICIAL STRONG OPENINGS				
Against strong ♣/♦ D=both M and 1NT = both m.	Lebensohl			
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			
Conv, often trf				
	D could be transfer			
	SUPP Dbl			
	MOD Dbl			

[illegible]