DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING 1	LEADS STYLE					
1-level: 5+ 8-17 HCP	Lead In Partne		ner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:			
2-level: 5+ opening hand	Suit			3 rd /low		NCBO:	
Responses: New suit forcing by unpassed hand			p of sequence Count			PLAYERS: All Players Canada	
Jump raise = pre-emptive	Subseq Low if want return		return	turn		EVENT: Women	
Jump cue = mixed raise	Other: Against NT, A or Q asks for count, K asks for attitude			de	11		
			,			11	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY	
15-18 systems on	Lead	Vs. Suit	Vs. NT		•		
11-16 balancing	Ace AK(+)			AKQ(+)		GENERAL APPROACH AND STYLE	
Sandwich NT for 2 unbid suits	King			QJ/T(+)	2/1, 5-card majors, forcing 1NT over M		
	Queen	QJ; QJ(+)			+); HQJ/T(+)	2C=strong opening, any suit/shape	
	Jack	JT(+); KJT(-	+)	JT(+);	KJT(+)	14+-17 NT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx; T9(+); H); HT9(+) T9(+); QTx; HT9(+)		QTx; HT9(+)	Inverted minors (1m-2m=limit+)	
Weak with 6+; Balancing is 6+ with min opening hand	9	9x; 98(+); H98(+) 98(+)					
2NT is 2 lowest unbid suits except in balancing seat (strong)	Hi-X	Sx		Sx; xSx	ΚX		
Responses: New suit forcing by unpassed hand	Lo-X HxS; HxSx; xxS; xxxxS HxxS(+); xx		+); xxxS(+)				
	SIGNALS I	N ORDER OF PRIC	RITY				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lea	ad	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct cue = Michaels; 2NT response asks minor		1 Attitude Co		Count Attitude		2-way new minor forcing	
Jump cue = asking for stopper	Suit 2	Suit 2 Count		Suit Pref		3NT opening = gambling	
Same in balancing seat		3 Suit Pref				Lebensohl after overcall of 1NT or X of opps' weak-2	
_		1 Attitude		Reverse Smith		3-way Drury	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT :	2 Count	Count			Reverse Bergen	
2C=MM; 2D=M; 2H/S=Mm; 2NT=mm		3 Suit Pref				Puppet Stayman over 2NT	
X=4M/5+m – 2C ask m; 2D asks M	Signals (including Trumps):				Kokish over 2C opening		
X= penalty over weak 1NT	Standard Attitude/Count/Suit Pref					Wolff over 2NT rebid	
1NT responses on over 1m-(1NT)	Standard 11tt	rado, Count part 1 for				Ingberman over reverses	
(2002)	DOUBLES						
			00222				
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style; R	Responses: Reo				
X = takeout to 4H; Lebensohl if 2-level open	Up to 4H: m	ay be light if shapely	105 p 0115 05, 1100				
Leaping Michaels through 3C	Responses: next level weak; jump invitational						
Zenping American unough oc	Reopening: New suit strong; cue=force until suit bid twice; NT has stop				NT has stop		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	-toopening.	3411 541 511 511 511 511 511 511 511 511			, 1140 010p	SPECIAL FORCING PASS SEQUENCES	
Mathe over strong 1C	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					X denies interest; pass then pull X is slam	
Pass/X over strong 2C=would have bid 2D/2H w/o interference	Support X through 2H					71 1" ""	
	Responsive X through 4D						
OVER OPPONENTS' TAKEOUT DOUBLE	Snapdragon					IMPORTANT NOTES	
2C constructive with 3+; 2NT=limit+ with 4	Over Michaels or UoverU, X is penalty-oriented						
XX = good hand may or may not have 3-card fit	O TOT THICHAG	51 51 50,510,7115 pc	oriented				
Responses: New suit forcing at 1-level and 2-level; jump=weak						PSYCHICS: Rare	

U U	F IAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING	TICK IF ARTIFICIAL			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		3	4H	11-21 HCP	Single raise limit+; Double raise weak	Over 1m-2m, 2NT=inv; 3m=non-forcing	Single raise weak		
					Criss-cross constructive	Reverses forcing 1 round; 4SFG	Jump new suit = weak		
1♦		3	4H	same	same	same	same		
					Single raise constr; Double raise weak 4+	Reverses forcing 1 round; 4SFG	Drury and Rev Bergen on		
1♥		5	4D	11-21 HCP	1NT=forcing; 2NT Jacoby	Over 2NT:3x=short/4x=good suit/3NT=15-17	See above over X		
					3-way Drury, Rev Bergen				
1 🛦		5	4H	same	same	same	same		
INT			3S	14+-17 balanced	Stayman; 4-way transfers, 2S=range ask	Super-accept in suit=max with 4M/3m	Sys on up to 2D; Leb 2M		
					3C=puppet; 3D=good mm; 3M=singleton	Range ask 2N=min; 3C=max; Smolen	DONT Runout penalty X		
2.	X			Near GF, any suit/shape	2D=GF; 2H=0-3; 2NT=H	Kokish relay (opener)	Pass = would have bid 2D		
				8+ tricks	2S/3C/3D = good suit GF	Cheapest minor neutral (responder)	X = would have bid 2H		
2♦	X			5-10 HCP	New suit forcing	Over 2NT: 3x=A or K	Natural		
					2NT = feature ask				
2♥		6		5-10 HCP	same	same	same		
				Min opening hand in 4 th					
2 🛦		6		same	same	same	same		
				20-21 balanced	3C=puppet stayman;3D/H= transfers	Over 3C: 3D=4M; 3M=5; 3NT=no M	Natural		
2NT					3S=relay to 3NT; 3NT=5S4H	Over 3D: 4C/D=MM slammish/no			
3♣		6		Pre-emptive	New suit forcing		Natural		
3♦		6		Pre-emptive	New suit forcing		Natural		
3♥		7		Pre-emptive	New suit forcing		Natural		
3♠		7	-	Pre-emptive	New suit forcing	_	Natural		
3NT		7-8		Gambling minor	4C=pass or correct; 4M=to play				
4.		8							
4♦		8							
4♥		8							
4 ♠		8							
4NT		-		Blackwood	0 or 4, 1, 2, 3				
5 .						HIGH LEVEL BIDD	ING		
5♦						1430; specific Kings			
5♥		-				DIPS/RIPS over interference			
5♠						Gerber			
						Exclusion Blackwood			
			<u> </u>						