DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	OPENING LEADS STYLE				THE STATE OF THE S
General style = sound	Lead			In Partner's S	uit	CATEGORY: Green
Cue bid = forcing raise	Suit	3/5th				NCBO: Canada
	NT	4th		3/5th 4th		PLAYERS: Honwell Xing, Honjar Xing
	Subseq					
	Other:	<u>'</u>		1		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
2nd/4th: 1NT=15-18 HCP	Lead	Vs. Suit		Vs. NT		
Responses = same as opening	Ace	AK, AKx+,	Ax+. A		AKJx+, AKJT+	GENERAL APPROACH AND STYLE
same as opening	King	KQx+, KQ,		KQJ+, KQT+		2/1, 5 card majors
	Queen	QJ(+), Qx,		QJT+, Qx, QJ		Strong 2C (22+)
	Jack	JT+, JX, J		JT9+, JT8+, I		Longer minor - 1C if 3-3
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	KT9+, QT9	+. T9+	(A/K/Q)T9+,	· · · · · · · · · · · · · · · · · · ·	Upside down attitude, standard count
Preemptive, natural	9	9x, 9	, -	9x, 9	- ,	1NT response forcing
	Hi-X	Xx, xxX, xx	Xx(X)	Xx, xXX, xX	xX(x)	
	Lo-X	[honour]xX		[honour]xxX(		
Reopen:	_	N ORDER OF P		15 ,	. /	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's I	Lead Disca	rding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct cue bid = Michaels		ttitude		Attitu		2C Opening = strong, near Game Force - any suit(s), any shape
	Suit 2 C	ount	Count	Suit p	reference	2D Opening = Weak D 6+ (6-10 HCP)
		it preference	Suit prefere			2H Opening = Weak H 6+ (6-10 HCP)
		ttitude		Attitu	de	2S Opening = Weak S 6+ (6-10 HCP)
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 C	ount	Count	Suit p	reference	
2C both majors	3 Sı	it preference	Suit prefere	ence Coun	t	
2D one major	_	uding Trumps):		<u> </u>		
2H H+minor		n attitude (e.g. Lo	is encouragi	ng)		
2S S+minor		Standard count (e.g. Hi-Lo is even)				
2NT both minors			DOUBLES	S		
X - major and longer minor (vs strong), penalty (vs weak)						
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Stv	le; Response	s; Reopening)		
Lebensohl over weak 2s	<b></b> 1	TAKEOUT DOUBLES (Style; Responses; Reopening) Standard shape and points				
Leaping Michaels		1				
•						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣						SPECIAL FORCING PASS SEQUENCES
over precision 1C or 1C/1D –dbl majors, NT minors	SPECIAL.	ARTIFICIAL &	COMPETIT	TIVE DBLS/RDL	S	1
<u>,                                      </u>	_	ubles thru 3S				
		bles/redoubles thr	u 2S			
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES
	7					
	1					
						PSYCHICS: Rare

OPENI NG	TIC K IF ART IFIC IAL	MIN. NO. OF CAR DS	NEG. DBL THR U						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
14		3	3S	12-21 HCP	Single raise = 10+, 5+C, double raise = weak	4 th suit forcing to game; 1m-1M-1NT-2D is game forcing, 1m-1M-2NT-3D is game forcing	Natural		
1♦		3	3S	12-21 HCP	Single raise = 10+, 5+C, double raise = weak	Same as above	Natural		
1♥		5	3S	12-21 HCP	1NT = forcing,1H-2S weak (0-6) 2NT = GF w trump support, 3C = 0-5hcp support, 3D = (6-9) w support 1H-3H 3+ limit raise  HSGT std;		Natural		
1♠		5	3S	12-21 HCP	Same as 1H, 1S-3H weak		Natural		
INT			35	15-17 HCP balanced	2C: asking for 4 cards major 2D/2H: transfer to H/S, 5+ card 2NT: NT invite		Natural		
2♣	yes			22+ pts	2H: 4- 2D: 4+		Natural		
2♦		6	3S	Preemptive	2NT = Ogust, new suit forcing		Natural		
24		O	33	1 reemptive	2141 – Ogust, new suit foleing		rvaturar		
2♥		6		Preemptive	2NT = Ogust, new suit forcing		Natural		
2♠		6		Preemptive	2NT = Ogust, new suit forcing		Natural		
2₹		0		Freempuve	ZN1 – Ogust, new suit forcing	+	Naturai		
2NT				20-21 HCP	3C: stayman 3D/H: transfer		Natural		
2.0				D					
3 <b>♣</b> 3 <b>♦</b>		6 7		Preemptive Preemptive					
3♥		7		Preemptive					
3♠		7		Preemptive					
3NT									
4 <b>♣</b>		8		Preemptive					
4♦		8		Preemptive					
4♥		8		Preemptive					
<b>4</b> ♠		8		Preemptive		HIGH LEVEL BI	DDING		
4NT			-		_	1430			
5♣			<u> </u>						

5♦			
5♥			
5♠			