

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
8-16 HCP often 4 cards
Responses: New Suit NF Const; Jump Raise Weak
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd Seat: 15-17, systems on
4 th Seat: 8-14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual 2NT = 2 Lowest Unbid
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels for Majors and Minors
VS. NT (vs. Strong/Weak; Reopening; PH)
vs. Strong X = Penalty; vs. Weak X = 14+ HCP
2C = Majors
2D = Diamonds
2H = Hearts
2S = Spades
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout thru 3S
2NT = 15-17 HCP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs. Strong 1C: 1NT = strong single suit; X = 5/5 Majors; 2NT = 5/5 minors
OVER OPPONENTS' TAKEOUT DOUBLE
New Suit Forcing at 1 Level
Jump Raise Weak
2NT = Limit Raise or Better

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit			
NT	Attitude		
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AKQ	
King	AKx, KQx, KQT9	AKJx, KQJx, KQT9	
Queen	QJx	QJT _x , AQJ _x	
Jack	JT9, KJT _x	AJT9, JT9 _x	
10	T9 _x , KT9 _x , QT9 _x	AT98, QT98, T98 _x	
9			
Hi-X	From Xx, XXx, XXXx, XXXx	From Xx, XXx, XXXx, XXXx	
Lo-X		xxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Suit Preference
Suit 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
1	Attitude	Count	Suit Preference
NT 2	Count	Suit Preference	Count
3	Suit Preference	Attitude	Attitude
Signals (including Trumps):			
Standard Count and Attitude			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout thru 4H			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative X thru 3S			
Responsive/Maximal X thru 3S			
Support X thru 2S			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: Patricia Herrera/Carla Hickey
EVENT (16 th World Bridge Games)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Two over One Game Forcing
Very Light Openings, Overcalls and Pre-empts
Fourth Suit Forcing to Game
Weak Jump Shifts
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

