

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level: 5+ 8-17 HCP
2-level: 5+ opening hand
Responses: New suit forcing by unpassed hand
Jump raise = pre-emptive
Jump cue = mixed raise
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18 systems on
11-16 balancing - range ask 2C (2NT=max; 2D/H/S=min)
Sandwich NT for 2 unbid suits by passed hand
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak with 6+; Balancing is 6+ with min opening hand
2NT is 2 lowest unbid suits except in balancing seat (strong)
Responses: New suit forcing by unpassed hand
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct cue = Michaels; 2NT response asks minor
Jump cue = asking for stopper
Same in balancing seat
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C=MM; 2D=M; 2H/S=Mm; 2NT=mm
X=4M/5+m – 2C ask m; 2D asks M
X= penalty over weak 1NT
Same system on over 1m-(1NT)
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = takeout to 4H; Lebensohl if 2-level open
Leaping Michaels through 3C
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Mathe over strong 1C
Pass/X over strong 2C=would have bid 2D/2H w/o interference
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1-under constructive with 3; 2NT=limit+ with 4
XX = good hand may or may not have 3-card fit
Responses: New suit forcing at 1-level and 2-level; jump=weak

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /low	3 <sup>rd</sup> /low	
NT	4 <sup>th</sup> best or top of sequence	Count	
Subseq	Low if want return		
Other: Against NT, A or Q asks for count, K asks for attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+)	AKQ(+)	
King	KQ(+); AK	AK; KQJ/T(+)	
Queen	QJ; QJ(+)	QJT/9(+); HQJ/T(+)	
Jack	JT(+); KJT(+)	JT(+); KJT(+)	
10	Tx; T9(+); HT9(+)	T9(+); QTx; HT9(+)	
9	9x; 98(+); H98(+)	98(+)	
Hi-X	Sx	Sx; xSxx	
Lo-X	HxS; HxSx; xxS; xxxxS	HxxS(+); xxxS(+)	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit Pref	
3	Suit Pref		
1	Attitude	Reverse Smith	Attitude
NT 2	Count	Count	
3	Suit Pref		
Signals (including Trumps):			
Upside-down Attitude/Count/Suit Pref			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Up to 4H; may be light if shapely			
Responses: next level weak; jump invitational			
Reopening: New suit strong; cue=force until suit bid twice; NT has stop			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X through 2H			
Responsive X through 4D			
Snapdragon			
Over Michaels or UoverU, X is penalty-oriented			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS:</b> Linda Wynston and Hazel Wolpert <b>EVENT:</b> Women
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1, 5-card majors, forcing 1NT over M
2C=strong opening, any suit/shape
14+17 NT
Inverted minors (1m-2m=limit+)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D opening = 4S,5H,11-15HCP (Flannery)
3NT opening = gambling
Lebensohl after overcall of 1NT or X of opps' weak-2
3-way Drury
Reverse Bergen
Puppet Stayman over 2NT
Kokish over 2C opening
Wolff over 2NT rebid
Ingberman over reverses
Non-serious 3NT
Rosenberg
Unusual over Unusual
2-way new minor forcing
McCabe
<b>SPECIAL FORCING PASS SEQUENCES</b>
X denies interest; pass then pull X is slam
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

