DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SI	GNALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS STYLE					
Wide range, natural, weak jumps	Lead In Partner				r's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
, <u>, , , , , , , , , , , , , , , , , , </u>	Suit	4 th ,2 nd from	4 th ,2 nd from bad suit		om 3	NCBO:	
	NT	same		same		PLAYERS:Benson/Diamond 10	
	Subseq					EVENT	
	Other strong 10 v NT						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
16-19 system on (4 card stayman)	Lead	Vs. Suit	Vs. Suit				
	Ace	attitude				GENERAL APPROACH AND STYLE	
Protective 11-14 system on	King		Count/unblock			15-17 NT	
	Queen	attitude		same		5 CARD MAJORS: 2 over 1 G.F.	
	Jack	Deny highe		Same		3 x weak twos	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Deny highe		strong		Michaels / ghestem	
Weak jump 6cards	9	Shortage or has 10				5 CARD STAYMAN	
Michaels/ghestem	Hi-X	2 nd top or 2		same		Good/bad 2nt	
1C-2C=S+D,2D=MAJORS,2NT=H+D	Lo-X	Low from 3+		Same		Drury-2c=3card support, 3d=4card suppot	
1D-2D=S+C,2NT=H+C,3C=MAJORS							
1H-2H=S+C,2NT=C+D,3C=S+D							
1S-2S=H+C,2NT=C+D,3C=H+D							
4 th seat 2NT is always 20/22		N ORDER OF F					
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		rtner's Lead	Declarer's		iscarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Ucb is support usually		requested	count	S	tandard att	1 CLUB can be 2 cards	
	Suit 2 co			Co	ount	4 th suit forcing to 4any	
Jump cue asks primarily for stopper	3 preference					standard attitude and standard count	
		requested	ested count		titude		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 count			C	ount		
X is strong		eference				_	
2C=majors—2D=6card major—2H= H and minor—2S= S and	_	uding Trumps):					
minor—2NT=minors	Suit pref	peter if ruff wante	ed				
VS strong NT DBL=4maj and 5 minor							
	DOUBLES						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		DOUBLES (Sty	le; Response	es; Reopening)	_	
Dble is T/O cue bid asks for stopper for nt	Emphasize N						
Leaping michaels(strong)	Ic-1d x both	majors (precisely	y 4/4)			_	
Non leaping michaels(strong) over 3 level pre-empts	→						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 a or 2 a						SPECIAL FORCING PASS SEQUENCES	
1CL -dble=Majors,1nt=minors,2c=black suits,2d=red suits		ARTIFICIAL &		TIVE DBLS/I	[
2H=H+C and 2S=S+D	Dble is sputnik/take out EXCEPT						
	Prt has pre-	empted and opp b	id				
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
Raises are weak new suit is forcing,4 cards		ppo bids 2h(land					
2NT=limit raise or better	is t/o of H (9	+)-2nt is relay to	3c(P/C)				
Redble shows values		<u> </u>				PSYCHICS: RARE	

OPENING	IF	MIN. NO. OF CARDS	NEG.DBL							
	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	4D	10-21HCP	.INV MINORS	CHECKBACK after 1nt/2nt rebid	Fit jumps,Fit non jumps			
						2c=n/f, 2d=GF				
1 ♦		4	4D	10-21 HCP	AS CLUBS					
1♥		5	4D	10-21 HCP	Limit raises,2nt jacoby 4card support,11+with shortage OR 15+ no shortage 4any=splinter 8-11 3nt jacoby 11-15 no shortage	3C=15+ and asks for shortage 3D,3S,4C=shortage(less than 16) 3h=good suit,no shortage(less than 16) 3nt poor suit,no shortage(less than 16) 4h=to play(min)	Bid shortage=3d,3s,4c(11+) or 3H=good suit(15+) or 3nt=poor suit (15+) Drury-2c=3card, 2d=4card			
1 🛦		5	4D	10-21HCP	As Hearts	in to play (min)				
INT		0	4D	15-17	2c=5card s/man; 2D,H,S,NT=T/FER	Break to 3M with 4 cards min Break to other with Kx,Ax and max	1nt-x-xx(has 5card suit-bid 2cl) 1nt-x(2any is suit bid and 1 higher			
					3ANY=6cards+msi	Break with Hxx if minor	4cards)			
2.		0	4D	23+HCP or any GF hand	2D waiting, 2H neg, 2NT==positive with H	2NT rebid=23/24 system on				
2♦		6		5-10	2NT asks	3C=min pts and bad suit				
						3D=min pts and good suit				
2♥		6		5-10	2NT asks	3H=max pts and bad suit				
						3S=max pts and good suit				
2♠		6		5-10	2NTasks	3NT=AKQxxx				
2NT				20-22	3c=5card s/m 3D/H=t/fer	Break to 3nt with 2, with 4+max bid source				
					3S=minor s/man 4+ in both minors 4 any is 6cards with slam int	With 4 and min bid 4H/S, with 3 bid 3H/S 4C/D is keycard in suit bid 3nt=no interest (then 4nt is quantitive)				
3 .		6		5-10						
3♦		6		5-10						
3♥		6		5-10						
3♠		6		5-10						
3NT				Solid 7 card minor	4C=P/C or 4 MAJ=cue bid(known minor)					
4.		7		Pre-empt						
4♦		7		Pre-empt						
4♥		7		Pre-empt						
4.		7		Pre-empt						
4NT				Specific ace ask	5C=none, 5D/5H/5S/6C shows that ace 5NT shows 2 aces					
5 .				Nat pre-empt		HIGH LEVEL BIDDING				
5♦				Nat pre-empt		1430 keycard				
5♥						DOPIROPI				
5♠					_	After 4nt(k/c) -5 any 5nt guarantees all controls and q trumpsbid specific king or 6nt with 2				
						ont guarantees all controls and q trumpsbid	specific king or but with 2			