DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	OPENING LEADS STYLE						
natural 5+ suits 1-level 6+HCP / 2-level 10+HCP		L	Lead In I		Partner'	s Suit	CATEGORY: Green	
Cue after overcall shows 3+ fit good hand	Suit	1	Lsts/2nds/4th	nds/4 th s 1 st s/2 ^r		th S	NCBO: New Zealand U21	
	NT	1	L st s/2 nd s/4 ^{tl}	ns 1 st	s/2 nd s/4	th s	PLAYERS: Leon Meier/Alice Dravitzki	
	Subseq	R	Rev Att	Re	v Att			
	Other:	•						
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY	
Natural 15-18HCP	Lead	V	/s. Suit		Vs. N	IT	1	
2♠ is stayman	Ace	Ace AK(-		AK(+)		e	GENERAL APPROACH AND STYLE	
2♦/♥ transfers	King	К	KQ(+)		Sam	e	ACOL	
2♠ transfer to clubs – 3C transfer to D	Queen	C	QJ(+)		Sam	e	5-card spade, 4-card heart	
2NT invite	Jack	Т	op of sequ	ience				
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Т	Top of sequ	ience				
Pre-emptive with 6+ card suit	9							
	Hi-X							
2nt – lowest 2 suits, roughly opening hand	Lo-X							
	SIGNALS	IN ORDER						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's	Lead	Declarer's L	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Over a minor showing 5-5 Majors	1	Reverse /	Attitude	Reverse Cou	ınt	Reverse Attitude		
Over Major showing other major and 1 minor 5-5	Suit 2	Reverse (Count			Reverse Count		
	3							
	1	Reverse A	Attitude	Reverse Cou	ınt	Revolver		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	Reverse (Count			Reverse Attitude		
X = 15+HCP	3					Reverse Count		
2♠ = LANDY - at least 4/4 majors, 10-14HCP	Signals (including T	rumps):					
2 ♦/♥/♠ = natural								
				DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)				esponses; Rec	pening)			
X take out		ly sound po						
Jump bids show good hand	Almost a	always 4-4+	+ in majors	or other majo	r after 1	M opening		
NT bids natural								

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠		SPECIAL FORCING PASS SEQUENCES
All natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
2nt minors	1nt-x-xx show any one suit	
	1nt-x-p forces XX, pulling the XX shows 2 suits that don't touch	
OVER OPPONENTS' TAKEOUT DOUBLE	1nt-x-2x – show that suit and the one above	IMPORTANT NOTES
XX shows 10+		
		PSYCHICS:

OPENIN	TICK	MIN. NO. OF CARD S	NEG.D BL THRU						
G	ARTI FICI AL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1 ∳		3		Generally 11+HCP	Natural, 2C=6-9, single jumps weak, 2nt INV, 3C INV				
1♦		4		Generally 11+HCP	Natural, 2C=10+, 2D=6-9, single jumps weak, 2nt INV, 3D INV				
1♥		4		Generally 11+HCP	Natural, 2C/2D=Nat 10+, single jumps weak, 3H=INV, 4H=pre-emptive				
1♠		5		Generally 11+HCP	Natural, 2C/2D/2H=Nat 10+, single jumps weak, 3S=INV, 4S=pre-emptive				
INT		-		12-14HCP, balanced	2C Stayman, 2♦/♥ transfers				
					2♠ transfer clubs 2NT = 10-12, 3C transfer to diamonds				
2 ∳		-		GF or 23+ HCP	2♦ response waiting				
2♦		6		Pre-emptive	2NT = hand enquiry, new suits F1	After 2nt -Bid an honour			
2♥		6		Pre-emptive	2NT = hand enquiry, new suits F1	After 2nt -Bid an honour			
2♠		6		Pre-emptive	2NT = hand enquiry, new suits F1	After 2nt -Bid an honour			
2NT		-		20-22HCP Semi Balanced	3♣ stayman				
					3 ♦/♥ transfers 3 ♠ transfer clubs, 4C transfer to diamonds				
3 ∳		6		Pre-emptive					
3♦		7		Pre-emptive					
3♥		7		Pre-emptive					
3♠		7		Pre-emptive					
3NT		-							
4 ♣				Pre-emptive					

4♦		Pre-emptive	High Level Bidding
4♥		Pre-emptive	Keycard 3041 Cue 1 st /2 nd
4♠		Pre-emptive	Natural long suit tries after fit - INV
4NT			