DEFENSIVE AND CO	MPETITIVE BIDDING			LEADS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses	: 1 / 2 Level; Reopening)	OPENIN	G LEADS ST	YLE			
Aggressive overcalls, 5-20 range, may be a 4 card suit (rarely)			Lead		In Partner's Suit	CATEGORY: GREEN	
Sound overcalls at 2-level, 10-16ish with 5+ suit		Suit	3rd, 5t		Same	NCBO: NZCBA	
New suit = NF, Jump new suit = NAT F		NT	4 th ; 1 st	/2 nd from weakness	Same	PLAYERS: Michael WHIBLEY; Matthew BROWN	
Jump raise = PRE, 1NT 7-12 stopper, RESP DBL = Values, T/O		Subseq	Same	V Suits, ATT V NT		EVENT: OPEN	
CUE: INV+ 3-Support, Jump CUE			erlead all sequ	ences, except at 5-lev	vel+ can lead either/any		
1NT OVERCALL (2 nd /4 th Live; F	Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15-18: System as per 1NT opening		Lead	Vs. Su	it	Vs. NT	1	
TRF LEBENSOHL applicable	Ace		-); A(x)	AK, A(x+), Asks ATT	GENERAL APPROACH AND STYLE:		
4 th 14-16 over 1♥/♠, 11-14 over 1♠/♦		King		-); K(x)	AK/KQ – CT/UNBLOCK	2/1 FG, 5-card Majors, Semi-F 1NT (0-12 NV, 3-12 V)	
4 th LIVE: 15-18		Oueen			KQ(x+), asks ATT	Weak 2♦/♥/♠	
		Jack		-), KJ10(x+); J(x)	QJ(x+), AQJ(x+)	NV, open ALL 11s; V can pass 11.	
JUMP OVERCALLS (Style; Re	sponses; Unusual NT)	10		+); H109(x+); 10(x)	J10(x+); HJ10(x+);	Frequent upgrades. Aggressive openings when distributional (~9+), vul/seat dependant	
1-Suit: NV is pre-emptive, V is 10	15igh	0	9(x)		T9, HT9(x+)	1NT = 15-17 GAZILLI after 1M-1NT	
2-Suit: 2NT: 2 lowest unbid suits	-131811	Hi-X			xXxx, Xxxx	1N1 = 13-17 GAZILLI atter 1M-1N1 1M response can bypass ♦ suit	
2-Suit. 21v1. 2 lowest unoid suits		Lo-X	3rd, 5t		HxxX	Some relay bidding after 2/1 sequences	
Reopen: 2NT = 19-21; Stayman and transfers apply				OF PRIORITY	LIAAA	Frequent Artificial 2NT bids	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Partner's Lead		ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MICHAELS CUE	style, Response, Reopen)	1	Low = ENCR		ATT; LO = ENCRG	3NT OPENING = SOLID 7M	
(1m)-2m: ♥+♠, (1M)-2M: OM+m; 2NT asks m, 3♦ = INV+			Low = Even $Low = Even$	S/P	Low = Even	1 ST FAV 3NT = Good 4M in context	
(1x) - 3x: Stopper ask, usually stronger		3411 2	S/P	S/F	S/P	1	
(1x) – 3x. Stopper ask, usuarry stre	ong nana with 7+ sona suit	1	Low encourage	e Low = Even	Low encourage	TRF OVER 1 AND IN COMPETITION	
VS. NT (vs. Strong/Weak; Reope	outo auDII)		Low encourage Low = Even	Rev Smith	Low encourage Low = Even	TRF including some X and XX	
	<u> </u>					8 2 2 2 2 2	
STRONG NT: 2 ♠ : 4+ ♥ ,4+ ♠	After (1NT)-p-(2X)-DBL		S/P	S/P	S/P	1M-2\(\Phi\) can be 0+\(\Phi\) ART GF RELAY	
2♦/♥/♠: NAT If X = ♠/♦, DBL NAT			ncluding Trum			1♠ can be 2/3 and have 4♦	
	If X = ♥, DBL = T/O ♠	Standard carding T1 on AK leads vs suits + AKQ vs NT				HYPER AGGRESSIVE 1 ST FAV OPENINGS	
WEAK NT: 2♠: 4+♥,4+♠	After (1NT)-p-(2X)-DBL			DOLINE EG		1^{ST} FAV $1NT = (13+)14-16$	
2♦: Decent 2M bid	shows values			DOUBLES			
2♥/♠: NAT, Destructi							
VS.PREEMPTS (Doubles; Cue-				(Style; Responses;			
2NT = 15-18, DBL=T/O, LEB if p	ossible, 3-level CUE=Stopper ask	Aggressive; CUE = FG; ELC applies in most cases.					
VS Multi: X = 12-14 OR 18+			11, Stopper				
Leaping Michaels, $(2\spadesuit) - 4\clubsuit$ is specifically		Support X	X, XX				
VS. ARTIFICIAL STRONG OP	ENINGS- i.e. □ 1♠ □ 2♠	TRF over 1x-(DBL) i.e. 1♦-(DBL)-RDBL = ♥				SPECIAL FORCING PASS SEQUENCES	
X = ♥+♠, NT = ♦+♠			L, ARTIFICIA	L & COMPETITI	VE DBLS/RDLS	Minimal FP Sequences	
Overcalls = Destructive, we usually pass stronger hands first			ru 3♠			1♥-(spades bid or implied)-3NT establishes FP with 4+♥	
			DBL: 4♠; 1m-(1♠)-DBL suggests 4+	• ♥ , 6+HCP	FP usually only applies when we are V vs NV	
OVER OPPONENTS' TAKEOUT DOUBLE			-(1y)-DBL = V			IMPORTANT NOTES	
1x-(DBL) TRANSFERS APPLY			BL-(2/3y)-DBL				
(, 111111111111111111111111111111				re transfers, others a	re INV		
	Lightner I				PSYCHICS: Rare, usually low risk.		
		2.5					

	OPENING	TICK IFARTIFICIAL	CARDS	OBL					
	OP	TICK	MIN. NO. OFCARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣			2	3♠	11-21 HCP	TRF RESP 2♥ = 5♠4+♥ 8-11, 3M = VOID SPL	TRF accept or denial, RELAY over 1♣-2m		
					24,34,44m's can all open 1♠	2♠=INV+ 5+♠, 2♦=FG NAT, 2NT = 0-6 ♠, 3♠=6-9			
1♦		4 3♠ 11-21 HCP		11-21 HCP	$2 \Rightarrow = INV+, 2NT = 11-12 BAL INV$				
					24,34,44m's can all open 1♦	Semi F 1NT (0-12 NV, 3/4-12 V), 2x = FG	1M-2♣/♦ RELAY		
1♥			5	3♠	11-21 HCP	2NT = INV+ 4+ SUPP, Drury by PH	1M-2NT, 3♠ MIN		
						3♠ = 6-9 4+ SUPP, 3♦ = 10-12 3= SUPP	1M-2♠ DRURY, 2♦ = ART positive		
1♠			5	4♥	11-21 HCP	1M-2♠ catchall FG, subsequent relay			
INT					14+-17 HCP	JACOBY TRF, $(2\phi = RF \text{ or } \Phi)$	3M= INV if raise or SMOLEN		
					5M, 6m, singletons (rarely) OK	TEXAS (then $4NT = RKCB$), $3 \clubsuit = Puppet$	TRF followed by game raise = SLAM TRY		
2♣		Y			ART, STR	2♦ = artificial, waiting or negative	2♥ = KOKISH, 2NT = 22-23 BAL		
						Others = NAT Positive, good suits.			
2♦	_		5		Weak, Natural	2X = NAT NF NV, F V	After 2NT, 5566 NV, Shortages V		
						2NT = ENQUIRY			
2♥	L		5		Weak, Natural	See above			
	_		5						
2♠	ŀ				Weak, Natural	See above			
2NT					20-21 HCP,BAL(ish)	all 2 under 4trf, simple stay, 3♦/♥=TRF, 3♠ = mss	Smolen after stayman		
3♣			6		All 3X = PRE, NAT	4♠ = Optional KC (4♦ over 3♠), new suit = F1 nat			
3♦			6						
3♥			6			Common position for PSYCHES			
3♠	-		6						
3NT		Y	7		Good 4M bid in context	4♠ Strong ST, 4♦ Weaker ST, 4M P/C			
4♣					Pre, can be very aggressive NV				
4♦					Pre, can be very aggressive NV				
4♥					Pre, can be very aggressive NV				
4♠	L				Pre, can be very aggressive NV				
4NT	<u> </u>				Specific A ask				
5♣	_				Pre, can be very aggressive NV		HIGH LEVEL BIDDING		
5♦	L				Pre, can be very aggressive NV		RKCB 1430,		
5♥							Exclusion 01122 DOPI & ROPI		
5♠	-						CUE Bids = 1 st or 2 nd round control.		
	<u> </u>						CUE BIGS = 1 OF 2 FOUND CONTROL.		