

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
7-16 HCP 1 Level; 12-16 HCP 2 Level
Responses: New Suit NF Const; Jump Raise Weak
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> Seat: 15-18, systems on
4 <sup>th</sup> Seat: 11-14, systems off
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak; Intermediate if Partner Passed
Unusual 2NT = 2 Lowest Unbid
Leaping Michaels
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels for Majors and Minors
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = Long Minor or Both Majors
2C = Clubs + Major
2D = Diamonds + Major
2H = 6+ Hearts
2S = 6+ Spades
2NT = Minors
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = Takeout thru 4H
Lebensohl after X of Weak 2
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New Suit Forcing at 1 Level; Jump Shift Weak
XX = No fit 10+
2NT = Limit Raise or Better

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best	High from xxx if supported	
NT	4 <sup>th</sup> best		
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKQ	
King	AK, KQx	AKJx, KQJx, KQTx	
Queen	QJx	QJT <sub>x</sub> , AQJ <sub>x</sub> , KQT <sub>9</sub>	
Jack	JT <sub>9</sub> , KJT <sub>x</sub>	AJT <sub>9</sub> , JT <sub>9x</sub>	
10	T <sub>9x</sub> , KT <sub>9x</sub> , QT <sub>9x</sub>	AT <sub>9x</sub> , QT <sub>9x</sub> , T <sub>9xx</sub>	
9			
Hi-X	From xx	From xx, xxx, xxxx	
Lo-X	From xxx		
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit Preference
Suit 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
1	Attitude	Count	Suit Preference
NT 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
Signals (including Trumps):			
Upside Down Count and Attitude			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout thru 4H			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative X thru 3S			
Responsive/Maximal X thru 4D			
Support X/XX thru 2S			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:</b>
<b>PLAYERS: Mary Ann White/Nicci Beninger</b>
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Two over One Game Forcing
Light 3 <sup>rd</sup> Hand and Pre-empts
Fourth Suit Forcing to Game
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Unusual vs. Unusual: Lower Suit = Limit Raise
Sandwich NT = 5/5
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3			2C = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak; Splinters; Frequently bypass 4+D	New Minor Forcing Lebensohl Over Reverse	Inverted minor off in competition; jump raise weak
er1♦		3			2D = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak; Splinters	New Minor Forcing Lebensohl Over Reverse	Inverted minor off in competition; jump raise weak
1♥		5			1 NT = Forcing; 3C = 4 piece 7-9 HCP; 3D = 4 piece 10-12 HCP; Jump Raise Weak; Splinter; Jacoby 2NT; 3NT = 13-15 HCP 4-3-3-3	Kokish Game Tries Lebensohl Over Reverse	2-Way Drury on over X off over other competition; Jump Raise Weak; Bergen 3C/3D on over X, off over other competition
1♠		5			1 NT = Forcing; 3C = 4 piece 7-9 HCP; 3D = 4 piece 10-12 HCP; Jump Raise Weak; Splinter; Jacoby 2NT; 3NT = 13-15 HCP 4-3-3-3	Kokish Game Tries	2-Way Drury on over X off over other competition; Jump Raise Weak; Bergen 3C/3D on over X, off over other competition
INT				15-17 HCP	Stayman; 4-Suit Transfers; Texas Transfer; 3C = Puppet Stayman; 3D = 5/5 minors; 3H = 5/5 majors inv; 3S = 5/5 majors GF	Smolen; Super accept major w/max; Super accept minor in suit	Systems on over X/2C; Lebensohl (fast denies)
2♣				22+ HCP or 8.5 Tricks	2D = At last an A or K; 2H = denies A or K; 2NT = Hearts		
2♦		6		5-10 HCP with 6 diamonds	New Suit Forcing; 2NT asks for Feature (A/K)		
2♥		6		5-10 HCP with 6 hearts	New Suit Forcing; 2NT asks for Feature (A/K)		
2♠		6		5-10 HCP with 6 spades	New Suit Forcing; 2NT asks for Feature (A/K)		
2NT				20-21 HCP	Puppet Stayman; Jacoby and Texas Transfers; 3S = relay to 3NT; 3NT = 5S/4H		
3♣		6		Pre-emptive, sound if V or 1 <sup>st</sup> /2 <sup>nd</sup> seat, light NV or 3 <sup>rd</sup> seat			
3♦		7		Pre-emptive, sound if V or 1 <sup>st</sup> /2 <sup>nd</sup> seat, light NV or 3 <sup>rd</sup> seat			

3♥		7		Pre-emptive, sound if V or 1 <sup>st</sup> /2 <sup>nd</sup> seat, light NV or 3 <sup>rd</sup> seat		
3♠		7		Pre-emptive, sound if V or 1 <sup>st</sup> /2 <sup>nd</sup> seat, light NV or 3 <sup>rd</sup> seat		
3NT				Running minor 7+ cards; no outside A or K	4C/5C = Pass or correct;	
4♣		8		Pre-emptive		
4♦		8		Pre-emptive		
4♥		8		Pre-emptive		
4♠		8		Pre-emptive		
4NT						
5♣		9		Pre-emptive		<b>HIGH LEVEL BIDDING</b>
5♦		9		Pre-emptive		RKC 1430
5♥		9		Pre-emptive		Kickback for Minors
5♠		9		Pre-emptive		Exclusion Blackwood
						Gerber over 1 <sup>st</sup> or Last NT