



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			<b>WORLD BRIDGE FEDERATION</b>  <b>CONVENTION</b>  <b>CARD</b>
<b>OVERCALLS(STYLE;RESPONSES;1/2LEVEL;REOPENING)</b>		<b>OPENING LEADS STYLE</b>			
			<b>LEAD</b>	<b>IN PARTNER'S SUIT</b>	
8-17HCP, 4+Cards		<b>SUIT</b>	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
Resp:Cuebid=F1    New suit=NF		<b>NT</b>	4 <sup>th</sup>	4 <sup>th</sup>	
Jump shift=INV    Jump Cuebid=4+ FIT, INV+		<b>SUBSEQ</b>	As Above; ATT	As Above; ATT	<b>OTHERS: VS NT: K ASK UB/CT, A ASK ATT</b>
4 <sup>TH</sup> : OPEN 2X= 6+ SUIT GOOD HAND					
		<b>LEADS</b>			<b>SYSTEM SUMMARY</b>
<b>INT OVERCALL(2<sup>ND</sup>/4<sup>TH</sup> LIVE;RESPONSES;REOPENING)</b>		<b>LEAD</b>	<b>VS. SUIT</b>	<b>VS. NT</b>	
2 <sup>nd</sup> : 16-18HCP, system on		<b>A</b>	AKx(+); Ax(+); AKJ10(+)	Ax(+);AKx(x)	<b>GENERAL APPROACH AND STYLE</b> Precision Bidding Style: aggressive 1NT=14--16HCP, BAL, m6/Siff OK 2/1= FG But rebid=NF
4 <sup>th</sup> : 12-15HCP, 2♣=STAY, 2♦/♥=TRF		<b>K</b>	KQ; AK; KQJ(+); KQx(+)	AQJ10(+)/AKJ10(+)	
<b>JUMP OVERCALLS(STYLE;RESPONSES;UNUSUAL NT)</b>		<b>Q</b>	QJ; QJx(+); Qx	QJ; QJx(+); KQ109(+); Qx	
1 Suit: Weak		<b>J</b>	J10; J10x(+)	J10; J10x(+); AQJx(+)	
Unusual 2NT: LOWEST 2 suits		<b>10</b>	109x(+);(A/K)J10x(+); 10x	10x; 109x; (A/K)J10x(+)	
		<b>9</b>	9x; 98x(+); H109(+)	98x(+); H109(+)	
		<b>HI-x</b>	HxSx; xxS; Sx; xxSx	HxxSx(+); Sx; Sxx; xSxx	
		<b>LO-x</b>	HxS;HxxxS; xxS; xxxS(+)	HxS; HxxS(+)	
<b>DIRECT AND JUMP CUE BIDS(STYLE;RESPONSES;REOPEN)</b>		<b>SIGNALS IN ORDER OF PRIORITY</b>			<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b> 2♦=weak in one major 3NT=Gambling with Solid m7 Unusual 2NT= ♣♦55+ Michaels Cue=♥♠55+ Jump Cue=ASK STOP 1x-(1y)-2z= F 1 2H=BOTH MS    WEAK . 2S=S+m 54+ weak 2NT=20-21 BAL
Michaels			<b>PARTNER'S LEAD</b>	<b>DECLARER'S</b>	
Jump Cue=ASK STOP		<b>SUIT</b>	1 Hi=E	SAME	
			2 Hi/Lo=E		
<b>VS. NT (VS. STRONG/WEAK; REOPENING; PH)</b>			3 S/P		
X=opening value		<b>NT</b>	1 Hi=E	SAME	
2♣=♥♠44+, 2♦=♥or♠5+, 2M=M5m4, 2NT=♣♦55			2 Hi/Lo=E		
4 <sup>th</sup> SAME			3 S/P		
		<b>SIGNALS(INCLUDING TRUMPS)</b>			
		Trumps: Hi-Low=Interesting in Ruff, Smith Caring vs NT			
		<b>DOUBLES</b>			
DBL=T/O, 2NT=16-18HCP, 3NT=To Play, LEB					
DBL 4M=Option, 4NT=2 Suits		<b>TAKEOUT DOUBLE(STYLE; RESPONSES; REOPENING)</b>			
<b>VS. ARTIFICIAL STRONG OPENGINGS</b>		MB light with Classic Shape			
(1♣)-DBL=♥♠44+, (1♣)-1NT=♣♦54+		<b>SPECIAL,ARTIFICIAL &amp; COMPETITIVE DOUBLES/ REDOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b> 1X-(DBL) -XX-(2Y)-P=F1
(1♣)-P-(1♦)-DBL=♥♠44+, (1♣)-P-(1♦)-1NT=♣♦54+					
(2X)-DBL=MS54+ 2NT=ms 54+		Neg DBL THRU 4♥			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
		Resp DBL THRU 3♣			
		Max DBL			
		Lightner DBL			
<b>OVER OPPONENT'S TAKEOUT DOUBLE</b>		Support DBL THRU 2♥			<b>PSYCHICS: RARE</b>
RD: 9+HCP, Pen Seeking    1M (X) followed by TRF bidding(NAT when PH)					

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	*	0	4♥	16+HCP Any	1♦=0-7HCP, 1♥/♠/2♣/2♦=8+HCP,5+CARD 1NT=8-13/16+HCP BAL, 2S=14-15HCP BAL 2H/NT/3♣/♦=8+HCP, 4441, ♠/♣/♦/♥SPL	;RANGE ASK;CONT ASK TRUMP SUPP ASK ] 1♣-1♦, 1NT=17-19HCP,2NT=22-24HCP, 2♥=KOKISH RELAY[4] 3♥/♠=♥/♠+♦(4M5♦+),FG 1♣-1NT[5] 1c-(1s)2H-(4S)-P=FP(3WAY)	
1♦		2	4♥	11-15HCP ,	1♥/♠=4+;2C/♦=F.G. 1NT=7-11HCP,DENY M; 3♦=6+card. 7-12hcp.3M=PRE 2NT=INV, 3♣= 6+card 7-12 2♥=7-10,55M 2♠=,55m I7-10	2-way; 4SF 1♦-1♥/♠-2♣=9+minors 1D-(1H)X=4+S, 1S=NO 4S 1D(1H)X--1S=3S. 2S=4S	1♦-2♦=NF
1♥/♠		5	4♦	11-15HCP	1NT=6-+NF.1M-2m=F1.1♥-3♠/4C/D=13-15,4H FIT. SPL 1♥-2♠=4CARDFIT, F,G ; 1M-2NT=BAL, GF 1♥-3♣=3♥, INV 1♥-3♦=4+♥, 10-12; 1♠-3♣=4♠,F,G 1♠-3♦/4+♠10-12; 3M=PRE, 1S-3D=3SINV, 3H=4S,INV	CHECKBACK, 4SF 1M(X)? TRAN 1NT=C..... 1M-2M-3x=HSGT	REV Drury 2NT=minors,55+ Jump shift= FIT SHOWING
1NT			4♦	14-16HCP, BAL	2♣ Stayman, 2♦/2♥/2nt=TRF, 2♠= 5-5ms fg or weak or (31)MS.FG.3♣/♦=INV; 3♥/♠=SPL 4OM 5-4OR 63ms .FG 4♣=GEBER 2NT=PUPP to 3♣, C SUIT,OR 6D WEAK,	1NT-DBL? -RD TO 2C =HAVE 5 SUIT 2C= C+ANY 4+4+,2D=D+ANY M 4-4 2H= H+S4-4	
2♣		5	4♦	11-15HCP, 6+♣ or 5+♣4M	2♦=Relay;2♥/♠=NF 2NT=PUP TO 3C,(1,WEAK,2,3D=MS INV+,3H/S=H/S+D, 3NT= BAL.C FIT)3D/H/S= INV. 4♦=RKCB, 4♣=Pre,	2♣-2♦- 2M-2NT=RELAY ( 2♣-2♦-3♥/♠=MIN 5M 2♣-2♦-3♦=4♦ MAX 2♣-2♦-3NT=SOLID 6+♣,MAX	
2♦	*	0		Weak in one M	2♥/♠=P/c 3♥/♠=P/C;3m=F; 2NT= ASK 4C=ASK TRAN 4D=ASK BID SUIT	2♦-2NT=ASK:3m=MIN,C=H,D=S 3♥/♠=MAX WITH S/H 2D-(DBL)-(REDBL=ASK BID SUIT	
2♥		4		H+S 54+,weak	2NT=ASK(3C=MIN,3D=MAX,HLONG,3H=S LONG,		
2NT				20-21HCP,BAL	STAY,TRF,TEXAS,3♠=minors		
3♣/♦		6		5-10HCP, ♣/♦6+	4Om=ASK, 4♥/♠=To Play, 3X=F1, 4m=Pre	<b>HIGH LEVEL BIDDING</b>	
3♥/♠		6		5-10HCP, ♥/♠6+	4♣=ASK. 4♥/♠=To Play		
3NT	*			Gambling, Solid m7 No side A/K (4th to Play)	4♣=P/C, 4♦=Ask SPL, 5NT=GSF	RKCB 1403, Blackwood Gerber 1403, Cue, 5NT GSF, SPL	
4♣/♦		7		PRE	4NT=RKCB	D0P1, DEPO, REPO, Exclusion RKCB	
4♥/♠		7		PRE	4NT=RKCB		
4NT	*			♣♦65+, PRE			
2S		5		S+m, 5-4+weak	2NT= ASK, (3C=MIN,+C,3D= MIN+D,3H=MAXC.3S=MAX WITH D		

NOTE.....

I, RELAY

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1) 1 C                      1 D  
    2 H: F.G              2 S( artificial)  
                                NEW SUIT: 5-7 6+ GOOD SUIT(TRAN,2NT/3C/D/H=C/D/H/S)

1C                      1 D  
2 H                      2S  
2 NT : 25--26 hcp bal  
3 C/D/S: 4+ card H + named suit.f,g

1C            2C  
2NT            ? TRAN.3C/D/H/S=4+CARD D/H/S.6+C

2)1D            1H  
    2S            2NT=F,G  
    3C= 3H+6+D    C SPL MAX  
    3D= 3H+6+D    NO SPL MAX  
    3H= 3H+6+D    S SPL MAX  
    3S= 5S+6+D MAX

1D            1S  
2NT            3C PUPP TO  
3D            PASS  
                  3S SIGN OFF

3) 2C            2D  
    2H:/S            2NT: RELAY  
    3C= MIN 5-4 , 3D= MAX 5-4, 3H= MIN 6-4 ,3S= MAX 6-4, 3NT= MAX (42)25

2C            2D  
2M            2NT  
3C            3D= RELAY  
3H= OM SPL , 3S= D SPL, 3NT= (42)25

2C            2D  
2M            2NT  
3D            3H=RELAY  
3S= OM SPL , 3NT= D SPL

## II ASKING

### A) RANGE ASKING

- 1) 1 C          2H/2NT/3C/D  
3C=FIT C (asking point)  
RESP : 1 step: 8-10 hcp  
          2 step: 11-13 hcp  
          3 step: 14+ hcp
  
- 2) 1C          2H (S SPL)  
2S= ASK HCP THEN 3S= CON ASKING
  
- 3) 2D          2NT  
3C= MIN H, 3D=ASK SPL  
3D= MIN S  
3H= MAX S  
3S= MAX H
  
- 4) 2H          2NT  
3C= MIN    3D= BID LONG M  
3D= MAX H LONG THAN S  
3H= MAX S LONG THAN H  
3S= MAX 5--5 MS C SPL  
3NT= MAX 5--5 MS D SPL  
4C= MAX C VOID  
4D= MAX D VOID
  
- 5) 2S          2NT  
3C= 5S+ 4+C MIN  
3D= 5S+ 4+D MIN  
3H= 5S+4+C MAX  
3S= 5S+ 4+D MAX

### B) SUPPORT ASKING

- 1) 1 C      1 NT  
2D/H/S/:2NT=D/H/S/C (support asking)
  
- 2)1D          1H/S  
2H/S          2NT= ASK  
3C/D=3 M FIT 5C/D  
3M= 4M FIT MIN  
4M= 4M FIT MAX

### C) STAYMAN

1) 1 C            1NT  
      2 C            2 D: 8-10 hcp 4 H  
                      2 H: .....4 S  
                      2 S: .....no 4 M  
                      2 NT: 11-13 hcp 4333  
                      3 C: .....4 C + 4X  
                      3 D ;.....4 D + 4 H  
                      3 H: .....4 H + 4 S

2) 1 C            2S ( 14- 15 hcp bal)

     2NT ASK    ?  
                      3 C : 4 C + 4 X (3D=ASK)  
                      3 D: 4 D + 4 H  
                      3 H: 4 H + 4 S  
                      3 S: 4 S + 4 D

3) 2NT            3C  
      3D= HAVE4M  
      3H/S=5H/S  
      3NT=NO M

4) 2NT            3C  
      3D            3H/S=4S/H  
                      4C= NAT

D) TWO-WAY CHECK BACK

1) 1H	1 S	1D	1M	1D	1H
1NT	?	1NT	?	1S	?

     2 C:PUP TO 2D  
      2D:FG.  
      2M:NF  
      2NT:PUP TO 3C  
      3C/D/H/S:FG

2) 1D            1H  
      1NT           2NT  
      3C            P= 6+C NF  
                      3D/S/NT=D/S/C=SPL 444 (1) F, G

E) SHORT SUIT ASKING

1) 1D 1H  
3H 3S: ASK SHORT  
3NT/4C/B= S/C/D SPL

2) 1D 1S  
3S 3NT= ASK SHORT  
4C/D/H= C/D/H SPL

3) 2C 2D  
3C 3D: ASK  
3H: H SPL OR NO SPL  
3S/3NT= S/D SPL

1NT 2S  
2NT; NO 4m ?  
3C= 5-5ms WEAK  
3D= 5-5ms F,G  
3M= 3M(1) 5-4ms or 6-3ms F,G

1NT 2S  
3m= 4m FIT ? 3M= SPL(3M) 5-4ms or 6-3ms F,G  
3m= 5-5ms F,G  
4M= SPL 5-5ms F,G

### III DEFENCE BIDDING

#### A) VS STRONG C

1) 1C 1M - ? 1NT: 3 M fit 9+ hcp  
2 NT: 4 M fit inv  
jump new suit: nat + 3 S fit  
3M: PRE

#### B) VS MICHEAL CUE BID

1) 1D 2D ? 2H: 5+ C F.G  
2S: 5+ D F.G  
2 NT: NAT  
3 C/D: NAT N.F  
X: HCP, USUALLY BAL,  
First pass then X: can penaty both M

2) 1H 2H ? 3H: N.F

2 S: 4H FIT INV  
 2NT; TRAN 3C=6+m OR 3 H FIT INV  
 3C/D= NAT F  
 3S/4C/D= SPL  
 3NT= 4 H FIT BAL  
 X: CAN PEN OPP ONE SUIT  
 FIRST PASS THEN X= PEN

C) VS UNUSUALLY NT

1) 1M 2NT ? 3 C: ANOTHER M F.G  
 3 D: FIT M, INV  
 3 M/3OM: N, F  
 X: BAL, can penaty one m (USUALLY 2 CARDIN OPENERSUIT.  
 6+ CARD MS. ms42 or43)  
 First pass then X: can penaty both ms

D) VS 1NT

1) 1 NT 2C: MS  
 2 D: 6+ M  
 2 H/S: H/S +m  
 2 NT: ms  
 3X= PLAYING TRICK

2) 1 NT	2 C - 2D: (wating)	1NT	2C	P	2D
	2 H/S: 5 card H/S	P	2H/S		2NT: INV
					3H/S: 3 H/S INV

3) 1NT 2 C - 2 NT( asking)  
 3 C: 5 -4 MIN  
 3 D: 5 + 4 MAX  
 3 H: 5-5 min  
 3 S: 5-5 max

4) 1NT 2 D - 2NT( asking)  
 3 C: MIN 3H=P/C  
 3 D: MID6+H  
 3 H.: MID6+S  
 3S/NT: MAX 6+H/S

E) VS MUTI 2 D

1) 2 D X: 13-15 BAL OR 16 HCP  
 2H/S/3C/D: NAT  
 2NT: 16-19 HCP BAL

3H/S: GOOD SUIT

4m:m+M,55+

- 2) 2D 3C P 3D::NAT OR ASKING M STOP  
3H/S: NAT
- 3) 2D 3D P 3H: H SUIT OR S NO STOP  
3S: S SUIT OR H NO STOP
- 4) 2D 3D P 3H  
3NT: S HAVE STOP  
3S: S NO STOP H HAVE 3 CARD
- 5) 2D 2M P 3OM:= CUE BID

F) VS PRECISION 2C

2C 3C= MS

4C= D+H 5-5+

4D= D+ S 5-5+

VS WEAK TWO M

- 1) 2 H/S 3 H:/S asking H stopper  
4 C/D: 5+ C/D + 5+ M 15+ HCP  
4 H: both ms good hand  
4 NT: both ms distribution

F) VS 3 LEVEL PREEMPTIVE

- 1) 3 X 3 NT - 4 C: (asking)  
4 D/H: tran  
4S: C+D 5+-5+
- 2) 3 X 3 NT - 4 C  
4 NT: 16-20 hcp bal  
4 X: 20+ HCP long suit  
CUE BID: strong hand or 21+ hcp long suit
- 3) 3 NT X: 15+ HCP  
4 C: MS DISTRIBUTION  
4 D: MS good hand
- 4) 3C 3S P 4C: S FIT

#### IV. LENBENSOHL

- 1) 1NT 2 H ? X: BAL T/O  
2 NT: lenbensohl  
3 C: TRAN 5+ D INV+  
3 D: = cue bid 3 suits



3 H: 5+ S G,F

3 S: 5+ C G,F

2) 1NT 2 S ? X: T/O  
2 NT: lenbensohl  
3 C: 5+ D inv+  
3 D: 5+ H G.F  
3 H: = cue bid 3 suits  
3 S: 5+ C G.F

3) 2 H X P ? 2 NT (lenbensohl)

4) 2 H X P 2 NT  
- 3 C PASS/3D: 0-7 hcp 4+ C/D

5) 2H X P 2 NT  
3 D/S: 19+hcp 5+ D/S

## V. SOS

1) 1NT X ? XX (have 5 card suit)  
2 C: C + another suit 4-4+  
2 D: D + M 4-4  
2 H: H+ S 4-4  
2NT: good 2 suits  
3 X: pre  
4 D/H: tran to 4H/S

2) 1NT X 2 X X: T/O

## VI SPECIAL BID

1) 3C 3 H P ? 5 H: asking for partner control in C bid slam

2) 1 D 1 NT P ? 2 C:=STRY  
2 D/H/S//NT/: transfer

3) 3X(N0VUL VS OPP VUL) P 4C=ASKING OPENER RANGE  
NEW SUIT= NORMAL PRE  
4X= LIGHT PRE

4) 3X P 4C=RKCB (RESP: 0, 1, 1.5, 2, 2.5)

5): SACRIFICE BID

: NV - VUL

A} 2 H 2 S 4H 6S

PASS: one or no defence trick

X: two defence trick

B} 2 H 2 S 4 H 6 S

- - PASS: two defence trick

X: one .....

BID 7H: no .....

C) 4H 4S P 5C

X: WANT TO SACRIFICE

6): SPECIAL LEAD

A) 1H P 3S(SPL) X (WANT TO LEAD C)

B) 4H 4S 5H 5S

6C/D: WANT TO LEAD C/D

7): SLAM BIDDING

1 H 2C

2D 3H

4NT 5C

5D: ASKING HQ

5S: ASKING K

6C/D: ASKING C/D 3<sup>RD</sup> CONTROL BID 7H

1H 2C/D

3C/D 4C/D: KICKBACK RKB IN C/D:

1C----- --1H

1NT 2C

3C=4C+3H FIT 4C=RKB IN C (6 KEYCARD+CQ)

4NT=RKB INH (6 KEYCARD+HQ)

1M- 2NT

3m 4m 4m+3M FIT)

4m RKB 6KEYCARD+mQ

4NT RKB 6KEYCARD+MQ

1NT 4D

4H 4S/5C/5D=EXCLUSION KEYCARD ASKING