DEFENSIVE AND COMPETITIVE BIDDING	LEADS AN	D SIGNALS						
OVERCALLS (Style; Responses; 1/2 Level; Reopening)	OPENING LEADS STYLE							
Q = Fit, JQ = Mixed and Jump Pre, no room then Jump = Mixed		Lead In Partner's Suit			uit		WBF Convention Card 2.19	
Fit Showing Jumps over Overcalls, 1M - X transfers starting at	Suit	3/L, Rusinow		Top no H if supp, 3/L from H if supp or				
1NT = suit or lead direct with constructive raise, 1M-X-2M weak	NT	4th, Rusinow but A ffrom Al	K, 2nd or 4th	4th Top no H if supp, 4th or 3rd if H ormost		Category:		
FSJ over T.O./M, 2M/1m after Xand 2D/1C is weak, Hamilton/	Subseq	seq 3/L unless attirude, Std Honor leads depends on Smith and situation			mith and situation	Country:	USA	
NT, Michaels, Roman Jumps/wK 2, Q to 3 and Jump Q = stop	Other: Reverse Smith vs NT, Trump Suit Preference, UDCA,						NEC CUP	
ask for 3NT(see also notes)	Std present remainder count						LARRY MORI-VENKATRAO KONERU	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS					SYSTEM SUM	MARY	
15+ - bad 19 same NT system but regular Stayman responses, Balancing 1NT 10-15/1 mine	Lead	Vs. Suit		Vs. NT		GENERAL APPROACH AND STYLE		
Rigal iver Balancing 1NT 2C asks 2D = 10-11 and then scrambles, 2H, 2S= 4 and 12-13, 2n	Ace	AK doubleton or unsuppored	pored AK		2/1 GF, 5 Card Majors with many different raises, 3+ minors,			
over 1NT/1M point counts go up respectively	King	AK AKJ10, KQ109		9	single raise minor = //bal 11-12 or limit raise, 2NT = 13-15, 18-19			
			KQ		or FR, 3NT = 16-17			
	Jack	QJ QJ		QJ	J		2D = Weak 2 H or Bal 20+ - 22, 2H = Both Majors 4 - 10, 2S WK	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	J!0		J10, KJ10		2NT = Weak 3 level minor , 3C, 3D good pre, 4C, 4D = 8 1/2-9		
1-Suit: preemptive but Intermediate in Balancing and unfavorable	9	109		109, K109, Q1	09	Tricks		
2-Suit: Michaels/1 level bids, Roman Jumps over Weak 2, Direct 4C, 4D/ Multi = C + H ;	Hi-x	doubleton or suppored suit		top of 3, 2nd I	highest from 4 or 5	1NT Openings: 15+ -18		
2NT/1 suit = 2 lowest unbid, delayed 4C, 4D/ Multi = D + H, D + S except 2D P	2Lo-x	ODD		4th, 3rd		2 OVER 1 Responses: Game Forcing UPH		
Reopen: Good Hand or Protective or Penalty Search	SIGNALS II	N ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's	Lead	Discarding	2D = Weak 2H or 201/2 - 22 Balanced		
7+ 18 V is genrally opening hand, Fav can be lead directing, jumps PRE except balancing and	Suit:1st	Suit:1st A C A		2H= Both Majors 54+ NV, 55+ V 4-10				
	2nd	2nd C SP			SP		2NT = Weaker 3C or 3D bid, usually about suit quality, Favorable can be loose. V vs NV is	
	3rd	SP A			С	3NT = 4 level minor preempt		
	NT: 1st	A C			A	4C = 81/2 to 9 tricks in Hearts		
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	С	SP		SP	4D = 8 1/2 to	0 0 tricks in Spades	
2C = 1 Suit, 2D = Majors, 2H = H + m, 2S = S + m, 2NT = minors	3rd	AP A		с				
		Signals (including Trumps): UDCA, Trump Suit Preference unless ruffing, Reverse Smith						
	DOUBLES							
	TAKEOUT DOUBLES (Style; Responses; Reopening)							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Negative X thru 4H - higher more cards, Responsive X same							
3 Q asks stopper for 3NT. Jumps to 3 = Intermediate, 4C, 4D = OM + this minor, 4C, 4D dir	Support X	hru 2H but thru 3H/ Pre th	en extras, S	Support 1NT				
delayed jump = D + H and D + S, see notes for others, X/ 4H, 4S is T.O. and 4NT is 2 suits.		Istd support XX, Maximal X, Snapdraogon X, T.O. Xs mostly						
	support other suits, penaltyish X/ 1NT - 2 natural					SPECIAL FORCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES					P vs 2 passed hands after we bid game, 2/1 situation virtually F and is cue bid and game bid		
Strong 1C and 2C: Crash: X = Reds or Blacks, 1D = Ms or ms, 1NT = D + S or C + H, Over	1XX over 3NT X shows doubt					searching ther	P is F because P then bid is the strongest bid.	
With minor suits next level or more	1M - 2M X shows a raise to 2M, other X/ direct cue bids tend to want to penalize.							
	1C (strong) and 2C(strong) $X = RED$ suits or BLACK suits					MPORTANT NOTES THAT DON'T FIT ELSEWHERE		
When partner's automatic lead is your suit, X discourages					1C P 1D 1S X = 4H, Lower Competitive situations, Pass is more encouraging than a minimur			
OVER OPPONENTS' TAKE OUT DOUBLE						when partner of	cue bids after we overcall.	
3 JUMP Q asks for a stopper to bid 3NT,								
	i					Psychics: R	are but sometimes a 3 card Major rebid or response for lack of convenient bid	

0	Artificial	win.	Neg Dbie t	Description	Responses	Subsequent Auction	Passed Hand Bidding
-	No		4H+	Natural	1D nat.or 6-7 with 3334 or 4+-7 5332, 1NT = 8-10, 2C=	Natural but 1NT 4432; 2D asks, 2NT = NT,others LR, 3C Bar	2D 55, 2H, 2S 54 FSJ
-	-				11-12 Bal or LR, 2NT = 13-15, 18-19 Bal or Forcing Raise,	3C = short, 3D asks LMH, 3D extra; 4C = RKC/3D	3C = Mixed. 2C same
-					3NT = 16-17, 3C = Mixed, 3D, 3H, 3S		
					2D. 2H. 2S = WJS	2NT GT. 3M PRE	
	No		4H+	Natural	2D= 11-12 or Limit, 2NT = 13-15, 18-19, or FR, 3NT =	2H asks, 2NT = Nt, others LR, 3D Bar; 3C = short, 3D asks LMH. 3D extra	3C 55, 2H,2S 54 FSJ
					16-17, 3C = INV, 3H,3S SPL	4C to 4S 4-7D 18-19, 4NT = 3	3D = Mixed, 2D same
\rightarrow	No	5	4D+	5+	3D = Limit, 3C = Mixed, 2NT = FR no short, 2S = FR w short,	2 way GT/2H, 2NT/.2S asks short and 3C tell, 3C./2NT short, 3D =	3H = Mixed 5H or 4 with short, 2C = 3 H Drury
	10	ř – –		4+ 3rd or 4th	2H = 3 w 7+-10 dummy Ps; 3NT= Good 4 Pre, 4H = Pre	RKC, Q ask Ks, Suit Ask, 3H = Med, 3S 6322, 7222	2D/2C = ALL GT hands or Bust; $2H = Opener$,
						22. 3NT = min. 4C.D.S 5422	Rejects LR; $2D = 4H_{,.}$ 36 FSJ 2NT=C, 3D
			22, 5141 - 11111, 40,0,0 5422	2S = 54, but $3C = C$ inv			
\rightarrow	No 5 4H+ 5+		5+	3H = Limit, 3D = Mixed, 3C FR; no short, 2NT = FR with short,	2 way GT/2S, 3C/2NT asks short, 3C tell, 3S min, over 3C/1S same 8 steps	2C = 3S Drury, 2D = 4 S Drury, 2NT(=C), 3D, 3D	
S No 5 4H·	p	40+	4+ 3rdor 4th	2S = 3 with 7+-10 dummy points, semi F 1NT, $3NT = Good$	as over 2NT/1H	FSJ, 3C INV; 1S-2D-2H art relay 2S for GT	
				4 Pre, 2S = 7+-10 dummy Ps			
			4 Pre, 25 = 7+-10 duminy PS		2 way GT in Hs, Ss, 2NT		
-				15 10			Reverse Jacoby - 3 suit, 4 - short
Τľ		15+ - 18	2C = mod Stayman with inv+, 2H, 2S = transfers, 2S = MSS,	2D/2C denies 4H, 2H = 4H, 2S = Both Ms, 2H/2D after 2C = GF shape	same		
			4432 or		2NT = 3C relay to play 3C or 4441 or 544 (5m), 3C,D = INV,	ask, 2S/2H after 2C GF shape ask, both followed by min-max then	
			4441		3H 55+ Ms INV, 3S = 55+ Ms GF, SA Texas	controls, 3C/2NT suit below short, 3H, 3S/MSS best GT short, 4C, 4D	
			544 Q			stiff M, 4H, 4S void	
)	res			22+ Bal or min of 18+ with long suits	2D = GF, 2H X neg, 2S,3C,3D,3H = 6 with 2 of 3 top,	Kokish/2D, 2C-2H-2NT-3 any nat; 4C/3Nt asks length, 2H-2NT 3 any nat	same
					2NT = minors bust, 3S = 7, 3NT = solid suit	"2NT" (2D) sys/ NT	
	Yes	5 NV		Weak 2H 5-11 can be 5 Card NV	2S = art 12+, 3H = 3H pre, 3S = 5H pre, 4D = xfer to 4H no	2NT/ 2H, 2S = 20 1/2 - 22, Puppet, Transfer, 3S relay to 3NT	same
				20 1/2 - 22 BAL	slam interest, 4H = 4H with 8-11		
	Yes	54 N\	(4-10 Both Majors 54+ NV, 55+ V	P, 2S, 3H, 3S, 4H , 4S to play, 2NT range shape ask, 3C + ST	NV/2NT 3C min, 3D 5521 med, 3H 45 max, 3S 54 max, 3NT 55 max, V	3C, 3D GT in H, S
		55 V			in H or S, 3D = GT in H or S, 3H, 3S, 4H, 4S to play,	3C min C short, 3D min D short, 3H, 6+5+ min, 3S max short C 3NT max	
						short D, All V 4C 55+ C void, 4D 55+ D void, 5H 5611, 4S 6511, over 3D	
_						3H turns down Hs, 3S turns down Ss, 3NT accepts both	
	No	5 NV		5-11 6 card suit can be 5 NV	2NT Feature ask V, Ogust NV, New Suits Forcing, McCabe/X	NV 3C = 5 med - max, 3D = 4 min, 3H = min 6, 3S good for suit play,	
						3NT good for NT, 4C, 4D = splinters	
Т	Yes	6 NV		weaker 3C or 3D Opener	New Major Forcing, Pass or Correct any minor bid 4NT =	3NT no fit genrally AQ of pre min or outside honor	
				Vulnerability defines suit			
;	No	7		good 3C strength depends on V	New Major F, 4D RKC	4C no fit, cue is generally shortness with fit	
	No	7		good 3D, = AQJ min	New Major F, 4C = RKC	4D no fit, cue is generally shorthess with fit	
	No	7		quality depends on V	4C = modified RKC	for RKC 0, 1, 1 with Q, 2, 2 with Q	
	No	7		quality depends on V		for RKC 0, 1, 1 with Q, 2, 2 with Q	
	Yes	7+		4 level minor preempt	Pass or Correct		
	Yes	7		8 1/2 to 9 tricks in H 5 controls or less	4D = 2KC + at least another working card, 4H = to play,	/4D 4H to play, 4S relays to 4NT to tell non xx xx suit, 4NT, 5C, 5D	
				no voids	4S = 3KC	asking bid in suit (LMH)	
	Yes	7		8 1/2 tricks or 9 in S, 5 controls or less,	4H = 2KC + at least another working card, $4S = to play$,	/4H 4S to play, 4NT relay to 5C to tell non xx xx suit, 5C. 5D, 5H,	
	100	<u> </u>		no voids	4NT = 3KC	asking bids LMH. 5S asks for Qx in S	
\rightarrow	No	6		8 tricks or lower	4NT = RKC (1430)	Q ask then 5H none, 1st, 2nd, 3rd available Q + K LMH, 5NT # Ks	
	No	Г 6		8 tricks or lower	4NT = RKC (1430)	Q ask then 5S none, 1st, 2nd, 3rd, available Q + K LMH, 5NT #Ks	
	Yes	Ĩ—		Blackwood	04, 1, 2, 3		
	No	7		natural to play	· · · · · - · ·		
	No	7		natural to play			1
	No	F—					1
					1		1
	No Yes	<u> </u>		66 or 76 minor slam			1
	res VEL BID						
				no voids. 5 controls or less			
,				IU VUIUS, 5 CONTIONS OF IESS			
	level mir						
	tricks o						
14 P 3				it, then 2 with. DEPO, Generally VOID SLA	M TRYS not EXC		
	r cuit in	comp	is desire r	iot to go on.			
of theil	Suit III						
f thei	Suit in						