DEFENSIVE AND COMPETITIVE BIDDING		LEADS	AND SIGNALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE			
7-16 HCP 1 Level; 12-16 HCP 2 Level	i			In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Responses: New Suit NF Const; Jump Raise Weak	Suit	4 th best		High from xxx if supported	NCBO:
	NT	4 th best			PLAYERS: Mary Ann White/Nicci Beninger
	Subseq				EVENT (Online Senior Teams)
	Other:				,
	1				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 nd Seat: 15-18, systems on	Lead	Vs. Suit		Vs. NT	
4th Seat Vul: 11-14, systems on; Non Vul 8-11 systems off	Ace	AKx		AKQ	GENERAL APPROACH AND STYLE
	King	AK, KQx		AKJx, KQJx, KQTx	Two over One Game Forcing
	Queen	QJx		QJTx, AQJx, KQT9	Light 3 rd Hand, Overcalls and Pre-empts
	Jack	JT9, KJTx		AJT9, JT9x	Fourth Suit Forcing to Game
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x, KT9x,	, QT9x	AT9x, QT9x, T9xx	Weak Jump Shifts
Weak; Intermediate if Partner Passed	9				
Unusual 2NT = 2 Lowest Unbid Mini/Maxi	Hi-X	From xx	From xx From xx, xxx, xxxx		
Leaping Michaels	Lo-X	From xxx			
Reopen:	SIGNALS IN	ORDER OF PRICE	ORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead Declarer's Lead Discarding			SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels Mini/Maxi for Majors and Minors	1	Attitude	Count	Suit Preference	Unusual vs. Unusual: Lower Suit = Limit Raise
	Suit 2		Suit Preference		
	3	Suit Preference	Attitude	Attitude	Sandwich $NT = 5/5$
	1	Attitude	Count	Suit Preference	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	Count	Suit Preference	Count	
X = Long Minor or Both Majors	3	3 Suit Preference Attitude Attitude		Attitude	
2C = Clubs + Major	Signals (inclu	ding Trumps):	•		
2D = Diamonds + Major		Count and Attitude	!		
2H = 6 + Hearts					
2S = 6 + Spades		D	OUBLES		
2NT = Minors	1				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUTI	OUBLES (Style;	Resnonses: Reon	neninσ)	
X = Takeout thru 4H	Takeout thru 4		1100р		
Lebensohl after X of Weak 2	rancout tinu -				
Leaping Michaels	1				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	1				SPECIAL FORCING PASS SEQUENCES
Vs Strong 1C: X = Majors, 1NT = Minors, all else natural	SPECIAL A	RTIFICIAL & CC	MPETITIVE D	DI ZONIZI I SNORIO INDO DE QUELLO ED	
Vs Strong 1C: X = Majors, 1NT = Minors, all else natural SPECIAL, ARTIFICIAL & COMPET Negative X thru 3S				DL5/RDL5	
		Taximal X thru 4D			
OVER OPPONENTS' TAKEOUT DOUBLE	Support X/XX			IMPORTANT NOTES	
New Suit Forcing at 1 Level; Jump Shift Weak	Snapdragon X			IMI ONIANI NOTES	
XX = No fit 10+	Shapuragon X	•			
2NT = Limit Raise or Better	┨ ┣───				PSYCHICS:
ZIVI — Ellint Raise of Detter					151 CIIICS.

Ü	I		. 1						
OPENING	TICK IF ARTIFICI	MIN. NO. OF CARDS DESCRIPTION O. OF CARDS DESCRIPTION		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1*		3	38		2C = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak; Splinters; Frequently bypass 4+D	New Minor Forcing Lebensohl Over Reverse	Inverted minor off in competition; jump raise weak		
1♦		3	3S		2D = 10+; 1NT = 7-10; 2NT = 11-12; 3NT = 13-15; Jump Raise Weak; Splinters	New Minor Forcing Lebensohl Over Reverse	Inverted minor off in competition; jump raise weak		
1♥		5	3S		1 NT = Forcing; 3C = 4 piece 10-12 HCP; 3D = 4 piece 7-9 HCP; Jump Raise Weak; 10-14 Splinter; Jacoby 2NT; 3NT = 13-15 HCP 4-3-3-3	Kokish Game Tries (opener) Spiral Raises (responder) Lebensohl Over Reverse	2-Way Reverse Drury on over X off over other competition; Jump Raise Weak; Bergen 3C/3D on over X, off over other competition		
1 🖍		5	3S		1 NT = Forcing; 3C = 4 piece 10-12 HCP; 3D = 4 piece 7-9 HCP; Jump Raise Weak; 10-14 Splinter; Jacoby 2NT; 3NT = 13-15 HCP 4-3-3-3	Kokish Game Tries (opener) Spiral Raises (responder)	2-Way Reverse Drury on over X off over other competition; Jump Raise Weak; Bergen 3C/3D on over X, off over other competition		
INT				15-17 HCP	Stayman; 4-Suit Transfers; Texas Transfer; 3C = Puppet Stayman; 3D = 5/5 minors; 3H = 5/5 majors inv; 3S = 5/5 majors GF	Smolen; Super accept major w/max; Super accept minor in suit	Systems on over X/2C; Lebensohl (fast denies)		
2.				22+ HCP or 8.5 Tricks	2D = At last an A or K; 2H = denies A or K; 2NT = Hearts	Cheapest minor = double negative			
2♦		6		5-10 HCP with 6 diamonds	New Suit Forcing; 2NT asks for hand/suit quality	Ogust			
2♥		6		5-10 HCP with 6 hearts	New Suit Forcing; 2NT asks for hand/suit quality	Ogust			
24		6		5-10 HCP with 6 spades	New Suit Forcing; 2NT asks for hand/suit quality	Ogust			
2NT				20-21 HCP	Puppet Stayman; Jacoby and Texas Transfers; 3S = relay to 3NT; 3NT = 5S/4H				
3 .		6		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat					
3♦		7		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat					
3♥		7		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat					
3 🏠		7		Pre-emptive, sound if V or 1 st /2 nd seat, light NV or 3 rd seat					
3NT				Running minor 7+ cards; no outside A or K	4C/5C = Pass or correct				
4 .		8		Pre-emptive					
4♦		8		Pre-emptive					
4♥		8		Pre-emptive					
4♠		8		Pre-emptive					
5♣		9		Pre-emptive		HIGH LEV	EL BIDDING		
5♦		9		Pre-emptive		RKC 1430			
5♥		9		Pre-emptive		Kickback for Minors			
5♠		9		Pre-emptive		Exclusion Blackwood			
						Gerber over 1st or Last NT			
						D0P1/R0P1			