DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	LEADS STYLE				
		Lead		In Partner's Suit	CATEGORY: Green	
Normal+	Suit	2nd and 4th		2 nd and 4th	NCBO: Scotland	
	NT	2nd and 4th		2 nd and 4th	PLAYERS: D.Mitchell_J.DiMambro/T.Black	
	Subseq	2nd and 4th		2nd and 4th	EVENT SOL 10	
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
	Lead	Vs. Suit		Vs. NT		
2 nd in hand: 15-18 then as if 1NT opened	Ace	AKx Axx -	- give Att	AKx Axx – give Att	GENERAL APPROACH AND STYLE	
-	King	AKx KQx -	– give count	AKx KQx – give count		
4 nd in hand: 10-14 then as if 1NT opened	Queen	KQx QJx –		KQx QJx – give Att	ACOL	
	Jack	J10x AJ10		J10x AJ10 KJ10	12-14 NT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10x A109	K109 Q109	10x A109 K109 Q109	4-card majors	
Intermediate: 11-15 6-card suit	9	109x 9x		109x 9x		
	Hi-X	2 nd from po	or suit	2 nd from poor suit		
	Lo-X	4 th from hor	nour	4 th from honour		
Reopen: Intermediate	SIGNALS IN	NORDER OF P	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Michaels	1 Standard Count		Standard Co	int Att		
	Suit 2 SP	5	SPS		2D: Multi: weak 2 in major or 8 PT in minor or 25+BAL	
Jump cue asks for stop for NT	3					
		ndard Count	Standard Co	int Att	2H, 2S: 8+ PT	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 SP	5	SPS			
X:15+	3				3NT: solid 7+ card minor	
2C: H and minor	Signals (inclu	iding Trumps):				
2D: S and another		nps: odd numbe	r looking for a	ruff		
2 H/S: 6 card suit		•	0			
2NT: strong 2-suiter			DOUBLES			
				~ • • •	_	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Optional X	s) TAKEOUT DOUBLES (Style; Responses; Reopening)					
	Normal					
	Tomai					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES	
X:C and H 1D,1H,1S NAT 1NT: D and S	SPECIAL A	RTIFICIAL &	COMPETITI	VE DBLS/RDLS		
2D: D and H 2H: H and S 2NT: C and D						
	Negative dou	bles				
OVER OPPONENTS' TAKEOUT DOUBLE	Responsive				IMPORTANT NOTES	
Jump raise: PRE		040105				
2NT: good raise	-1 ┣					
2111. 5000 1000	-1				PSYCHICS:	

IJ	lF IAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		4	3S	11+	2NT:10-12 BAL					
					3C:10-12 4+ card support					
1 ♦		4	3S	11+						
1♥		4	3S	11+						
1		4	3S	11+						
INT		+	50	12-14	2C:Stayman 2D,2H,2S:Transfer					
1111				12 17	2NT:11-12 3C: 5-card Stayman					
2*	А	0		23-24 BAL or GF	2D: negative or waiting		1			
2♦	А	0		Weak 2 in major or 25+BAL	2H/2S:pass or correct					
				Or 8+PT in minor	2NT:relay					
2♥		5		8+ PT	2NT:negative 3H:GF					
2		5		8+ PT	2NT:negative 3S:GF					
2NT				20-22 BAL	3C:5-card Stayman	2NT-3C-3D:no 5-card major				
2.		6		PRE	3D,3H: transfer 3S:minors	2NT-3C-3NT: no 4-card major				
3*				PRE						
3♦ 3♥		6 6		PRE						
3♠		6		PRE						
J.m.		0								
3NT	А			Solid 7+ card minor	4C: pass or convert					
					<u>^</u>					
4*		7		PRE						
4♦		7		PRE						
4♥		7		PRE						
4 🔺		7		PRE						
4NT										
5 4		7		PRE		HIGH LEVEL BIDDING				
5♦		7		PRE						
5 ♥		7		PRE		4NT:RKCB 5C:0 or 3 5D:1 or 4 5H:2	w/o TQ 5S: 2 with TQ			
5♠		/		PRE						