DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS OPENING LEADS STYLE					
OVERCALLS (Style: Responses: 1/2 Level; Reopening)						
1L Overcall 8-16, Usually 5, CB Invit+		Lead		In Partner's Suit(3 cards)		
2L Overcall 9-16, Probably 6, CB Invit+	Suit	4th and 2nd if bad		MUD or low(unknown l		
JNS fit jump	NT	4th and 2nd if bad		MUD or low(unknown		
NS = Natural usually 2 card support	Subseq Current count			Current count		
	Other: Norr	nal top of sequen	ce, 10 guarant	ees higher o	other than J	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					
15-18, 11-14 in 4th	Lead	Vs. Suit		Vs. NT		
Stayman, Transfers	Ace	For reverse attitude		For reverse attitude		
	King	For count		For count		
	Queen	QJ/KQ		QJ/KQ/AQJ		
	Jack	J10/KJ10		J10/KJ10/AJ10		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Q109/K109		Q109/K109/A109		
1-suit: weak, CB =UCB, 2nt = UNT	9	109xx/109x/9x		109xx/109x/9x		
2-suit: strong, CB = UCB, 2nt = natural	Hi-X		Doubleton		eton	
	Lo-X	3+		3+		
Reopen: Weak and Sensible	SIGNALS	IN ORDER OF				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	P	artner's Lead Declarer's		Lead	Discarding	
CB = Michaels	1 C	ount	Count		Reverse Attitude	
Jump CB = Bid 3nt with guard	Suit 2 R	everse Attitude			Count	
	3 S	P				
	1 C	ount	Count		Reverse Attitude	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 R	everse Attitude	Count		Count	
D of weak NT = Penalties	3 S	SP				
D of strong NT = 5m/4M , then $2 \triangleq -\text{P/C}$, $2 \triangleq -\text{Asks M}$, $2\text{M} = \text{Long suit}$	Signals (including Trumps):					
2♣=5/4M		Hi-Lo = Even/disc; Lo-Hi = Odd/Encour				
2♦ = 6M	Hi-Lo trumps = ruff interest					
2♥/♠ = 5M/4m		DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
D = Take-out	10/11 + if sh	10/11+ if shape suitable, 16/17+ if shape unsuitable				
CB = 2 suiter						
3nt to play						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠						
Natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
	Take-Out Doubles					
	Responsive Doubles					
OVER OPPONENTS' TAKEOUT DOUBLE	_	Competitive Doubles				
Over 1D/M-X-, RD = 2 cards in M, 1nt+ = transfers, 2nt= fit(9+)	Most Low level doubles are take-out					
2 12 12 11 , 110 - 2 cards in 11, 11t - a amoroto, 21t - 1t() +)	THOSE LOW I	c. c. doddies die				
	\dashv \vdash					

W B F CONVENTION CARD

CATEGORY: Green NCBO: Scotland

PLAYERS: Douglas Piper (7006) and Miro Dragic (9641)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5 card Majors, 1♣ at least 3

1nt = 15-17

2 over 1 is one round forcing

2**♥**/ \spadesuit = 4-10 HCP 5+ cards

 $2 \spadesuit = 5/4$ in majors,, 4-10 HCP

aggressive opening bids 1st and 3rd

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

 $2 \spadesuit = 5/4$ in majors,, 4-10 HCP

1M-D-1nt+ = transfers, RD = 2 cards in M

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

 $1 - \sqrt{-1}$ nt-dbl = penalty/take out(not fit unless very strong)

Int-3 \clubsuit (3 suiter with \clubsuit 's)/3 \spadesuit (4441)/3 \blacktriangledown (31(54/45)/3 \spadesuit (13(54/45))

PSYCHICS:Rare

TIVE & PASSED D BIDDING
suits/rdbl=5any; leb
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