

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>	
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>	
Up to 18HCP, Sound at 2-level	
4-cards suit possible at 1-level	
<b>Response:</b> New suit=F1; CUE=L/R+	
Jump raise=PRE; Jump Cue=Mixed Raise	
Jump New Suit=FSJ	
(1X)-1M-(any)-2NT=L/R+	
<b>Reopen:</b> LIGHT	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
15-18HCP (Response as after 1NT Open)	
2NT=19-20HCP	
<b>Reopen:</b> 11-15HCP	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
<b>1 suit:</b> Weak; Res: 2NT=OGUST	
<b>2 suit:</b> 2NT=2 lowest suits, Unusual 1NT by PH Leaping Michaels over 2M Open & (1M)-P-(2M)-4m	
<b>Reopen:</b>	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
MICHAELS CUE	
(1m)-2m=Ms	
(1M)-2M=OM & m	
(1X)-3X=Stopper Ask	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
DBL=PEN	
2♣= any 1 suit	
2♦= Both Majors (could be 44)	
2♥/♠= ♥&m / ♠&m	
2NT= minors	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
LEB after (WK2X)-DBL	
(2X)-3X= Stopper ask	
(2X)-4m=Leaping Michaels	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
(1♣)-DBL=♣ suit	
-1NT=minors	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New suit=F1 at 1-level	
Jump Shift=FSJ	
1m-(DBL)-2NT/3m=PRE/INV	
1M-(DBL)-2M-1/2M=CONST/BAD Raise	
1M-(DBL)-2NT=L/R+	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> & lowest	Same	
NT	4 <sup>th</sup> ; 2 <sup>nd</sup> from weakness	Same	
Subseq			
<b>Other:</b>			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx+, A(x+)	AKJ10(x+), AQJ10(x+)	
King	KQ(x+), AK	AK(x+), KQ(x+), K(x)	
Queen	QJ(x+), KQ, Q(x)	QJ(x+), KQ109(+), Q(x)	
Jack	J10(x+), KJ10(x+), J(x)	J10(x+), HJ10 (x+), J(x)	
10	109(x+), H109(x+), 10(x)	109(x+), H109(x+), 10(x)	
9	9(x)	98(x+), 9(x)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT: Hi=ECG	CT: Hi=EVEN	
Suit 2	CT: Hi=EVEN	S/P	
3	S/P		
1	as above	as above	
NT 2			
3			
<b>Signals (including Trumps):</b>			
Standard Signal CT&ATT			
Trump: Hi/lo=Odd or S/P			
Suit shift: Hi/lo=without/with interest			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
<b>Opening Values:</b> may be light with shape			
<b>Responses:</b> Jump=INV; DBL Jump=shape			
CUE=F1			
(1m)-DBL-(1M)-DBL/2M=4 <sup>+</sup> M / NAT			
<b>Reopening DBL:</b> Maybe weaker			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
NEG: 4♦			
RESP: 4♦			
SUPP: 2♥			
MAX			
LIGHTNER			

W B F CONVENTION CARD

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	11-21HCP	May bypass 5-card 1♦ 1NT=8-10HCP 2♣=INVERTED, INV+, Force until 3♣ 2♦=Natural INV 3/4/5♣=PRE	1m-1X-2NT =may conceal 4-card M New minor forcing after 1m-1M-1NT  1m-1M-4m=4-card SUP, 18-19hcps BAL 1m-1M-4M=4-card SUP, 6-card m, S/O	JS=WK DBL JS=SPL Good-Bad 2NT by Opener  1m-(1NT)-Cap
1♦		3	4♦	11-21HCP	Almost same as 1♣ open  1NT=6-10HCP 3♣=Natural INV	Same as above	
1♥		5(4)	4♦	11-21HCP	1NT=Semi-F 2NT/3NT=4+SUP 15+/12-14 HCP 3♣/3♦=4+SUP 10-11/7-9 HCP 3♥/4♥=PRE SPL=9-12 HCP	1M-2NT-3x=short 1M-2M-3x=Help suit G/T  1♣-1NT-2♥-2NT-3♣=puppet to 3♦	FSJ, SPL 1M-(DBL/OC)-2NT=4+SUP INV+  Reverse Drury: P-1M-2♣-2M=Light open
1♠		5(4)	4♦	11-21HCP	Same as 1♥ open		
INT				15-17HCP	STAY, JCB, TEXAS, SMOLEN 2♣=mSS (WK or FG) 2NT/3♣=to 3♣/3♦ (♣/♦ S/O or GF) 3♥/♠=4144/1444 GF	1NT-2♣-2♦-3♥/♠=55Ms INV/GF 1NT-2♥-2♣-3♦=55Ms S/T 1NT-2♣-2♥/♠-3♣/♥=♥/♠ fit S/T w/ short	Sys. on over DBL/2C TEXAS on through 4♣ OC  1NT-(DBL)-RDBL=to 2♣, m S/O
2♣	Y			ART STR	2♦=POS; 2♥=NEG 2♣/2NT/3♣/3♦=Good 5+ ♠/♥/♣/♦, 8+HCP	2♣-2♦-2NT=22-23HCP KOKISH 2♣-2♦-2♥-2♣-2NT=24+HCP	Over OC: P=POS, X=NEG
2♦		6(5)		5-10HCP WK, NAT	2NT=OGUST; new suit=F1		
2♥/♠		6(5)		5-10HCP WK, NAT	2NT=OGUST; new suit=F1		
2NT				20-21HCP	STAY, mSS, TEXAS, SMOLEN	2NT-3♥-3♣-4♦ =P/C 2NT-3♣-3♥/♠-3♣/4♦=♥/♠ fit S/T	
3X				PRE, NAT			
3NT	Y			Solid minor Little outside	4♣=P/C; 4♦=ask shortness	<b>HIGH LEVEL BIDDING</b>	
4X				PRE, NAT		RKCB: 1403, Exclusion: 0314 DOPI (under 5trump): DBL=14, P=03 DEPO (above 5trump): DBL=Even, P=Odd	
4NT							
5♣/♦							
5♥/♠							