DEFENSIVE AND COMPETITIVE BIDDING		LEADS	AND SIGNAL	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEAD	S STYLE			
8-16 HCP often 4 cards		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
Responses: New Suit NF Const; Jump Raise Weak	Suit				NCBO:
	NT	Attitude			PLAYERS: Gonzalo Herrera/Elena Brucilovsky
	Subseq				EVENT (Online Senior Teams)
	Other:				
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
2 nd Seat: 15-17, systems on	Lead	Vs. Suit		Vs. NT	
4 th Seat: 8-14	Ace	AK		AKQ	GENERAL APPROACH AND STYLE
	King	AKx, KQx,	, KQT9	AKJx, KQJx, KQT9	Two over One Game Forcing
	Queen	QJx		QJTx, AQJx	Very Light Openings, Overcalls and Pre-empts
	Jack	JT9, KJTx		AJT9, JT9x	Fourth Suit Forcing to Game
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9x, KT9x	, QT9x	AT98, QT98, T98x	Weak Jump Shifts
Weak	9				
Unusual 2NT = 2 Lowest Unbid	Hi-X		XXx, XXxx,	From Xx, XXx, XXxx,	
		XXxxx		XXxxx	
	Lo-X			xxxxX	
Reopen:	SIGNALS IN OR				
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		ner's Lead	Declarer's Le	<u> </u>	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels for Majors and Minors		1 Attitude Count Suit F			
	Suit 2 Cour		Suit Preference		
		Preference	Attitude	Attitude	
	1 Attit		Count	Suit Preference	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Cour		Suit Preference	ce Count	
vs. Strong $X = Penalty$; vs. Weak $X = 14 + HCP$	3 Suit	Preference	Attitude	Attitude	
2C = Majors	Signals (including	Trumps):			
2D = Diamonds	Standard Count and	d Attitude			
2H = Hearts					
2S = Spades		D	OUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOU	BLES (Style;	Responses; Reo	pening)	
X = Takeout thru 3S	Takeout thru 4H		•		
2NT = 15-17 HCP					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1* or 2*					SPECIAL FORCING PASS SEQUENCES
Vs. Strong 1C: $1NT = \text{strong single suit}; X = 5/5 \text{ Majors}; 2NT$	SPECIAL, ARTII	FICIAL & CO)MPETITIVE 1	DBLS/RDLS	
= 5/5 minors		2222		····· —————	
	Negative X thru 3S				
	Responsive/Maximal X thru 3S				
OVER OPPONENTS' TAKEOUT DOUBLE	Support X thru 2S			IMPORTANT NOTES	
New Suit Forcing at 1 Level	TT				
Jump Raise Weak					
2NT = Limit Raise or Better					PSYCHICS:

OPENING	J 2									
OPE	TICK IF ARTIFIC	MIN. NO. OF CARDS OF CARDS THRU THRU OF CARDS OF C		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		3			Jump Raise Inv; 1NT = 8-10; 2NT = 11-12; 3NT = 13-15; Frequently bypass 4+D	XYZ	Jump raise weak after overcall			
1 ♦		3			Jump Raise Inv; 1NT = 8-10; 2NT = 11-12; 3NT = 13-15	XYZ	Jump raise weak after overcall			
1♥		5			1 NT = Forcing; 3C = 3 piece limit raise; Jump Raise Inv; Splinter; Jacoby 2NT; 3NT = 14-15		2-Way Reverse Drury; Jump Raise Weak after Overcall			
1 🛧		5			1 NT = Forcing; 3C = 3 piece limit raise; Jump Raise Inv; Splinter; Jacoby 2NT; 3NT = 14-15		2-Way Reverse Drury; Jump Raise Weak after Overcall			
INT				14-17 HCP	Stayman; 2D = H; 2H = S; 2S = Min Suit Stayman GF; 2NT = Inv; Texas Transfer; 3C/3D = 6 card suit Inv; 3H/3S = Inv;	Smolen	Systems on over X			
2*				22+ HCP	2D = Waiting, denies good suit	Cheapest 3 level = negative				
2♦		6		3-9 HCP with 6 diamonds	New Suit Non-forcing; 2NT = Forcing ABC	-				
2♥		6		3-9 HCP with 6 hearts	New Suit Forcing; 2NT = Forcing ABC					
2		6		3-9 HCP with 6 spades	New Suit Forcing; 2NT = Forcing ABCD					
2NT				20-21 HCP	Jacoby and Texas Transfers; 3S = Min Suit Stayman GF					
3♣		6		Pre-emptive, can be very light	, and the second					
3♦		7		Pre-emptive, can be very light						
3♥		7		Pre-emptive, can be very light						
3 A		7		Pre-emptive, can be very light						
3NT				24-25 HCP						
4. *		8		Pre-emptive, can be very light						
4♦		8		Pre-emptive, can be very light						
4♥		8		Pre-emptive, can be very light						
4♠		8		Pre-emptive, can be very light						
5♣		9		Pre-emptive		HIGH LEVEL BIDDING				
5♦		9		Pre-emptive		Blackwood 3014				
5♥		9		Pre-emptive		Specific Kings				
5♠		9		Pre-emptive		Gerber				
					D0P1					