DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGN	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	IG LEADS ST					
Solid overcalls Vul, 6+ overcalls nonvul			Lead		In Partner's Suit		CATEGORY: Green Green
10+ at 2 level	Suit		2 nd /4 th		$2^{nd}/4^{th}$		NCBO: New Zealand
Cue promises 3 card support	NT		2 ^{nd/} 4 th		2 nd /4 th		PLAYERS: Ramon Quennell, Leon Meier
	Subseque		Rev Att		Rev Att		
	Other: fr	om Hxx usuall	ly lead	3rd			
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						Junior SYSTEM SUMMARY
15-18 standard responses	Lead	Vs S	Vs. Suit		Vs. NT		STSTEM SCHUMAN
	Ace		Overlead all sequences				GENERAL APPROACH AND STYLE
	King		Overlead all sequences				Acol
	Queen			l sequences			Open most 11's
	Jack			l sequences			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Over	rlead all	l sequences			
Weak	9	Over	rlead all	l sequences			4 th best vs Suit and NT
Unusual- Lowest opener	Hi-X						
	Lo-X						
Reopen: same	SIGNAI	S IN ORDER					
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lea	ad	Declarer's Le	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels- either both majors or major and a minor. About opener	1	Rev Att		Rev Count			
	Suit 2	Rev Count		SP			
	3	SP					
	1	Rev Att		Rev Count			
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Rev Count		SP			
2C- both majors	3	SP					
2D/H/S- 5+ Nat	Signals (including Trur	mps): S	Sometimes SP			_
2NT - minors				DOUDLEG			-
X = 15+				DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOUBLE	ES (Sty	le; Responses;	Reoper	-	
X= Takeout				suits, T/O up to			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠							SPECIAL FORCING PASS SEQUENCES
X - majors	SPECIA	L, ARTIFICI	IAL &	COMPETITI	VE DB	1nt-(x)-p, pass after a GF auction	
Nt - minors		show any one					
		/		XX shows 2 suit	s that d		
OVER OPPONENTS' TAKEOUT DOUBLE			-	the one above			
XX = 10+	Support X up to 2S						
		r ···					11
							PSYCHICS:

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1*		4		Generally 11+	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		4+, Generally 11+HCP	1S=4+, 2C/D=10+, 2H=6-9, single jumps INV Splinter, 2nt=4H GF, 3H=INV		
1♠		4		4+, Generally 11+HCP	2C/DH=10+, 2S=6-9, single jumps INV Splinter, 2nt=4S GF, 3S=INV		
INT		Bal		11-14 bal, could have 5M or 6m	Stayman, TRF 2D/2H, 2S range finder or TRF clubs, 2NT TRF to diamonds, 3C puppet stayman, 3D Nat INV 3M Nat slam try, Texas TRF		
2♣	GF	N/A		Game Forcing, any hand	2D Relay, 2H/S 5+		
2♦	*	6D		pre-empt	2NT enquiry, new suits forcing 1 round	Bid an honour with max, rebid suit with min	
2♥	*	6H		Pre-empt	2NT enquiry, new suits forcing 1 round	Bid an honour with max, rebid suit with min	
2♠	*	6S		Pre-empt	2NT enquiry, new suits forcing 1 round	Bid an honour with max, rebid suit with min	
2NT				Balanced can have 5M or 6m	3C – stayman, 3♦/♥ transfers, 3♠ transfer clubs, 4C transfer to diamonds		
3 ♣		7		Pre-empt			
3♦		7		Pre-empt			
3♥		7		Pre-empt			
3♠		7		Pre-empt			
3NT		7m		Gambling, could have at most 1 side-K			
4♣/♦/♥/♠	*	8		Pre-empt			
4NT		m		6+ each Minor	5C/D to play		
5♣/♦/♥/♠				Pre-empt		HIGH LEVEL BI	DDING
						3041	
						1 st and 2 nd round cues	
		l					