

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Simple 6/15
Jump = Weak
Ghestem: jump in lowest m=higher 2 suit; 2Nt=lower 2 suits; cue others
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15/18 responses as 1nt
4th – 11/16
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak – except 1C-2D and 1D/H/S- 3C (Ghestem)
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct = Ghestem: 2nt lowest 2 suits, JILM higher 2 suits, cue for Other 2 suits
Jump asks for stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy vs weak nt
Against strong NT(at least 15) Don't: X = single suit, & suit is that Suit and a higher ranking suit
Vs weak nt PH reverts to don't style
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X - Takeout
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Don't style over strong club
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Pre-emptive raises
Most bids ignore the double

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th/2nd		
NT	4th/2nd		
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Shows K or length	As vs suit	
King	Shows Q		
Queen	Shows J		
Jack	Shows 10		
10	Denies J		
9	98 or short		
Hi-X	Hi		
Lo-X	Top		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Attitude	Count	Rev Attitude
Suit 2	Suit pref		
3			
1	Rev Attitude	count	Rev attitude
NT 2	Suit pref		
3			
Signals (including Trumps):			
Possible suit pref in trumps			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Lebensohl follows take out double of week twos			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Neg doubles thru 4H			
Support doubles/redoubles			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: Bob McPaul (6210)</b>
<b>Tony Wilkinson (2310)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Both minors can be 3 crds
5 card majors with forcing NT response 2/1GF
14-16 NT
3 weak 2s
2c strong
Point counts & suit lengths given as a guide only
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Double of a strong NT(15+) not primarily penalty
<b>SPECIAL FORCING PASS SEQUENCES</b>
Following clear sacs by oppo
<b>IMPORTANT NOTES</b>
Psychics: infrequent

