



LEADS AND SIGNALS				WBF Convention Card			
OVERCALLS (Style; Responses; ½ Level; Reopening)	OPENING LEADS STYLE						
Sound or good suit		Lead	In Partners Suit				
Response 1M overcall: Jump Raise=Pre-empt,	Suit	1.3.5	Same. If known 3: Hxx _xxx				
New Suit Jump= Fitbid and F1, 2NT: 4-card support inv +	NT	1.3.5	Same. If known 3: Hxx _xxx	Category:	Green		
	Subsequent	1.3.5	same	NCBO:	Denmark		
After (1m) 1♥/1♠ (1sp/pass/double) we play transfers from 1nt after opp. pass or double	Other :	4th lead when 3rd is too "expensive" (NT) If supported eg. 1M-2M we lead low only from honours		Event:	Nordic Championship, Venice Cup 2019		
				Players	Lone Bilde – Helle Rasmussen		
1NT OVERCALL (2 nd / 4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY			
2nd: 15-18 HCP → system	Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE			
4th: 11-14 HCP → system, on 1MA: 13-16	Ace	Ax(x)AKJ10(x)AKx(x)	same	5-card Major			
	King	AK, KQ, KQ(J/10)x	same	1♣ = 10-13 or 17-19 balanced or natural = transfer responses			
(1x) - p - (1y) – 1NT: 15-18 → system	Queen	QJ, QJx(x)	same	(responses see system note 1)			
	Jack	J10, J10x(x)	same				
	10	109, 109x(x), HJ10x(x)	same	1NT: 14-16			
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9x, H109x(x)	same	2 over 1 responses: 10+			
Preempt,	Hi-x	Xx	same	Aggressive style			
2NT: 5+5+ 2 lowest unbid suits (if opening shows 4+, otherwise two lowest suits). On 1M opening: 5 OM + 5 ♦	Lo-x	xxX, xxXx, HxX, xxxxX	same	1MA-1NT (3-7 with M 3 card supp or 4-10 hcp)			
	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE			
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer´s Lead	Discarding	1♣ = 10-13 or 17-19 balanced or natural 4+ cl, can have 5c any suit if balanced Transfer responses on 1♣		
(1m)-2m:5♥+4♠+	Suit: 1 st	Low: enc	Count	Low: enc	Bergen (modified) after 1M opening		
(1M)-2M:5OM+5♣, (1M) – 2NT: 5OM - 5 ♦	2 nd	Count					
Jump cue: asking for stoppers - seeking 3NT	3 rd	Suit Pref			Fit-showing jumps and fit-non jumps after pass		
VS. NT (vs Strong / Weak ; Reopening; PH)	NT: 1 st	Low: enc	Smith	Count	2♦: one M suit 3-10 hcp (MULTI)		
D=14+ HCP against both, 2♣: ♥+♠,4+/4+,	2 nd	Count	Count		2♥: Both M (4+/5+ or 5+/4+), 3-10 hcp		
Other natural. After pass: double 1M and 1m.	3 rd				2♠: 5♠ + 4mi, 3-10 hcp		
	SIGNALS : Count: Hi-Low: odd, Low-Hi: even						
2NT: 2-suiter, other natural.	Smith (Lo-enc) vs NT, Lavinthal, Revised Trelde (high-odd = highest, high-even = lowest)						
3/4x: pre-empt	Trumps:Hi-lo shows interest in ruff.						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT-bids)	DOUBLES			SPECIAL FORCING PASS SEQUENCES			
D: T/O + Lebensohl	TAKEOUT DOUBLES (Style; Responses; Reopening)			In GF situations and in many comp. situations where opps. call at the 5 level			
Leaping Michaels	T/O: 12+HP (10+ if good distribution)- new suit NF, cue F1			Semi-forcing pass to 3♠			
Cue(3-level): asking for stopper	Reopening: depending on distribution and vulnerability			If we double 1nt for penalty = forcing thru 2♥			
NT: 15-18 → system	Negative D to 4♥						
VS. ARTIFICIAL STRONG OPENINGS	Many T/O D to 4♥						
Vs 1♣ opening: nat at 1-level, NT=♣+♥ or ♦+♠, 2♣: ♣ or							
♦+♥, 2♦: ♦ or ♥+♠ etc.							
Vs. 2♣ opening: same	SPECIAL, ARTIFICIAL AND COMPETITIVE DBL:s / RDBL:s			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE			
OVER OPPONENTS' TAKE OUT DOUBLE	(3NT) - D: Lead dummys first suit, weakest M, own suit, or only un-bid suit (depending on bidding sequencing), support doubles Maximum Overcall Double, lightner double			1x-1y-1z -2♣ = to play 2♦ or invite, 1x-1y-1z-2♦= GF relay, 4th suit GF, Minorsohl (2nt asks for best m), Manco after cuebid in opps suit and x (pass = ½ or 1 stopper, RD= no stoppers, other bid=shortness), various trial bids			
1M (x): transfer from 1nt, 2NT = 4+supp 8+p, fitbids, RD: 9+ p w. xx in pd's suit, Pass can be strong w. shortness in pd's' suit. 1♣ (x) RD = both minors weak				(Mini) Splinter, Crowhurst, Scrambling, Rubensohl, Lebensohl			
	(1x) - 1/2y - (D) - RD: A, K or Q in y			1♣-1M-2♦: F1, nat. or bal 4-card support 17-19			
				Psychics: Seldom, no specific agreements			

Opening	Art	Min	Neg Dbl thru	Description	Responses	Subsequent Auction	P/ Hand bidding and opponents' interference
1♣	x	2	4♥	4+♣ 10+ hcp or 10-13 bal. (semibal) or 17-19 bal. (5♦, 5M, possible)	1♦ = ♥ (0+hcp), 1♥ = ♠ (0+), 1♠=♣, (5+hcp) or bal. 5-13 w/o M, or bal 17+ 1ut=♦ 5-11 w/o M, 2♣= WJS or GF ♦ 2♦= WJS or GF ♥, 2♥= WJS or GF ♠, 2♠:both minors 12-16 hcp, 2ut: 14-16 balanced, 3mi: nat. invit, 3♥: inv. 5+-5+ M, 3♠: transfer to 3ut, 4♣: pre-empt, 4M: to play	1♣:1red-2♦: 17-19, 4c supp or ♠+♦ 1♣-1♦-1♥: (10) 11-13, 2-3♥ 1♣-1red-1ut: 17-19, 2-3 in pd's suit 1♣-1♠-1ut: (10)11-13 bal 1♣-1red-2ut: 3 in pd's suit, 6+ in own 14-18 p 1♣-1♠-2♦: 17-19 bal with 4c ♣ supp OR ♠+♦ 1♣-1♠-2ut: 17-19 bal without 4c ♣	1♣♦-(1NT) 2♣ =both MA, 2d/h/s = natural 1♣ (1red) system on, except: 1sp which can be many hands w/o 4♥, 1nt = 7-11 with stopper, 1♣ (1♦) 2♣=4♠ +4+♥ 6-11, 1♣ (1♥) 2♦= 4♠ + 5+♦ 6-11 1♣ (2x natural): x = 9+, 2M nat NF(6-11), transfer from 2nt (Invit+)
1♦		5(4)	4♥	11-21 HCP, 4♦ if 4441	WJS, 2♦ (7) 8-10, 3♣: 10+ and 4+♦, 3♦: preempt, 3M: WJS, 4♣:WJS, 4♦: preempt, 4M: to play	1♦-1M-2ut: 3 in pd's suit, 6+ in own 14-18 p 1♦-1♥-1ut: typically 1354 distr 15+ 1♦-1♠-1ut: 4♥ 11-15 hp.	
1♥		5	4♦	(10) 11-21 HCP	1NT: 4-10 or 3-7 3♥, 2♥: (7) 8-10 3♥, 2♠: invit 6 sp, 2NT: GF 4+♥, 3♣: 7-11 4+♥, 3♦: 11-13 3♥, 3♥: preempt, 3♠: 8-11 4+♥ unk single and max ONE ace, 3NT: void ♠ 8-11 4+♥, 4m: void m 8-11 4+♥	Over 1M- 2NT (Chips) → 3♣:min; 3♦:15+; 3♥:short ♣ and not min.; 3♠:short ♦ and not min, 3nt: short OM and not min; 4♣♦OM; 5-5; 4MA: to play 1M - 3♣ - 3♦: invitational, other GF 1M - 3♦ - 3M: min, - Responder can ALWAYS bid 4M!	
1♠		5	4♥	(10) 11-21 HCP	1NT: 4-10 or 3-7 3♠, 2♠: (7) 8-10 3♠, 2NT: GF 4+♠, 3♣: 8-11 4+♠, 3♦: 11-13 3♠, 3♥: invit 6 h, 3♠: preempt, 3NT: 8-11 4+♠ unk. single and max ONE ace, 4m/♥: void 8-11 4+♠	After 1M-1nt: 2♣ F1: 16+ , 11-15 bal or nat. (=>2♦ 8+) other bids show 11-15 After 1♥-1♠: 2♣ F1: 16+ , or clubs (=>2♦ 8+) Other bids show 11-15	After 1M : If Opps D, RD 9+ with double M, Pass can contain a strong hand with single/void M!, transfer from 1NT, Truscott 2NT, fitbids, If opps bid fitbids, 2NT, After 1M – 2NT : opps bid: pas: no stopper / no short in opps suit D: penalty 3M: extras and short in opps suit 3NT: nat. Other: Cue and cue in opps suit. 4M: minimum and short in opps suit 1♥ (1nt)? : 2♣= 2♥+ 5♠, 2♦= good raise ♥ 1♠ (1nt)? : 2♣= 2♠+ 5♥, 2♦= ♥, 2♥ = good raise ♠ Over 1NT-(2x - nat) Rubensohl, Scramble, T/O D Over 1NT- (D) System on, Over 1NT-2♣-(D: if ♣) -p: no ♣ stopper - other: system with ♣ stopper When Opps D : pass = neutral, RD = own suit
1NT				14-16 bal or semi bal (6322 or 5422, 5M possible)	2♣: NF Stayman, transfers, 2♠: minors, 2nt: 1 minor, 3♣ GF asking for M, 3♦: HHxxxx (semi-invitational), 3♥: inv. 5+-5+ M, 3♠: GF 5+5+mi, 4mi: minor RKCB 1430	1NT - transfer - 3M: min and 4M, 2/3x: xx 4M max. 2♣-2red - 2♠: GF relay	
2♣				20-21NT, acol 2 or GF	2♦: relay, 2M/3m: to play if 20-21NT, 3M: 7 suiter no side stoppers	Herbert, 2♣ - 2♦ - 3M: 4M and 5+♦ GF, 2♣ - 2♦ - 2M - 3M: 2+ ctrls. and 3+M, - 3NT: 3+ M., positive max 1 ctr., 4m: splinter max. 1 ctrl.	
2♦	x	0		MULTI weak 2M (0-7, 5 or 6 suiter)	2/3M=P/C, 2NT: asking, new suit F1, 4♣: transfer to your M, 4♦: bid your M	2♦ - 2NT – 3♣: Not min, - 3♦: min and ♥, - 3♥: min and ♠	
2♥		4		4+/5+ M, 3-10 hcp	2NT asking, new suit F1	2♥ - 2NT - 3♣: Not min, - 3♦: min and 5♥, - 3♥: min and 5♠ 3sp: 5-5	
2♠		5		5sp/4+ mi, 3-10 hcp	2NT asking, new suit F1	2♠ - 2NT	
2NT				22-24 semi bal (6322 or 5422)	Stayman, Transfers, 3♠: m, 4m: nat slam interest	after transfer : 3 in suit =2 c, 3nt = 3card new suit =4 and cue, After Stayman : Other M = Slam interest	
3♣♦		6		preempt	new suit F1, 4 om: asking for aces		
3♥♠		6		preempt	new suit F1, 4♣: asking for aces		
3NT	x	6	Solid mi / to play	After solid minor 1 st 2 nd hand: ♣ p/c, 4♦ asking for singleton		SLAM BIDDING	
4♣♦		7	preempt	4/5 om asking for aces		RKCB 1430, Voidwood 0314, minor RKCB 1430, DEPO, Cuebids 1st/2nd ctrl., Unserious 3NT	
4♥♠		7	preempt	4nt: RKCB 1430			
4NT	x		Ace asking	5♣: 0, 5x THAT ace, 5ut: ♣ ace, 6x 2 esser CRO			