DEFENSIVE AND COMPETITIVE BIDDING VERCALLS (Style: Responses: 1/2 Level; Reopenin
level: 5+ 8-17 HCP
level: 5+ opening hand
esponses: New suit forcing by unpassed hand
Jump raise = pre-emptive
Jump cue = mixed raise
NT OVERCALL (2nd/4th Live; Responses; Reopening)
5-18 systems on
1-16 balancing - range ask 2C (2NT=max; 2D/H/S=min)
andwich NT for 2 unbid suits by passed hand
· · ·
UMP OVERCALLS (Style; Responses; Unusual NT)
Veak with 6+; Balancing is 6+ with min opening hand
NT is 2 lowest unbid suits except in balancing seat (strong
esponses: New suit forcing by unpassed hand
IRECT & JUMP CUE BIDS (Style; Response; Reoper
irect cue = Michaels; 2NT response asks minor
mp cue = asking for stopper
ame in balancing seat
S. NT (vs. Strong/Weak; Reopening; PH)
C=MM; 2D=M; 2H/S=Mm; 2NT=mm
=4M/5+m - 2C ask m; 2D asks M
= penalty over weak 1NT
ame system on over 1m-(1NT)
S.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
= takeout to 4H; Lebensohl if 2-level open
eaping Michaels through 3C
S. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+
Tathe over strong 1C
ass/X over strong 2C=would have bid 2D/2H w/o interference
VED ODDONENTS, TAVEOUT DOUDLE
VER OPPONENTS' TAKEOUT DOUBLE
under constructive with 3; 2NT=limit+ with 4
X = good hand may or may not have 3-card fit
esponses: New suit forcing at 1-level and 2-level; jump=v

	LEAD	S AND SIGNALS	5	W B F CONVENTION CARD			
OPENING L I	EADS STYLE						
	Lead		In Partner's Suit		CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: Linda Wynston and Hazel Wolpert		
Suit	3 rd /low	3 rd /low					
NT	4th best or	4 th best or top of sequence					
Subseq					EVENT: Women		
Other: Agains	t NT, A or Q asks	for count, K asks	for attitu	71			
LEADS					SYSTEM SUMMARY		
Lead			Vs. NT				
Ace			AKQ(+		GENERAL APPROACH AND STYLE		
King			AK; K		2/1, 5-card majors, forcing 1NT over M		
Queen			QJT/9(2C=strong opening, any suit/shape		
Jack					14+-17 NT		
10		Tx; T9(+); HT9(+)		QTx; HT9(+)	Inverted minors (1m-2m=limit+)		
9		9x; 98(+); H98(+)					
Hi-X		Sx		XX			
Lo-X		x; xxS; xxxxS	HxxS(-	+); xxxS(+)			
	ORDER OF PR			Ĩ			
	Partner's Lead	Declarer's Lea	ad	Discarding Attitude	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
1 Attitude			Count		2D opening = 4S,5H,11-15HCP (Flannery)		
Suit 2 Count		Suit Pref	Suit Pref		3NT opening = gambling		
3 Suit Pref					Lebensohl after overcall of 1NT or X of opps' weak-2		
1 Attitude			Reverse Smith		3-way Drury		
NT 2 Count		Count			Reverse Bergen		
3 Suit Pref					Puppet Stayman over 2NT		
Signals (inclue				Kokish over 2C opening			
Upside-down.	Attitude/Count/Su	it Pref		Wolff over 2NT rebid			
					Ingberman over reverses		
		DOUBLES			Non-serious 3NT		
					Rosenberg		
TAKEOUT E	OUBLES (Style:	Responses; Reo	pening)		Unusual over Unusual		
Up to 4H; may be light if shapely					2-way new minor forcing		
Responses: next level weak; jump invitational					McCabe		
Reopening: New suit strong; cue=force until suit bid twice; NT has stop							
					SPECIAL FORCING PASS SEQUENCES		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					X denies interest; pass then pull X is slam		
Support X thre	ough 2H						
Responsive X	through 4D						
Snapdragon				IMPORTANT NOTES			
	s or UoverU, X is	penalty-oriented					
	,						
					PSYCHICS: Rare		

Ŀ	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				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; 2H RevFlannery 5-8	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; mini-splinters	Non-serious 3NT		
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*	Х			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♦	Х			5H,4S,11-15 HCP	2NT=asking; 3C=to play; 3D=ask clubs	Over 2NT: 3m=3; 4m=4	Natural	
					3M=inv	3H/S = min/max with $22m (4C/D=H/S)$		
2♥		6		5-10 HCP	New suit forcing	Over 2NT; 3C=worst;3D=med;3H=best	Natural	
				Min opening hand in 4 th	2NT=Easy Ogust			
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		<mark>8</mark>		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		
						Minorwood		