DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING L	EADS STYLE	Ξ				
Aggressive overcalls		Lead		In Partne	er's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
	Suit	10-12		10-12		NCBO:	
	NT	10-12		10-12		PLAYERS:	
	Subseq					EVENT (Open/Women/Senior/Transnational)	
	Other:			•			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18/13.16	Lead	Vs. Suit	Ve Suit				
13-10/13.10	Ace	AK		Vs. NT AK		GENERAL APPROACH AND STYLE	
	King	KQ		KQ		AGGRESSIVE STYLE	
	Oueen	QJ		OJ		AGGRESSIVE STILE	
	Jack	J10		J10/AQ.			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10/9X,10X	<del>,</del>		X,AJ10		
	0	H109	<u> </u>	H109X,10	υΛ,ΑJ10	<del> </del>	
Weak jumps, unusual weakish	Hi-X		MBER OF CARD				
	Lo-X						
D		Lo-X EVEN NUMBER OF CA SIGNALS IN ORDER OF PRIORITY		X EVEN			
Reopen: WEAK JUMPS				. 1.			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	ner's Lead	Declarer's Lea	d .	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
DIRECT=Highest and other 5+5+	1						
	Suit 2						
	3						
	1						
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2						
Cappelletti=2clubs=1 suiter,2diamonds=Majors,double is strengh	3						
	Signals (including Trumps):						
	odd is positive/even is guiding						
	1						
			DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
, our mus, our blus, out plus,	Can be weakis			ссорени			
	Can be weakis	ii ii aii ouici se	uns (majors)				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OF ENTINGS- I.C. 1# 01 2#	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					SI ECIAL FORCING LASS SEQUENCES	
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES	
						PSYCHICS:only misunderstandings	

				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.	Х	3	4 level	11 points plus	inverted raise in non disturbed situation 3C, five cards 6-9, 2C five cards 10+	strength in next bid suit	
1♦	X	3		11 points plus	Se, five eards 0-9, 2e five eards 10+		
1♥		5	4 level	11 ponts plus	3C, support 4 cards, 6-9 p 3D, support 3 cards, 10-12		Two-way Drury
1 🛧					2NT, support 4 cards, 10+ 3H/S pre-empt 5 cards	3C min, 3D/H/S positive, 3NT 18+, 4C/D/H/S void	
INT				15-17 points	Stayman, transfers, Smolen, Garbage Stayman	$2S \rightarrow C$ , 2NT nat, 3C $\rightarrow$ D, 3D mm, 3H/S singleton, 4C $\rightarrow$ H, 4D $\rightarrow$ S	
2*	Х	0		22+ or tricks	2D relay, 2NT mm		
2♦		6		6-10	2NT forcing, 2H/S non forcing	3C min, 3D good suit, 3H bad suit, 3S max, 3NT promises AKQxxx	
2♥		6					
2.		6					
2NT		21-22		Stayman, transfers			
3♣		7		6-10, pre empt			
3 <b>♦</b> 3 <b>♥</b>							
3 <b>A</b>						_	
3NT							
4.				8 tricks in hearts			
4 <b>♦</b> 4 <b>♥</b> 4 <b>♠</b>				8 tricks in spades to play to play			
4NT 5 <b>♣</b> 5♦						HIGH LEVEL B	IDDING
5 <b>∀</b> 5 <b>♠</b>							