DEFENSIVE AND COMPETITIVE BIDDING		LEADS	AND SIGNAL	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEAD	S STYLE			
8-16 HCP often 4 cards		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Responses: New Suit NF Const; Jump Raise Weak	Suit				NCBO:
	NT	Attitude			PLAYERS: Patricia Herrera/Carla Hickey
	Subseq				EVENT (16th World Bridge Games)
	Other:				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 nd Seat: 15-17, systems on	Lead	Vs. Suit		Vs. NT	
4 th Seat: 8-14	Ace AK			AKQ	GENERAL APPROACH AND STYLE
	King	AKx, KQx,	KQT9	AKJx, KQJx, KQT9	Two over One Game Forcing
	Queen	QJx		QJTx, AQJx	Very Light Openings, Overcalls and Pre-empts
	Jack	JT9, KJTx		AJT9, JT9x	Fourth Suit Forcing to Game
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x, KT9x,	QT9x	AT98, QT98, T98x	Weak Jump Shifts
Weak	9				
Unusual 2NT = 2 Lowest Unbid	Hi-X	From Xx, X	\mathbf{X} x, $\mathbf{X}\mathbf{X}$ xx,	From Xx, XXx, XXxx,	
		XXxxx		XXxxx	
	Lo-X			xxxxX	
Reopen:	SIGNALS IN OR				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Le	<u> </u>	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels for Majors and Minors		1 Attitude Count Suit Preference			
	Suit 2 Cour		Suit Preference		
		Preference	Attitude	Attitude	
	1 Attit		Count	Suit Preference	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Cour		Suit Preference	ce Count	
vs. Strong $X = Penalty$; vs. Weak $X = 14 + HCP$	3 Suit	Preference	Attitude	Attitude	
2C = Majors	Signals (including				
2D = Diamonds	Standard Count and	d Attitude			
2H = Hearts					
2S = Spades		D	OUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOU	BLES (Style; I	Responses; Reo	pening)	
X = Takeout thru 3S	Takeout thru 4H				
2NT = 15-17 HCP					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES
Vs. Strong 1C: 1NT = strong single suit; X = 5/5 Majors; 2NT	SPECIAL, ARTII	FICIAL & CO	MPETITIVE I	DBLS/RDLS	
= 5/5 minors					
	Negative X thru 3S	3			
	Responsive/Maxim				
OVER OPPONENTS' TAKEOUT DOUBLE	Support X thru 2S			IMPORTANT NOTES	
New Suit Forcing at 1 Level					
Jump Raise Weak					
2NT = Limit Raise or Better					PSYCHICS:
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7.5		MIN. NO. OF CARDS	. 1							
OPENING	TICK IF ARTIFICI		NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		3			Jump Raise Inv; 1NT = 8-10; 2NT = 11-12; 3NT = 13-15; Frequently bypass 4+D	XYZ	Jump raise weak after overcall			
1♦		3			Jump Raise Inv; 1NT = 8-10; 2NT = 11-12; 3NT = 13-15	XYZ	Jump raise weak after overcall			
1♥		5			1 NT = Forcing; 3C = 3 piece limit raise; Jump Raise Inv; Splinter; Jacoby 2NT; 3NT = 14-15		2-Way Reverse Drury; Jump Raise Weak after Overcall			
1 🛧		5			1 NT = Forcing; 3C = 3 piece limit raise; Jump Raise Inv; Splinter; Jacoby 2NT; 3NT = 14-15		2-Way Reverse Drury; Jump Raise Weak after Overcall			
INT				14-17 HCP	Stayman; 2D = H; 2H = S; 2S = Min Suit Stayman GF; 2NT = Inv; Texas Transfer; 3C/3D = 6 card suit Inv; 3H/3S = Inv;	Smolen	Systems on over X			
2.				22+ HCP	2D = Waiting, denies good suit	Cheapest 3 level = negative				
2♦		6		3-9 HCP with 6 diamonds	New Suit Non-forcing; 2NT = Forcing ABC					
2♥		6		3-9 HCP with 6 hearts	New Suit Forcing; 2NT = Forcing ABC					
2♠		6		3-9 HCP with 6 spades	New Suit Forcing; 2NT = Forcing ABCD					
2NT				20-21 HCP	Jacoby and Texas Transfers; 3S = Min Suit Stayman GF					
3 .		6		Pre-emptive, can be very light	· ·					
3♦		7		Pre-emptive, can be very light						
3♥		7		Pre-emptive, can be very light						
3♠		7		Pre-emptive, can be very light						
3NT				24-25 HCP						
4 4		8		Pre-emptive, can be very light						
4♦		8		Pre-emptive, can be very light						
4♥		8		Pre-emptive, can be very light						
4 ♠		8		Pre-emptive, can be very light						
5 .		9		Pre-emptive		HIGH LE	VEL BIDDING			
5♦		9		Pre-emptive		Blackwood 1430				
5♥		9		Pre-emptive		Specific Kings				
5 ^		9		Pre-emptive		Gerber				
						D0P1				