DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SI	GNALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE		
Natural, wide ranging, direct raises pre emptive		Lead	In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Weak jumps	Suit	4th & 2cd	Small from 3	NCBO:
Michaels, leaping/non leaping	NT	4th & 2cd strong 10		PLAYERS: Black/Selman
1H/1Sp - 2H/2Sp = 5/5+ Major/Minor then 2NT asks then 3Cl= minimum with Cl, 3D = min with D, 3H = good with Cl, 3Sp = good with D 3Cl over 1or 2 Cl = Clubs	Subseq	As remains		EVENT (Open/Women/Senior/Transnational)
	Other:			$\exists$
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
Strong in 2cd, systems on	Lead	Vs. Suit	Vs. NT	
1NT in 4th seat = 10-16 Double = 17+ Responses 2 Cl asks then 2D = 10-12 2H = 13-14 c 4H 2Sp = 13-14 c 4Sp 2NT = 13-14 No maj 3NT= 15-16 No maj 3 suit =15-16 c bid suit	Ace	Attitude	Same	GENERAL APPROACH AND STYLE
	King	Count	Same unblock	1NT = 15-17 $2Cl = 4$ card stayman $3Cl = 5$ card stayman
	Queen	Attitude		5 card majors, 1Club 2+

	Jack	Sing 10 c	ngleton/dou & 9 or 8	oubleton/has			2/1 game force, 4th suit forcing for 1 round at 1 level, forcing to game otherwise	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Sing	Singleton/doubleton		Strong		Multi2D = 23-24NT or Weak Major 2H/2Sp =Lucas 5/5 Major/Minor (poss 5/4 Fav. Vul)	
Weak	9	S,D	D has 10 fro	.com 4			4 suit transfers	
UNT lowest 2 suits	Hi-X	2/4	,				Multi landy, UNT, Michaels/Leaping and non leaping	
2NT in $4$ th = 19-21, systems on	Lo-X						RKCB-14/30 reversed over clubs- break for Q with king(s)	
Reopen:	SIGNAL	LS IN ORDE	ER OF PF	LIORITY	1		Splinters, unassuming cue bids,	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Le	lead	Declarer's Lea	ıd	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Strong takeout and NT enquiry	1	Attitude		Count		Att/count/suit pref	1 club opener	
	Suit 2			·			Drury 2Cl & 2D 8-11 3/4 card support	
Good raise over intervention	3							
VS. NT (vs. Strong/Weak; Reopening; PH)	1 NT 2						}	
V5. 141 (V5. Strong, vicax, Acopennig, 11)		<b> </b>		<b></b>	]			
2Cl = majors, 2D = 1x 6 card major, 2 H/Sp = 10+ cards major/minor	3							
	Signals (i	ncluding Tru	umps): hig	gh +ve, trumps i	reverse v	when required		
				DOUBLES				
	$\Pi$							

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	][
Double t/o, Michaels and leaping Michaels, 3NT = play	Other suits/other major/big hands 4th seat double t/o 9+	
Defence to 2D multi.		
<b>2cd seat</b> double t/o Sp, 2H t/o H 2Sp = 5+natural 2NT 16-18 3Cl/D/H/sp = 6+ non forcing		
Michaels and Leaping Michaels when suit known		
after 3rd seat has bid 4th seat		
dbl = bal less than 16		
NT = 16-19 systems on 3Cl/D/H/Sp = 6+ non forcing 2D pass 2H dbl 2Sp dbl = pen 3 Sp = NT enquiry 2D pass 2H pass 2Sp pass pass dbl = t/o of Sp		
		}
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*		SPECIAL FORCING PASS SEQUENCES
Overcalls natural and wide ranging	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	Freely bid game then pass is forcing
1Cl - 1D = Majors 1Cl- 1NT = Minors 1Cl -2Cl Blacks 1Cl -2D =Reds 1Cl - 2H H plus Cl 1Cl - 2Sp = Sp plus D	Double of artificial intervention shows suit Double of intervention = t/o Cooperative doubles	
	In principle- Doubles below game takeout, redoubles rescue	
		1}

OVER OPPONENTS' TAKEOUT DOUBLE	4th seat reopening double = 17+	IMPORTANT NOTES
Jump pre emptive, new suit 5+ forcing		
	Opponent opens 1double us 2 oppo then 2NT by us not natural, 2 places to play	
		PSYCHICS: not in system

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OP ENI NG	K I F A R T I F I C I A L	IN N O. O F C A R DS	N E G. D B L T H R U	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSEI HAND BIDDING
1*	*	2	4D	Wrong NT, no other bid	1NT can be 11/bad12 2NT Good game raise	Checkback 2Cl/2Dforcing	
					3D/3H/3S = splinter		
					3NT = 12-15 5 card Cl support no major		
						1Cl-1D-1NT-2D = natural NF	Unassuming cue bids, new suit natural 5+ if unpassed = forcing
1 •		4		Natural	A/A with 4Cl splinter	A/A	

	-		T.			i i i i i i i i i i i i i i i i i i i	
1 •		5	3 Sp	A/A	2NT = Good game raise 16+ Splinter = 11-15 shortage 3NT = 12-15 balanced 4+ support	3Cl/D/Other major = singleton 3 major = 6 cards better than min. No singleton 3NT = balanced 4Cl/D/Other major = void 4 opened major = minimum	Cue bids
1 ♠		5	3Н		A/A	A/A	
INT	15-17	5422			Stayman(4) non promissory 4 suit transfers 2D - 2H = min <4H 2D - 3H = min 4+H 2D -2NT = 4xH or 3xH and no small doubleton 2D - 2Sp/3Cl/3D = 3xH plus small doubleton Sp/Cl/D 2H transfer to Sp as above 2Sp -3Cl 2NT -3D 1NT-3 Cl/D/H/S = 6+ card with slam interest 3NT = 10-15 no 4 major	Break to 2NT if less than 3Cl with 2 top3 honours Break to 3Cl if D as above Cues	
2*	*	23+ or GF		Any shape	2D = any non positive 2H = less than K 2Sp/3Cl/3D = positive good 5+suit	2NT= 25/26. 3NT = 29/30 Systems on	

2•	0	5-10	multi 2 way Weak Major or 23-24 NT	2H = Pass or Correct 2Sp = Pass (willing to play 3H) 2NT = enquiry	3Cl = Good weak 2 in H 3D = Good weak 2 in Sp 3H = Poor in H 3Sp = Poor in Sp 3NT =27-28 4Cl/4D = Void	
2♥	5/5 5/4poss nv	4-10	Lucas	Raise pre emptive 3 Cl = Pass or correct 2NT asks	3Cl = Min with Cl 3D = Min with D 3H = Upper with Cl 3Sp = Max with H +D****	
2	A/A	4-10	Lucas	A/A	A/A but spades	
2NT		20-22		3Cl = 5 card stayman	3D= at least 1 4 major 3H/3Sp = 5 major 3Nt = no 4 or 5 major	Responder bids non holding ma or 4H with both
				3D/3H = transfer	Break with cue	Retransfer
3*	6		Weak4+	3Sp= minor suit stayman, slam try, both minors	3NT= no slam interest 4Cl/4D = RKCB in suit bid	14/30
3♦	6		Weak 4+	Natural and forcing		
3♥	6		Weak4+	A/A		
3♠	6		Weak4+	A/A		

	Gamble			4 Clubs pass or correct		
				Other bids to play		
	6H+		Pre empt Nothing outside H to protect Transfer bid			
	6Sp+		Pre empt Nothing outside Sp to protect Transfer bid			
	6H+		Pre empt Something outside H			
	6Sp+		Pre empt Something outside Sp			
*	Ace asks			Specific Ace ask 5NT = 2		
	Natural				HIGH LEVEL BI	DDING
	A/A				ROPI/DOPi Freely bid game then pass is forcing	
	>6			Asks for 2 top honours, bid 6 with 1, 7 with 2		
	>6			A/A		
		Image: state of the state of	Image: select on the select	Image: Constraint of the systemImage: Constraint of the systemImage: Constraint of the systemImage: Constraint of the system6H+Pre empt Nothing outside Sp to protect Transfer bidImage: Constraint of the system6H+Pre empt Something outside HImage: Constraint of the system6Sp+Pre empt Something outside HImage: Constraint of the system6Sp+Pre empt Something outside SpImage: Acce asksImage: Constraint of the systemImage: Acce asksImage: Constraint of the system<	Image: Constraint of the second sec	Image: Note of the state o