DEFENSIVE AND COMPETITIVE BIDDING		LE/	ADS AND SIGNA	ALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS	STYLE			
Sound at 2 level, possibly lighter at 1 level		Lead		In Partner's Suit	CATEGORY: Green
	Suit	Overlead, A	attitude K	Top of xxx if not supported	NCBO: Australia
		count, 4 th hig			
	NT	Overlead, A		Top of xxx if not supported	PLAYERS: Joann Theriault – Lauren Travis
	0.1	count, 4 th hig	ghest		
	Subseq As above			As above	EVENT: WBF Online Women's Teams
	Other:				-
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 nd /4 th live – 16-18, system on	Lead	Vs. Suit		Vs. NT	
Reopening – 15-17	Ace	AK+/Ax, asks	for attitude	AK+/Ax, asks for attitude	GENERAL APPROACH AND STYLE
	King			AK+/KQ+/Kx, asks for count	Standard, 1NT 15-17
	Queen	KQ+/QJ+/Qx		KQ+/QJ+/Qx	2D – one major, 2H – H + another, 2S – S + minor
	Jack	J10+/KJ10+/.		J10+/AJ10+/KJ10+/Jx	2/1 responses – 10+ HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	K109/Q109/	109+/10x	K109/Q109/109+/10x	Carding – natural count, upside down attitude
Weak, 6+ card suit	9	9x/98x/98xx		9x/98x/98xx	Discards – suit preference
Unusual NT – 5+/5+ in 2 lowest unbid suits	Hi-X	Doubleton o		Doubleton or xXxx+	
	Lo-X	4 th highest o	r MUD	4 th highest or MUD	
	SIGNALS IN ORDER OF PRIORITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partne	Partner's Lead Declare		d Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1m) 2m – 5+/5+ majors	1 LO-HI		HI-LO = EVEN	SUIT PREF	
(1M) 2M – 5+/5+ other major + a minor	Suit 2 HI-LO = EVEN		SUIT PREF		
	3 SUIT P				
	1 LO-HI		HI-LO = EVEN	SUIT PREF	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 HI-LO		SUIT PREF		
X – penalty	3 SUIT P	REF			
2C – Majors	Signals (including	g Trumps):			
2NT – minors					
Other - natural					
			DOUBLES		
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUB	LES (Styler Per	nonces: Poons	ning)	
X – takeout	Opening hand, u			5/	
2NT – 16-18 with stopper	opening nand, u	sually 5+ 111 OL	iiei SuitS		
vs Multi/RCO 2s: X – takeout of spades					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1& or 2&					SPECIAL FORCING PASS SEQUENCES
1C: 1NT – minors, 2C – majors, 2D – one major, 2H – H+m, 2S – S+m	SPECIAL, ARTIFIC	ΊΔΙ & COMPF	TITIVE DRIS/RI	DIS	S. ES. ET ORGING 1 ASS SEQUENCES
2C: natural				nart' doubles in competition	
20. Hatara	Joine extra pena	ity doubles/ u	o sometime sn	iare adubies in competition	
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES
XX – 10+					
					PSYCHICS: Rare

	L	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		3	4H	~11+ HCP, 3+C	1x - natural, 1NT - 6-10, 2C - 10+ fit, 2x - 6 cards 3-7 HCP, 2NT - 11-12, 3C - 6-9 fit, 3x - splinter, game - to play	1NT rebid – 11-14 bal then 2-way checkback; relays over 1C-2C			
1♦		3	4H	~11+ HCP, 3+D	1x – natural, 1NT – 6-10, 2C – 10+ natural, 2D – 10+ fit, 2M – 6 cards 3-7 HCP, 2NT – 11-12, 3D – 6-9 fit, 3x – splinter, game – to play	1NT rebid – 11-14 bal then 2-way checkback; relays over 1D-2D			
1♥		5	4H	~11+ HCP, 5+H	1NT – 6-10, 2m – 10+ nat, 2H – 5-9, 2S – GF 4+ raise, 2NT – inv 3 card raise, 3C – 8-11 4+ raise, 3D – 6-8 4+ raise, 3H preemptive 4+ raise, 3S/4m – splinter, 3NT – GF 3H bal, 4M/5m – to play	1H-2S: relays/second suits			
14		5	4H	~11+ HCP, 5+S	1NT – 6-10, 2m/H – 10+ nat, 2S – 5-9, 2NT – GF 4+ raise, 3C – inv 3 card raise, 3D – 8-11 4+ raise, 3H – 6-8 4+ raise, 3S preemptive 4+ raise, 4m – splinter, 3NT – GF 3S bal, 4M/5m – to play	1S-2H: relays/second suits			
1NT			4H	15-17 HCP, balanced, may have 5M	2C – Lavings, 2D/H/S/NT – transfer, 3x – natural GF, 4m – minorwood, 4M – to play	1NT-2C – 2D min no 5M, 2M min 5M, 2NT max no 5 card suit, 3x max 5 card suit			
2.	Х		4H	23+ balanced or GF unbalanced	2D – waiting, 2H/S – nat, 3C/D – nat	Natural			
2♦	Х		4H	~6-10 HCP, 6 card major	2M – p/c, 2NT – inquiry, 3C/D – nat, 3M – p/c, 3NT – to play, 4C – asks for transfer, 4D – asks for suit, game – to play	2D-2NT – 3C/H hearts, 3D/S spades, 3NT solid suit either major			
2♥	Х	5	4H	~6-10 HCP, 5+H and 5+ another	2S/3C/3D/3S/4C/4D – p/c, 2NT – artificial inv+ inquiry, 3H – NF raise, 3NT/4S/5m – to play	2H-2NT: 3C/D – nat, 3H – S min, 3S – S max, 3NT – 6S 5H non min			
2 🏠	Х	5	4H	~6-10 HCP, 5+S and 5+ minor	3C/3D/4C/4D – p/c, 2NT – artificial inv+ inquiry, 3H – nat F, 3S – NF raise, 3NT/4H/5m – to play	2S-2NT: 3C/D – nat min, 3H – C max, 3S – D max, 3NT – 6S 5D non min			
2NT			4H	20-22 HCP, balanced	3C – stayman, 3D/H – transfers, 3S – 5S 4H, 4C/D – minorwood, 4M – natural				
3♣		6		~6-10 HCP, 6/7 C	3x – nat F, 3NT – to play, 4M/5m – to play				
3♦		6		~6-10 HCP, 6/7 D	3x/4C – nat F, 3NT – to play, 4M/5m – to play				
3♥		6		~6-10 HCP, 6/7 H	3S/4m – nat F, 3NT – to play, 4M/5m – to play				
3♠		6		~6-10 HCP, 6/7 S	4x – nat F, 3NT – to play, 4S/5m – to play				
3NT	Χ	7		Gambling (long solid minor)	4C – p/c, 4M – to play				
4 .*		7		Preemptive	4M – natural				
4♦		7		Preemptive	4M – natural				
4♥		7		Preemptive					
4♠		7		Preemptive					
4NT									
5♣						HIGH LEVEL BIDDING			
5♦						RKCB – 0314			
5♥						Minorwood – 0314			
5♠									