

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: Green NCBO: ACBL (CBF) PLAYERS: One of DW/MF/NE with one of JB/BB EVENT
Semi-Disciplined vs UPH, Occasional 4 card overcall at 1 level		Lead	In Partner's Suit	
Disciplined at 2 level (with vul), Cue = LR+	Suit	3/5, 3 rd from even	3 rd /5 th or ATT if raise	
	NT	2/4 th	3 rd /5 th or 2/4 if raise	
	Subseq	ATT, orig 3 rd (suit) or 4 th	ATT, orig 3 rd	
New Suits NF but C.	Other: Lead 3/5 after opening lead but can be ATT thru declarer.			
4 th Suit X: 2+ in overcalled suit, length in unbid suit	Lead 3/5 in partner's long suit unless supported and no H then lead HI			
XX = good values looking for penalty.	LEADS			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT	SYSTEM SUMMARY
2/4 – 15 to 18, front of card responses	Ace	Unsupported A or A(ATT)	Attitude	
Reopening – 11-14 over m, 11-16 over M – Range STAY	King	AKx() or KQx() or Kx (CT)	Unblock or Count	
Reopening or 2NT overcall – Transfer Stayman	Queen	QJx() or Qx	AQJx,QJx(),Qx,KQT9x	
2 under transfers after 3N overcalls, completion is bad for suit.	Jack	(H)JT(), Jx, HJx (occ)	(H)JT(), Jx, HJx (occ)	
	10	HT9(), Tx, T	HT9(), Tx, T9x(), T, HTx	
JUMP OVERCALLS (Style; Responses; Unusual NT)	9	9, 9x, 9xx(if raised)	H9x(x), 9xx if raised	Usually 5 in Major, very occasional 4, more freq in 3 rd seat 1NT: 14+-17 Multi-Landy over WK NT and STR, X-PEN(uph) 4M5m (ph)
1-Suit – WK, can be bad with vul.	Hi-X	Even or 2 nd best	Even or 2 nd best	
2-Suit – 2NT = 2 low unbid,	Lo-X	2/4, can be from 4+ cards	2/4,	
	SIGNALS IN ORDER OF PRIORITY			
Reopen: Constructive with level 12-16 at 2 level.		Partner's Lead	Declarer's Lead	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	1	ATT (unless K)	ATT	
MICHAEL's CUE – Cue = MM over m, oMm over M	Suit 2	CT	CT	
2NT is constructive, 3m is pass or correct	3	S/P	S/P	
Jump Cue of M – asks for stopper	1	ATT	ATT	
Jump Cue of m – NAT WK unless m is 4+ in length	NT 2	CT	CT	2C over 1M by ph is a good C – bad LR (REV DRURY) Jump raises PRE in competition
VS. NT (vs. Strong/Weak; Reopening;PH)	3	S/P	S/P	
WK NT, STR: X – good hand (PEN)	Signals (including Trumps):			
2C = MM, 2D = one M, 2H = 5H/4(3)+m, 2S = 5+S/4(3)+m.	Occ S/P, signal what matters. Hi-Lo = Dislike or Even or High S/P			
2N = mm or any good 2 suiter.				
2NT response is inv or seeking further description	DOUBLES			TRF starting at 1N – 2M after 1M-X 1m-1N (overcall)-Multi-Landy Ignore artificial X over our 1N, System on, XX – forces 2C After our 1N – double is TO of opp NAT bids,
Also play Multi-Landy by responder after 1m-1N by OPPs	TAKEOUT DOUBLES (Style; Responses; Reopening)			
As ph – X in Bal -> 4M5+m	Negative and Responsive thru 4S. Transferrable values above.			
NT is strong if lower limit is 13+	Suggest support for all suits or ability to manage the auction (i.e. STR)			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	Can be light. Cuebid promises rebid by UPH. Non-jump 2N – scramble.			
4m over WK 2/3 is 5+m,5+oM, STR but NF	TRF from 1N to 2M after 1M-X, 2M bad			LEB after our 1N and interference LEB after WK 2s X Over 2-suit – cheapest bid is for lowest, Bid is C NF. INGBERMAN/BLACKOUT after reverses (cheap of 2N,4 th) SPECIAL FORCING PASS SEQUENCES
4NT over (4M) or 1X-(4M) is takeout not Keycard	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
	After WK 2s – LEB, 4m shows 5+m, 5+oM STR but NF, Cue = STR 1-suit			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Jump Cuebid asks for NT stopper unless over short C or D then PRE			
Over STR 1C: X = MM, 1N = mm	SUPPORT X			
Over STR 2C NAT, Over 2N – Multi-Landy	Maximal X if no room for GT. X in competition is TO often shows invite			IMPORTANT NOTES May occasionally open 1D with 4 Ds and 5Cs
After Multi: X=13-15 bal or VG, 2 nd X – TO, 3 rd X - PEN	TO X after 1NT (S)F over 1M.			
OVER OPPONENTS' TAKEOUT DOUBLE				
Over opponent TO X, 2NT = LR in M or m				
TRF over 1M-X, 1N and above, XX shows 10+ or 3 card LR.				
New suit F @1-level, NF C at 2-level.				PSYCHICS: Rare, aggressive Preempts/WK 2s Green

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2+	4S	Usually 3+ but can be 2 if 4432 Or bad Ds or disguise	Bypass D;2C=GF, 2D= C INV, 3C/JS=WK 1X can be 3 if 5 C, WK and BAL,	After M raise – 2N asks, 1m-1M-2N: 3C Checkback, 3oM shows C, other NAT, After 1XMZ – 2C relay, 2D GF	Fitbids by ph, Support X After 1C-1D -> no XYZ, after 2N rebid– all F/NAT
1 ♦		4	4S	NAT, Occ open with 4D/5C	NAT,2D=GF, WJS,3D=WK,3C = INV D	See 1C, after 1C-1D-1N: 2H ART, after 2N:F	See 1C
1 ♥				11+ unless 5-3-3-2 then 12+ Usually 5-card can occasionally be 4-card particularly in 3 rd .	1NT SF (can include WK raise) 2X-GF, 3X – INV , SPL – 4X or 3S/1H 2N = GF 4+	Game Tries – 2N balanced try – 1RF Major rebid = 6+ NA style rebids after Jacoby (SPL @3-level)	Maximal and Comp X Support X 2N NAT by PH
1 ♠		5 (4)	4S	Can be light if shapely (10+)	2M – goodish raise, 3N:4-3-3-3 13-15 HCP	TRF after 2N rebid (1H/S-1S/1N-2N)	2C = good C+ raise (PH)
INT		N/A	4S	14+ to 17, can have 5M or 6m	STAY,TRF(2 level), 1 under TF 4 level	NAT, 3M shows 5oM/4M after STAYMAN	Neg X, GUOBA rescues
				Singleton H rare	3C=mm(WK), 3D mm GF, 3M SPL	SPL, ignore ART X/2C (NAT if 2C=MM)	LEB,
2 ♣	X	N/A	N/A	STR 22+ if Bal	2D = GF, 2H = no AK or 5 count, other NAT	2H=Relay H or 25+ HCP (Kokish)	X = +, Pass = - when below game (4H)
				Rarely 2 suited, usually 3+ Def			
2 ♦		(5) 6	N/A	(3) 5-10 with Vul	2N-Asks, 2M F, 4C RKCB	Over 2N:3C=bad,3D = Good, 3M Feature	2N invites in Comp
		10+-13-		4 th Chair			
2 ♥		(5) 6	Values	(3) 5-10 with Vul	2N Asks, 2S F, 4C RKCB	Feature if Good, 3H if bad, Jump - Splint	X is cards but optional
		10+-13-		4 th Chair			
2 ♠		(5) 6	Values	(3) 5-10 with Vul	2N Asks, 4C RKCB	Feature if Good, 3S if bad, Jump – Splint	
		10+-13-		4 th Chair			
2NT		N/A	4S	20-21, can have 5M or 6m Singleton H very rare	5-card STAY (basic), TRF, 3S=m or mm 1 under TRF at 4-level	Flip flop in minors, 4M = short with mm	
3 ♣		6 (5)	N/A	With vul	3D may not be NAT, 4D Keycard	Show 3 card fragment over 3D	
3 ♦		6 (5)	N/A	With vul	4C Keycard		
3 ♥		6	N/A	With vul	4C Keycard		
3 ♠		6	N/A	With vul	4C Keycard		
3NT	X	7	N/A	Solid suit – no outside CTRL In 1st, 2nd,3rd, gamb, to play in 4	4C pass or correct,		
4 ♣		7 (6)	N/A		4N Keycard, 4M to play		
4 ♦		7 (6)	N/A		4N Keycard, 4M to play		
4 ♥		7			4N Keycard		
4 ♠		7			4N Keycard		
4NT	X	N/A					
5 ♣		7				HIGH LEVEL BIDDING	
5 ♦		7				DIPO and DEPO	
5 ♥		7		Raise a level for each high H		RKCB – 1430 with specific K's, void showing	
5 ♠		7		Raise a level for each high S		5N can be trump asking or choice of slam (Collapse from Top)	
						4NT is keycard in competitive auctions only if jumped to or suit agreed	
						X of 4S opening is Takeout oriented (not PEN)	
						0314 over Exclusion, over Preempts (0, 1, 1 with, 2, 2 with)	