DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND S	IGNALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYLE		W D T CONTY DATE OF THE STATE O
1 of a suit: 8-15 hcp, 5c+	<u> </u>	Lead	In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
2 of a suit: 10-15 hcp, 5c+	Suit	3 rd or 5 th	3 rd or 5 th	NCBO:
Reopening 1 of a suit: 6-12 hcp, 5c+	NT	4 th	4 th	PLAYERS:
Reopening 2 of a suit (no jump): 9-12 hcp, 5c+	Subseq			EVENT (Open/Women/Senior/Transnational)
DOUBLE:	Other: 2 nd fro	om 4 small]
a) 11-15 hcp, 4+-3+ majors, competitors'				
opening suit max 2 cards				
b) 16+ hcp				<u> </u>
Responses to T/O Double : Natural, Cue-bid: Forcing				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS		T	SYSTEM SUMMARY
15-17 hcp balanced	Lead	Vs. Suit	Vs. NT	
Responses: bid as 1 NT opening	Ace	AKx;Axxx(+)	AK;AKx(+)	GENERAL APPROACH AND STYLE
	King	KQ;AK; KQ109x	KQ;AKJ10(x)	5 card major
4 th position: 11-14 hcp	Queen	QJ;QJx(x)	QJ;QJx(+);	2/1 with 1 NT F1
	⊣ 		AQJx(+);KQx(+)	
Responses: ??? +3 points from above	Jack	J10; J10x(+)	KJ10x(+)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109; 109x(+)	H109x(+); 10x 109	
U2NT	9	9x	98x(+) 98x(+)	
	Hi-X	Sx; xxS	Sx; Sxx; xSxx	1
	Lo-X	HxS; HxSx(+); xSxx(-	+) HxS	1
Reopen: same	SIGNALS I	N ORDER OF PRIORITY		7
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead Declarer's	Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 M to 1 M: 5-5 other major and a minor		/lo = E Same	Same	
2 m to 1 m : 5-5 majors		=encouraging		1
,	3	encouraging		1
	1 H	/lo = E		
VS. NT (vs. Strong/Weak; Reopening;PH)	_	=encouraging		
2 cl: 5+-4+ majors	3	encouraging		
2 d: 5c+, 7+ hcp	Signals (incl	uding Trumps):		
2 h: 5c+, 7+ hcp	Signais (mei			
2 sp: 5c+, 7+ hcp	\dashv			1
2 NT : 5-5 minors, 7+ hcp		DOUBLE	es -	
Reopening: same as above		DOODLI	-~	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style; Response	es: Reopening)	
Takeout doubles through 4 h	_	t with classic shape	, <u></u>	
zanconi douoto unough i n		til a suit is bid twice;		1
	New suit =			
VC ADTIFICIAL CTRONG OPENINGS : 14 az 24				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	Reopen: same as above SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			SECUAL FUNCING PASS SEQUENCES
	SPECIAL, A	AKTIFICIAL & COMPETI	IIVE DBLS/RDLS	-
	$\dashv \vdash$			
OVER ORRONENEGATE LIZEOVER POVER E	$\dashv \vdash$			THE FROM THE NAME OF THE
OVER OPPONENTS' TAKEOUT DOUBLE	$\dashv \vdash$			IMPORTANT NOTES
New suit forcing at 1-level	\dashv \vdash —			
Jump shift non-forcing	$\dashv \vdash \!$			DEVCHICE.
Double Jump : Splinter / 2NT : limit raise or better				PSYCHICS:

دام	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*									
1♦									
1 4									
1♥									
1 🖍									
INT									
2.	MEG								
2.	YES								
2♦									
2♥									
2 🏟									
∠♠									
2NT									
3*									
3 ♦ 3 ♥									
34									
3NT	Long Minor								
4.									
4 ♦ 4 ♥									
4 ♠									
4 ∧ 4NT									
5 . *						HIGH LEVEL BIDDING			
5 ♦									
5♦ 5♥ 5♠									