DEFENSIVE AND COMPETITIVE BIDDING	COMPETITIVE BIDDING LEADS AND SIGNALS						W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING	LEADS					
Aggressive 1 level, 8-16 HCP			Lead	In Par		ner's Suit	CATEGORY: i.e. Green/Blue/Red/HUM/Brown Sticker:
Sound at 2 levels esp. VUL 5+ card.	Suit		ATT		ATT		NCBO: SURINAME
Response: 1/2 level NF, 1 NT 10-14 BAL w/ stop no FIT, CUE = 1R F	NT		ATT (LO = interest)		ATT		PLAYERS: Bianca <u>Jubitana</u> – Stephen <u>Harripersad</u>
Hereafter Rebid shows MIN hand, otherwise opening strength	th Subseq		same		same		EVENT: Open
JUMP = WK							
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
2 nd position: 14-18 HCP w/ stop	Lead		Vs. Suit		Vs. NT		
	Ace		AKx		_	., AKQ10	GENERAL APPROACH AND STYLE: NATURAL
	King		AK, KQ, KQJ,	KQ10	Kx, Kx		1 ♣ : can be 2 cards, 1 ♦ : 4+ card: NAT RESP
	Queen		QJ10xx			, KQJx, KQ109	5+ card M: NAT RESP
	Jack		J10, J108x		same		1 NT opening: 14/15-17 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		109x,		same		2♣ FG or WK 6+ card ◆
WEAK: 0/5-11 HCP 6+ card NV sometimes 5+)	High-X		Top of nothing, MUD		same		2 ♦: WK 6+ card M
3 level = PREEMPT 6 + card	Low-X		From interest		same		2♥/2♠: 5 card M and NV 4+ card m, VUL 5+ card m
							2 NT: BAL 19-22 HCP
	SIGNALS IN ORDER OF PRIORITY						Aggressive COMP style
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner		Declarer's Lea	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
JUMP CUE: ASKS for a stop in OPP suit	1			СТ		ATT	2 ♦: opening hereafter X = opening 2 NT: 16-19 HCP BAL
·	Suit 2	ATT		СТ		ATT	2♥/2♠: opening
	3	3					3 NT opening: SOL 7+ card m, no outside A/K
	N 1	ATT		СТ		ATT	4 NT opening: 5+/5+ mm, WK
VS. NT (vs. Strong/Weak; Reopening; PH)	2	ATT		СТ		ATT	
Every Bid is NAT, 5+ card 10+HCP	3	3					
	Signals (i	ncluding	Trumps): hig	h-low E, low-h	igh unev		
	Signals (including Trumps): high-low E, low-high uneven, count standard Discard: High = ENC; Low = DISC On A lead: Standard count, Q promises the J DOUBLES						
							SPECIAL FORCING PASS SEQUENCES
							Pass = F after 1 suit opening X and XX
							SUPP DBL = after interference 2 level: showing 3 card SUPP
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						after X then XX
X = T/O thru 4♥, NT = NAT, CUE = stop ASK	T/O X shows 11+ HCP tolerance for all 3 suits or STR hand (16+ HCP)						
After 4: 4 NT = T/O	RESP: simple suit 0-8 HCP, 1NT = 7-10 HCP w/ stop, JUMP = INV 9-11HCP						
	2 N	T = 11/12	2 HCP w/ sto	p, CUE = GF	-		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	After X new suit: 16 + HCP, 1 NT = BAL 18-19 HCP						IMPORTANT NOTES
STR 14: Every Bid is NAT, 5+ card 10+HCP	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS						Free Bids 1/2/2 NF 8-11 HCP, 1/2/3 FG, 1/3/3 FG, 1/1/2 F1
	1 m - (1 v) - X 6+ I	HCP exact 4 c	ard ♠ ; 1 ♠= 5	+ card	BAL 1 NT: 4 th position = 11-14 HCP, no TRF no STAYM	
		•		MM, w/ one		PSYCHICS: occasionally only when NV	
OVER OPPONENTS' TAKEOUT DOUBLE			s exact 3-car				
	,		f both sides h				
NEG X thru 3♠ in COMP, X of a M promises usually the other M						e other M	
	L/D X on			. р. т			
<u>l</u>	-, on	2.33					

	11	OF	THRU							
OPENING	MIN. NO. OF CARDS NEG. DBL THRU		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1*	V	2	4 🖍	NAT 11-20 HCP	1 ◆, ♥, ♠ = 6+HCP and 4+ card, 1 NT = 6-10 HCP w/o 4 card M, 2NT = 10-11 HCP w/o 4 card M, 3 NT TO PLAY					
1♦		4	4♠	NAT 11-20 HCP	1♥,♠ = 6+HCP and 4+ card, 1 NT = 6-10 HCP w/o 4 card M, 2NT = 10-11 HCP w/o 4 card M, 3 NT TO PLAY					
1♥		5	4♠	NAT 11-20 HCP	2♥= 6-9HCP and 3+card, 3♥=10-11HCP and 3+card, 4♥= 12+HCP and 3+card 1 NT = 6-10 HCP w/o FIT and 4 card ♠, 2NT = 10-11 HCP w/o FIT w/ 4 card ♠, 3 NT TO PLAY					
1 🖍		5	4♥	NAT 11-20 HCP	Same as above but •					
INT		-		14-17 BAL occasionally 5 card M or 6 card m	TRF and STAYM, 2♠ m TRF 3 level shows 5-5 mm w/ 0-7, 8-9 and 10 + HCP 4 ◆= 5 - 5 MM	NAT, 4 &= ACE ASK answer 0314 4 NT = QUANT				
2*	V	0		FG any suit or BAL 23-27 HCP	2 ◆ = RELAY 2NT= 14+ HCP	NAT				
2♦	√	0		WK 6 + card M 4-11 HCP	2 NT: STR, USUALLY 14+ HCP occasionally less	3 level shows suit and HCP range 4-8/8-11				
2♥		5		5 cards♥ 4+ card m (VUL 5+ m)	2NT: STR 14 + HCP	m bid shows suit and 4-8 HCP M bid shows suit and resp m w/ 8-11 HCP				
2♠		5		5 cards	As above	As above				
2NT		-		19/20-22 HCP 5	M TRF, 3♠ = m TRF					
3♣		6		STND 3/4-11 HCP	NS = 1 R F 3 NT = TO PLAY					
3♦		6		STND 3/4-11 HCP	As above					
3♥		6		STND 3/4-11 HCP	As above					
3♠		6		STND 3/4-11 HCP	As above					
3NT		-		SOL 7 card m w/o outside A/K	P/C					
4♣		6 NV		STND 3/4-11 HCP						
4♦		6 NV		STND 3/4-11 HCP						
4♥		6 NV		STND 3/4-11 HCP						
4♠		6 NV		STND 3/4-11 HCP						
4NT		-		5+ mm WK MAX 11-12 HCP						
5♣		7				HIGH-LEVEL BIDDING				
5♦		7				RKCB: 3014 2 w/o and 2/w TR Q. subseq suit a	sks for TR Q or specific K			
5♥						POD1/POR1 after interference				
5♠						CUE BIDS: 1st or 2nd CONTR				