

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 of a suit: 8-15 hcp, 5c+
2 of a suit: 10-15 hcp, 5c+
Reopening 1 of a suit: 6-12 hcp, 5c+
Reopening 2 of a suit (no jump): 9-12 hcp, 5c+
DOUBLE: a) 11-15 hcp, 4+-3+ majors, competitors' opening suit max 2 cards b) 16+ hcp
Responses to T/O Double : Natural, Cue-bid: Forcing
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 hcp balanced
Responses : bid as 1 NT opening
4 <sup>th</sup> position : 11-14 hcp
Responses : ??? +3 points from above
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
U2NT
Reopen: same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
2 M to 1 M: 5-5 other major and a minor
2 m to 1 m : 5-5 majors

<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2 cl: 5+-4+ majors
2 d: 5c+ , 7+ hcp
2 h: 5c+ , 7+ hcp
2 sp: 5c+, 7+ hcp
2 NT : 5-5 minors, 7+ hcp
Reopening : same as above
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Takeout doubles through 4 h
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit forcing at 1-level
Jump shift non-forcing
Double Jump : Splinter / 2NT : limit raise or better

<b>LEADS AND SIGNALS</b>		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> or 5 <sup>th</sup>	3 <sup>rd</sup> or 5 <sup>th</sup>

NT	4 <sup>th</sup>	4 <sup>th</sup>	
Subseq			
Other: 2 <sup>nd</sup> from 4 small			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx;Axxx(+)	AK;AKx(+)	
King	KQ;AK; KQ109x	KQ;AKJ10(x)	
Queen	QJ; QJx(x)	QJ; QJx(+); AQJx(+);KQx(+)	
Jack	J10;J10x(+)	KJ10x(+)	
10	109; 109x(+)	H109x(+); 10x 109	
9	9x	98x(+) 98x(+)	
Hi-X	Sx; xxS	Sx; Sxx; xSxx	
Lo-X	HxS; HxSx(+); xSxx(+)	HxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi/lo = E	Same	Same
Suit 2	Hi=encouraging		
3			
1	Hi/lo = E		
NT 2	Hi=encouraging		
3			
Signals (including Trumps):			

**DOUBLES**

**TAKEOUT DOUBLES (Style; Responses; Reopening)**

May be light with classic shape

Cue = F until a suit is bid twice;

New suit = F1

Reopen:same as above

**SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS**

**W B F CONVENTION CARD**

**CATEGORY:** i.e. Green / Blue / Red / HUM / Brown

**Sticker:** NCBO:

**PLAYERS:**

EVENT (Open/Women/Senior/Transnational)

**SYSTEM SUMMARY**

GENERAL APPROACH AND STYLE

5 card major

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

**SPECIAL FORCING PASS SEQUENCES**

**IMPORTANT NOTES**

**PSYCHICS:**

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	TICK IF	DS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣							
1♦							
1♥							
1♠							
INT							
2♣	YES						
2♦							
2♥							
2♠							
2NT							
3♣							
3♦							
3♥							

