DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGNA	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS	STYLE				
Aggressive, wide range (6-17 hcp). Good 4 cd suit possible		Lead		In Partner's Suit	CATEGORY: Green – Aggressive 2/1	
at 1-level; Normally good suit at 2-lev+ (maybe light hcp);	Suit	3rd=even; 5th	=odd; ACE	3 rd (not raised); ATT (raised); K	NCBO: USA	
RESPONSES: NSNF thru 3D; 2-lev Q=limit+ or F in new suit;	NT	ATT, 2nd hi fro	om bad holding	Sxx if raised; low, not raised	PLAYERS: Lynn Baker & Olivia Schireson	
Jump raise=PRE; Jump-Q=mixed raise; JS=fit; NSF if 3H+ or 3/3;	Subseq	ATT		ATT		
Competitive 2NT may be mixed raise or better	Other: Lo=honor in	n pd's raised su	uit; KING at 5-lev			
	KING if shifting to			[7/13/25]		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
15-17, system on. Usually natural in any seat. T/O by PH.	Lead	Vs. Suit		Vs. NT		
Balancing 1NT: 11-14, system on	Ace	AK(x)(+) Ax(+)	AK(+); Asks ATT	GENERAL APPROACH AND STYLE	
2NT O/C: usually natural; natural after opps bid and raised suit or	King	AK KQ(x) Ak	Xx at 5-lev+	Strong suit, Asks UB/CT	Aggressive 2/1; light initial actions; 5cd majors;	
After (2X)-P-(2Y); jump to 2NT in p.o. seat=19-21;	Queen	QJ QJx(+)		QJ KQx AQJ10(+) KQT9	Open & respond light; wide range 2&3-lev openers;	
Stayman & trans after 2NT & 3NT O/C (no stayman after 3N)	Jack	J10 J10x(+)	KJ10(xx)	JT QJx(+) AQJx	Weak 2DHS (3-10 hcp); freq. wide-range preempts	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9 KT9(xx)	KJTx	HJTx(xx) T9 JTx(+)	Playing strength compensates for hcp in any situation.	
1 suit: PRE-wide range (based on pos & vul)	9	9x HT9x		HT9x T9x(x) 98 98x(+)	1NT opening = 14-16 (odd shapes ok; frequent 5cd majors)	
2 suit: UNUSUAL 2NT (2 lowest unbid, any range);	Hi-X	Sx		Sx xSx xSxx xSxxx	Many fit-showing bids; freq WJO; freq art. comp 2NT;	
4C/D vs PRE = leap. Michaels; If avail 2NT asks desc; OGUST resp.	Lo-X	HxS HxSx		HxS HxxS xxxxS HxxxS	Freq low-level comp Xs; light 3 rd seat openings	
Q-bid=INV; 3H+=F; JS=fit; jump=PRE						
Reopen: Invitational (intermediate)						
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partne	r's Lead	Declarer's Lea	d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MICHAELS, any range: (1C)-2C=5/4 majors (either way); 2M=5/5;	1 Att – Hi	=Enc	Count if needed	(rare) Att – O/E	WEAK 2DHS-NV: 3-10 hcp; usually 5-cd suit, any quality	
(1C)-2D=5/5 majors; all same vs. short C	Suit 2 Hi/lo=E	Even (rare)	S/P Count if needed (rare)		GAMBLING 3NT: 1 st & 2 nd . Solid minor – 7 winners	
jump Q below 3NT: asks stopper, creates F;	3		S/P		NAMYATS: Solid Suit – 7-1/2 to 8-1/2 winners	
Vs natural 2C: 3C asks stopper.	1 Att - Hi=Enc		Smith Echo Att – O/E			
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Hi-Lo Even (rare)		Count if needed (rare) Hi/lo = Even (rare)		2NT can be TAKEOUT in competition	
VS STRONG (14+) DIR, UPH ONLY: X=C+S or D+H; 2C=C+H or D+S;	3 S/P		S/P S/P		TRANSFER LEBENSOHL (FASS) + Many VARIATIONS	
2D=H+S; 2H/S=natural; 2NT=C+D (or GF 2-suiter); 3-any=nat, not	Signals (including Trumps): Tell partner only what she needs to know;				FIT-SHOWING JUMP SHIFTS; if RHO bids JS=fit	
constr.	Smith vs NT (Hi=E	nc)				
VS ALL OTHER: X=cards, not nec. bal; 2C=H+S; 2D=1 major;				nt signal in trumps.		
2H/S=natural w a minor; 2NT=C+D (or GF 2-suiter);	Leads & signals fre	quently decep	tive.			
3-any=nat, not constr; X of stay or trans=cards				ESCAPING FROM 1NTX: We don't play in 1NTX		
VS 2NT: CRASH – X= red or black; 3C = MM or mm; 3D = S+D or C+H	DOUBLES				COMPETITIVE CUE = LIMIT RAISE or better (2-level only)	
				COMPETITIVE 2NT: May be MIXED RAISE or better		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBI	ES (Style; Re	sponses; Reope	ning)		
X=T/0; Q below 3NT asks stopper; Q above 3NT=2 suits (F);	Aggressive, empha					
Jump O/C=2 suited (F);	Eq. Lev. Conv.: C to					
After NT O/C: mod trans & stay (no stay aft 3NT); (4x)-4NT= 2 or 3	Jump resp=5+ cd s	uit; JumpQ res	p asks stopper;		SPECIAL FORCING PASS SEQUENCES	
suit T/O						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ or 2♠	After Q: doubler's 2NT is minimum – any 3-level = GF				If forced to game, FP exists; 2C, 4CD openings create F	
Aggressive, 5/4+, 5/5+ at 2-lev+, 5/5+ at UF	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				1x-(x)-xx: F thru 2N; comp F thru 30S; Jump Cue creates F	
VS ALL: X=MM ; 1NT=mm	NEG & RESP thru 4D. Tend to be balanced with convertible				1NT-(x)-any-P: No FP unless opp is "running"	
Same after (1C)-P-(1D)	values—OFTEN PASSED. 1C(1D)X-4/4 majs. 1m(1H)X=3sp (rare) or 4 sp.				IMPORTANT NOTES	
OVER OPPONENTS' TAKEOUT DOUBLE	SUPPORT X thru 2 our suit; 3-level NEGX=inv, creates F; 2 nd NEGX=T/O, xtras;					
NSF; 1M (x): 1NT trans to 2C; 2C=trans to 2D; 2D=trans to 2H; 2H=trans to 2S; 2S is wk S raise after 1S, fit bid after 1H					3 rd seat opening may be 8-9 bal (1M may be 4-cd suit)	
JS=fit(F); 1C(X)2D and 1D(X)3C=unbal lim; 1m(X)2NT=bal lim; JRaise=PRE;	RESPX thru 4D; Denies 4 cds in other maj thru 2S; most 2-lev dbls=t/o or card- showing			Rarely pass partner's opening bid; freq resp with 0-5 hcp		
1M(X)2NT=Mixed Raise+(4+); XX=usu 4/4 in 2 other suits, desire to defend; 1M(X)3M=less than mixed raise, 4 trumps	Anti-lead doubles	when we open	a pre-empt; mai	PSYCHICS: Rare		

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OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1*		3	4D	Nat – open 1C w 3-3 minors, poss w 4-4 minors; for opening style	Can resp w 0-5; 1D usually 5+; 1M maybe 4M/5D; 1NT=7-10; 2N=10-12; 1N=no maj; raise=F jump raise=PRE; SPL	1M=44+; 1N maybe 4HS; 2-way CB; 4SGF; 1m-1M-2M-2N=art; 4st trans/2NT; 1m-2m=F to 3m; single Jump = weak; double jump = SPL	FSJS – No forcing bid by PH; 4S=inv; inverted raise NF; 2D=CB; 2C to play		
1 ♦		3	4C	Nat – usu open 1D w 4C/4D; 1D w 3D/2C	See 1C; also: 1N=6-10	See 1C; Also: 1D-2C-any-3D=F after 2/1, no reverse, 2NT or resp raise=NF	See 1C		
1♥		5	4D	Nat Usu 5 cds – possible 4 cds in 3rd	Can resp w 0-5; 1N=5-11 (F); 2/1 GF; SPL; Help-suit game try; Jump Raise=4 trumps < mixed raise; 2NT=mixed raise+, 4 trumps; 3NT = bal COG	See 1C & 1D; after 2NT by responder: 3C=art, 5- losers; 3D = art, 6 losers; 3H=art, 7 losers; 3S=art, 8(+) losers	See 1C; 2NT=mixed raise, 4 trumps; 2CD=lim 3 or 4 cd raise		
1 🔺		5	4D	See 1H	See 1H	See 1H	See 1H		
INT			38	14 to 16; freq 5 cd major; odd shape ok	14-16: stay; 4-suit tr; 2S=size or Cs; 3DHS=FG (w longer Cs); SA Texas; 5C=Gerber	2C-2y-3CD=GF 3-suiter; smolen; trf; retrf; 2C-2HS-3SH=slam try raise; 2C-2HS-4CD=nat. ST raise	Resp same as UPH;		
2*	Х	0		22+ bal or 8.5 playing tricks	Cntrls:2D=0-1; 2H=2; 2N=3; 3C=4; 3D=5; 2S=any gd 5+suit (2 of top 3 honors); 3HS=any AKQ(J)5+suit; 4X=SA, 7+cds, 0 cntrls	Stay & 4st trans/2N rebid; Kokish (2D- 2H>2S=Hs or 24+bal); Opnr JS=solid suit, asks Q-bid; SPL;C3L2N	Same as by UPH		
2♦		5		NV: 0-9, 5cd suit, any qual or Shape; VUL: 3-10, std but wk suit ok;	NV: NSNF (not necessarily weak); VUL: 3 lev-F; 2NT=mod. ogust; raise=PRE; NV jump to 3M=inv; 4C=preRKC; rarely pass w sing or void	opener usu. bids again w fit or max; Many art. follow-ups	Wide range in 3 rd seat;		
2♥		5		See 2D	See 2D	See 2D	See 2D		
2		5		See 2D	See 2D	See 2D	See 2D		
2NT				20-21 bal	Stay; 3D/3H=tr; 3S>3N (slam int. m(m)) 4C/D=SA; 4H/S to play; 5C=Gerber	3S>3N, 4m=nat; 4H=mm, longer C; 4S=mm, longer D			
3*		6		Aggressive; wide range, 0-15; Anything ok opp PH	4C=RKC				
3♦		6		See 3C	See 3C	See 3C	See 3C		
3♥		6		See 3C	See 3C	See 3C	See 3C		
3♠		6		See 3C	See 3C	See 3C	See 3C		
3NT	Х	7		Solid minor; no A/ K (1 ^{st/} 2 nd st)	4CD=P/C, 4HS to play; always pass 3 rd /4 th seat 3NT				
4*	Х	7		NAMYATS-solid Hs- 7.5-8.5 tr	1step=ST, 1 or 3 aces; > 4OM=2 aces w 2-loser suit				
4♦	Х	7		See 4C – solid Ss	See 4C	HIGH LEVEL BIDDING			
4♥		6		Wide rng – not solid, maybe gd	4NT=BW (not RKC); 5C=RKC	Cue: 1 st or 2 nd rnd control. Last chance cue: no cntrl promised if only Q below game; RKCB 1430; BW on 1 st round; EXCLUSION, SUPERGERBER, 4C=RKC after pre- empts; R2D2 after BW/RKC interf; in FP auctions, return to trump is weakest action; pass and pull is stronger			
4 🛦		6		See 4H	See 4H				
4NT	X			Asks specific aces	5C=no ace; 5N=CA				
5NT	Х			Minors; grand try					