DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIGN	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEAD	S STYLE				
, , , , , , , , , , , , , , , , , , ,			Leads (includin	g in partner's suit)	CATEGORY:	
Responses: new suit F at 1-level, NF otherwise.	Suit		•	ng A/K/Q, std count if not	NCBO: England	
Single jump to 3-level = NAT, forcing.	NT			titude	PLAYERS: Mike Bell, Ben Norton	
2NT opposite one-level overcall = good 4-card raise; cue (if third seat	Subseq					
passes) = good raise or a 2NT bid.	higher card, unless leading top to maintain lead					
	Other:			g		
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS	K from AK@5-	level or vs 4m	(asks for count)	SYSTEM SUMMARY	
15- bad 18	Lead	Vs. Suit		Vs. NT		
System on if oppo opened 1m; If oppo opened 1M, 2C = INV+ with	Ace	AK(x)+, (Ax)		AK(x)+	GENERAL APPROACH AND STYLE	
4+oM, cue = GF without 4oM, others = natural NF	King	KQ(x)+, AK do	oubleton	KQ(x)+, AKQx, AKJT		
	Queen	QJ(x)+, AKQ(x		QJ(x)+, AQJ, KQJx, KQT9	Synthese	
Reopening – 11-16 now 2C = range ask	Jack	JT(x)+, AKQJ(x		JT, KJT, AJT, KQT9	5 card majors, strong NT	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Tx, T98(x)+	-7 1 2/1	T9+, HT9+	1C = natural/12-14 NT/18-19 NT	
OVERCALES (Style, Responses, Unusual IVI)	10	1X, 130(X)		131,11131	1D = 4+D unbal (could be 4D5C) or 5D weak NT	
Weak jump overcalls	9	H98, 9x		9x, H987+	Weak-only Multi, 2M 5M5m	
(1C) 2D = Majors if 1C = 2+	Hi-X	Xx, HXx, xXxx,	HXXxx	xXxx, xXxxx, Xxx		
Unusual 2NT - 5-5(+) and constructive.	Lo-X	xxX, HxxX, xxx	xX, HxxxxX	HxXx, HxxxX, HHxX		
Reopening 2NT is 19-21.	SIGNALS IN OF	DER OF PRIORI	ITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partn	er's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
(1C) 2C = NAT if short club; 5-5 majors if 1C = 3+cards.	1 High	= encourage	Smith (high en	c) High = encourage	2D weak-only multi	
(1D) 2D = majors, (1M) 2M = other major plus a minor	Suit 2 High	= even	High = even	Suit Pref		
(1m) 3m = spades+other minor	3		Suit pref	High = even	Responses to 1C: $1D = 4+H$ , $1H = not 4H$ , not $5S$ , $2H = GF$ with clubs	
(1M) 3M - stop ask, usually with running minor.	1 High	= encourage	Smith (high en	c) High = encourage		
					Responses to 1D: 1H = no 5cM, 1N = 5+hearts, 2D = 5H4S NF	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 High	= even	High = Even	Suit Pref		
Strong NT defence: Multi-Landy, X = 4M5+m	3		Suit pref	High = even	Transfers after overcalls of our 1C [off by passed hand]	
Weak NT defence: 2C = 4+M5+m, 2D = majors, 2N = minors	Signals (includin	ig Trumps):				
PH NT defence: X = 5m4M or 5H4S, 2m = 4m5M, 2H = majors (spades	Suit preference	in trumps				
equal-or-longer)						
			DOUBLES			
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOU	BLES (Style; Res	sponses; Reope	ening)		
X = takeout, leaping and non-leaping Michael's						
Pick-a-minor lebensohl. No leb after weak 2D.						
2NT = 15-18						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2C					SPECIAL FORCING PASS SEQUENCES	
X majors, 1NT minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					
	1C (1D) X = 4+h	earts				
	1C (1M) X just d					
OVER OPPONENTS' TAKEOUT DOUBLE	Support double		(2m) and 1C (P)	1D! (1S)	IMPORTANT NOTES	
XX= 10+ (now x = pens, p = F1 up to 2X)	Game try double					
System on over 1m X	Lightner double					
Transfers over 1M X	X of splinter ask	s tor lowest unbi	id suit led excep	ot fav or 3S splinter		
	Ī				PSYCHICS: Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1C		2		Natural/12-14 NT/18-19 NT	1D = 4+H, 1S = 5+S, 1H = not 4H/5S 1N = 6+H, 2D = GF, 2H = GF with 5C 2S = 4S5C NF	1C:1D, 1H = 12-14 NT or 5+C3H 1C:1H, 1S = 4S, 11-16, can be bal	Transfers in competition (off by a passed hand)	
1D		4		Unbalanced (could be 4D5C) or weak NT with 5D	1H = no 5cM, 1S = 5+S, 1N = 5+H 2D = 5+H4+S NF, 2H = INV+raise 2S = 6S weak, 3C = mixed raise	1D:1H, 1N = weak NT with 5D; most other rebids artificial. After 1D:1S, 1N = minors, 2C = 5D4H. 1D:1S, 2S and 1D:1N, 2H can be on a doubleton.		
1H		5			1NT = NF, 2C = GF 2+C, 2N = GF 4T, 2S = 10-12 3T, 3C = 6-9 4T, 3D = 10-11 4T, 3S = C/D sing, 3N = C/D void, 4C = S sing, 4D = S void		By PH: 2C = 3+card support, 8+; 2D = 5-5 minors, 2NT = best 4 card raise	
15		5			1N = F1, 2C = GF 2+C, 2S = good 7-10, 3C = 11-12 3T, 3D = 6-9 4T, 3H = 10-11 4T, 3N = C/D sing, 4C = C/D void, 4D = H sing, 4H = H void		2C= 5+H; 2D = 3+card support, 8+; 2H = 5-5 minors, 2NT = best 4 card raise	
1NT		-		15-17	Stayman, Smolen, 2S = C or invite, 2NT =	Ways to cater to 4M5m weak through Stayman. 1N:2N, 3C = no 5cM.	Transfers from 2NT Transfers vs 3m overcall	
2C	yes	-		GF or 22+ balanced	2D = waiting	2H = GF hearts or 24+balanced 3M = 4M5+D GF	X = double negative vs jump X = 5-8 balanced otherwise	
2D	yes	0		Weak two in a major. Often five 1 <sup>st</sup> NV/3 <sup>rd</sup> NV		Over 2N – 3M = min, 3C = non-min w/H, 3D = non-min w/S	Over X: P = NF (mild suggestion) XX = bid major you don't have 3m = NF	
2M		5		5M5m	2N ask; 3C/4C PoC; 3D good 3M bid 2H:4D asks partner to double 4S with diamonds	Over 2N – 3m min, 3M GF with linked minor		
2NT		-		20-21	Stayman, transfers, 3S = minors 4C = diamonds, 4H = clubs, 4D = xfer to 4H	Completing RST = fit	x = takeout	
3C 3D 3H 3S		6		Pre-empt	Over 3C: 3D = asks 3cM	3H = 3S, 3S = no 3cM, 3N = 3H		
3NT	yes	-		Good 4M opening	4C = Slam interest, opener transfers to M 4D asks for M, 4H = Pass-or-correct			
4C 4D 4H 4S		7		Pre-empt		HIGH LEVEL BIDDING		
4NT	yes	-		ace-asking	bid the ace you hold (5C = none)	Kickback 3041, Mixed cues, Non-serious	3M+1	