DEFENSIVE AND COMPETITIVE BIDDING		LEADS A	AND SIGNALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE				
8-17, could be light NV		Lead	In F	Partner's Suit	CATEGORY: Green	
	Suit	3/5	3/5	unless raised	NCBO: USA	
	NT	2/4	1/3		PLAYERS: Susan Zhang / Sylvia Shi	
	Subseq	Attitude	Attitude Attitud		EVENT (Women)	
	Other:					
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY		
15-18, Systems on	Lead	Vs. Suit	Vs.	NT		
Balancing ~11-16	Ace	AKx	AK		GENERAL APPROACH AND STYLE	
	King	KQx, AK	AK	JTx, KQJT	2/1, 2-way checkback, XYZ	
	Queen	QJx	KQ	XX,	5-card Majors, Inverted minors	
	Jack	JTx		XX	1NT = 15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x		X	2C = 22 +	
Weak, 3-10 (vulnerability dependent)	9	9x		, 9x	Jacoby, Bergen	
Unusual 2NT	Hi-X	Xx		Xxx, xXxx	Jump raise of a major is always Mixed	
	Lo-X	xxX		xX, xxxX		
Reopen: Intermediate	SIGNALS IN	ORDER OF PRIC		,		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct Cue = Michaels	1	Att	Count	Att		
JQ in Major is stopper ask, in minor is natural	Suit 2	Count	Suit Preference	Count		
	3	SP		SP		
	1	Att (unless power)	Count	Att		
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Count	SP	Count		
X = 4M, 5 + minor or penalty vs weak	3	SP		SP		
2C = both majors	Signals (inclu	ding Trumps):				
2D = one major	UDCA	6 1				
2H = 5H+minor	<u>eben</u>					
2S = 5S + minor		D	OUBLES			
2N = minors						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style; R	Responses; Reopenin			
Jumps are strong			_	<u>e</u> /		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+					SPECIAL FORCING PASS SEQUENCES	
Natural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
	DSI doubles in competition					
	(1x) 1M (DBL) RDBL = 2 in M, 8+ HCP					
OVER OPPONENTS' TAKEOUT DOUBLE	Support doub	les and redoubles		IMPORTANT NOTES		
Systems on	Snapdragon, Maximal, Responsive					
					PSYCHICS:	

ζħ	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		3	4H	10-21 hcp	2C= GF minor raise, 2D = limit raise				
1.		3	4H	10-21 hcp, 4D unless 4432	2H/2S = 0-6 weak 2D = GF raise, 3C= limit, 2H/2S=0-6weak				
1 ♦		5	411	10-21 liep, 4D diffess 4452	2D - 61 Taise, 3C - mint, 21/25-0-0weak				
1•		5	4H	10-21 hcp	2N = Jacoby, 3C=mixed, 3D=limit, 3M= weak, splinters				
1 🛦		5	4H	10-21 hcp	2N = Jacoby, 3C=mixed, 3D=limit, 3M= weak, splinters				
INT			4H	14+-17					
2.2	X			22+	Controls	Kokish			
2*	А			22+	Controls	Kokisn			
2♦		6 (5)		3-10 (vulnerability dependent)	New suit NF, 2N ask, 4C PRKC				
2♥		6 (5)		3-10 (vulnerability dependent)	New suit NF, 2N ask, 4C PRKC				
2		6 (5)		3-10 (vulnerability dependent)	New suit NF except 3H F, 2N ask, 4C PRKC				
2NT			4H	20-21					
3♣		7 (6)		3-10 (vulnerability dependent)	New suit F, 4D PRKC				
3♦		7 (6)		3-10 (vulnerability dependent)	New suit F, 4C PRKC				
3♥		7 (6)		3-10 (vulnerability dependent)	"				
3♠		7 (6)		3-10 (vulnerability dependent)	"				
3NT	Х			Gambling, solid minor no outside A/K					
1.				Preempt					
4 ♣ 4♦				"					
4 ♥ 4 ♥				"					
4 ♦			1	"					
4NT									
5 *				"		HIGH LEVEL BIDDI	NG		
5♦				"					
5♥			 	"					
5♠				···					
			1						
			1						