DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 | 2 Level, Reopening)
1 lvl O|C = 7-16 HCP no requirement of good suit
2 lvl O|C = 10-16 HCP generally 6 cards(can be 5)
Responses: cue = F1, new suit = Nat F1, Jumps are fit showing
Reopen: Very aggressive and light reopening Usually a king light

1NT OVERCALL (2 nd|4 th Live, Responses, Reopening)
Live pos: 15-17 Balancing pos: 12-14
Resp: same as our 1NT opening

JUMP OVERCALLS (Style, Responses, Unusual NT)
1 suit = Weak (regardless of vulnerability),
WJO can be really weak when NV or opps have opened STR
NT = 5+/5+ lowest unbid suits
Reopen:

DIRECT & JUMP CUE BIDS (Style, Response, Reopen)
(1m)- 2m= mono-major, 2H=Ms, 2S=S+om, 2nt, (1c)2d=NAT
1M(2M)= OM+ unknown minor <12 or >16, 1X(2n)= two lowest unbid
1X(3X)= asks pd to bid 3NT with stopper(mostly long minor)

VS. NT (vs. Strong|Weak, Reopening,PH)
Weak|Strong: 2♣= Majors (4+/4+) , 2♦= One Major (6+)
2♥=♥+m (54+), 2♠=♠+m(54+), 2N= minors 55+
DBL= Penalty
Balancing: System on

VS.PREEMPTS (Doubles, Cue-bids, Jumps, NT Bids)
2NT: 15-18 natural, Leaping Michaels, 2m(4♣)= om+♥
2m(4♦)= om+♠, 2m(3m)=Majors, 2M(3M|4M|4NT)= minors
2|3M(4m)= m+OM, T|O till 4s, 5m(X)= values, 4N= two suiter hand

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = Majors, NT = minors, 1♣ - (1♦) = 4M and longer minor
Rest = NAT, Jump overcalls can be really weak. 2 lvl= 5+ cards and 3 lvl= 6+ cards

OVER OPPONENTS' TAKEOUT DOUBLE
XX= 10+ , Transfers over 1M-(x), Fit Jumps
1X - (X) - 2NT = Limit raise or better

LEADS AND SIGNALS

OPENING LEADS STYLE
	Lead	In Partner's Suit
Suit	2|4th	2|4th
NT	2|4th	2|4th
Subseq	2|4th	2|4th
Other: 5+ LVL(= K from AK(Count), A denies K)		
NT: A|Q =Unblock or ATT, King asks for Count, Suit: everything asks att		

LEADS
Lead	Vs. Suit	Vs. NT
Ace	AK(x), Ax	AK(x), Ax
King	AK, KQ(x), Kx	AK, KQ(x), Kx
Queen	Qx, QJ(x)	Qx, QJ(x)
Jack	Jx, JT(x), AJT(x), KJT(x)	Jx, JT(x), AJT(x), KJT(x)
10	HTx, Tx, T9(x)	HTx, Tx, T9(x)
9	H9x, 9x	H9x, 9x
Hi-X	HXx, xXx	HXx, xXx
Lo-X	xXx(x)	xXx(x)

SIGNALS IN ORDER OF PRIORITY
		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Lo = Enc	Lo = Even	Lo = Enc
	2	Suit Preference	Suit Preference	Lo = Even
	3	Lo = Even (To K)		Suit Preference
NT	1	Lo = Enc	Reverse Smith	Lo = Enc
	2	Suit Preference	Suit Preference	Lo = Even
	3	Lo = Even (To K)	Lo = Even	Suit Preference

Signals (including Trumps): CARDING -- UDCA
Reverse Smith (vs NT): low=enc by both players
trump S/P, UDCA

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)
Ideally 12+ . Can be short in unbid minor. Can be 10+ if classic 4441
OR any 17+
responses-- cue= GF 1NT= 7-10
2N= 11-12, Reopening doubles= 8+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS|RDLS
NEGATIVE Dbls, RESPONSIVE DBLs,
SUPP Dbl&RDbl&1NT: X|XX= Supp w|o Check, 1nt= w| chk supp
RESP DBLs,
LEAD-DIRECTING Dbls of ART bids,
1♣ - (1♦) - X = 4+ in both majors (almost always)

W B F CONVENTION CARD

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE
2/1 GF always, 5 card majors, Short Club (when 4432)
1NT = 15-17, 5M and 6m possible
2♣ = Strong 22+ can be less if distributional Hand
1M-1NT = semi-forcing
Very light and Aggressive preemptive style when NV
Judgement allowed in any situation.

SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♥|2♠: 5♥|♠+ 4+m(5+5+ when Vul) less than opening hand
2♦ = less than opening, 6 in either major
1♣-2♦, 1♦-3♣ = 7-9, support for the opener's minor
1m-2♥ = 5+♠, 4+♥ 6-9
1m-2♠ = 5+♠, 4+♥ 10-11
1m-2NT = (10)11-12 BAL INV, no 4cd majors/minor support
1♥-2♠= INV, 3+♥; 1♠-2NT = INV, 3+♠
1M-2♣ = ART GF
(1x) p (1y) 1N= 55+ other two suits generally less than opening
Over reverses: lower of 4thsuit|2NT = LEB
1m(1♥)X= 4+♠, 1m(1♥)1♠= 5+♠
Woolsey against 1NT|2NT, 4th seat 2X opening = 10-12 6 cards

SPECIAL FORCING PASS SEQUENCES
When we are in GF auction or our side has bulk of points
After 1m(X)XX. After penalty X of any 2 suiter bid.
Pass and Pull is Slam try, X=min hand

IMPORTANT NOTES:
Light openings and Very Aggressive preempts when NV
Sometimes erratic leads and signals against slams

PSYCHICS: Rare

OPENING	ART?	MIN. NO. OF CARD	NEG.D BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	Can be 2 when 4432	1♦ Walsh Style, 1M=Nat, 1NT= 8-10, 2♣=10+, 4+♣, 2♦=7-9, 5+♣, 2♥|2♠=6-9|10-11,5♠-4+♥, 2NT=11-12	1X-1Y-1Z: we play 2-way Checkback 1m-1M-2M-2M+1 = relay	New suit = Forcing 2NT = Good raise
				Can be really light 3rd seat NV	1m-3m = preemptive	over reverses: lower of 4thsuit|2N= Blackout	
1♦		4	4♥	Can be 11-15, 5♣-4♦	1M=Nat, 1NT= 8-10, 2♣=GF,5+♣, 2♦=10+,4♦, 2♥|2♠=6-9|10-11,5♠-4+♥, 2NT=11-12,3♣ = 7-9, 4+♣	1♦-1X-2♣ = 4-5 minors either way	
1♥		5(4)	4♦	5+, 4 card possible in 3rd seat	1NT= SF, 2♣=ART GF, 2♦=GF,5+♦, 2♥=6-9,3♣, 2♠=INV 3+♥, 2NT/3♣/3♦=INV, 6+♣/♠/♦	1M-1♠/1NT-2♣ = Gazzili, 17+ any/5M-4♣,11-16	2♣ = INV with 3+M, then 2M = weak
				Can be really light 3rd seat NV	3♠=Any mini SPL, 3NT/4m=♠/m SPL	1♥-1NT-2NT/♠= 6+♥-4m/♠,15-16	Transfers over 1♥(1♠) and 1M(x),
1♠		5(4)	4♥	5+, 4 card possible in 3rd seat	2♣=ART GF,2♦=GF,5+♦,2♥=GF,5+♥, 2♠=6-9,3♠, 2NT=INV,3+♠, 3♣/3♦/3♥=INV,6+♣/♦/♥	Kokish Game Tries after 1M-2M	1M-(1♠/X)-2M = 0-5, 3M
				Can be really light 3rd seat NV	3NT= Some Mini Spl., 4m|♥= SPL	Relay Structure after 1M-2m	
INT			4♥	15-17, 5M/6m possible	2♣: Non-promissory Stayman, 4 suit TRFs, 3♣=Puppet, 3♦=5-5M INV+, 3M= <2M- 9+ in m	Delayed Texas, Smolen, Distribution ask, Garbage Stayman	Runout: XX= forces 2♣ (own suit)
					3M= 54-3OM-1M, 4♦/♥ = Texas, 6+♥/♠	Minor transfer break = 3+m, Qxx+	Transfer Lebensohl, 2C = Sys on
2♣	X		NO	Strong, 22+ or shape	2♦=Waiting, 2♠=waiting 8+ generally BAL, 2♥/2NT/3m/3♥=TRF (good suit)	Kokish after 2♣-2♦, 3M= Self sufficient suit, completing TRF sets suit	P = GF, X = 0-3
					3♥= both majors, 3♠= Both minors, 3nt= Solid suit	2♣-2♦-2NT=22-23, through 2♥-2♠-2NT=24+	
2♦	X		NO	Weak only Multi, 6♥/♠, 3-10	2♥/♠ = P/C; 2NT = Relay; 3♦ = INV with both M fits, 3♥ = P/C	2♦-2NT-3♣= 9-10, forces 3♦ (then 3♥=♠, 3♠=♥), 2♦-2NT-3♦/♥ = <9 with ♥/♠	
2♥		5	NO	5♥5♠/4+m(55+when vul),3-10	2♠/3♣/5♣= P/C, 2NT = relay, new suit=F1,	2♥-2NT-3♥= 5-5 Majors	
				4th seat 6♥ 10-12	3♦=INV with ♥ support		
2♠		5	NO	5♠+4m(55+ when vul), 3-10	3/5♣= P/C, 2NT = relay, new suit=F1,		
				4th seat 6♠ 10-12	3♦=INV with ♠ support		
2NT				20-21, 5M/6m possible	3♣= Puppet Stayman, 3♦|♥= TRF, 3♠=m stayman, 3NT=5♠/4♥	2NT-3♣-3M-OM at cheapest lvl= M agreed Major Flags	
3♣		6	NO	Preempt	3♦=Majors, 3M= nat F1, 4♦=KC,3|4M= To play		Doubles are PENALTY,
3♦		6	NO	Preempt	4♣=Majors, 3M= nat F1, 4♥=KC, 3NT|4♠= To play		4M= To play
3♥		6	NO	Preempt	3♠= NAT F1,4♣= KC, 4♦=Power Raise		Doubles are PENALTY,
3♠		6	NO	Preempt	4♣= KC, 4♦=Power Raise, 4♥= Splinter		4M|OM= To play
					Double jumps in new suit over 3M= EKC		3X(X)XX= To play
3NT	X			Solid minor, no side A/K	any ♣=p|c, 4♦=ask shortness, 4M= to play		
				3rd|4th seat= TO PLAY	4NT= bid 5 with 7 cards and 6 with 8 cards		
4♣				Preempt			DBL= PENALTY
4♦				Preempt			DBL= PENALTY
4♥				Preempt	4S = to play		DBL= PENALTY
4♠				Preempt	4NT= RKC, 5m|♥= Cue		DBL= PENALTY
4NT	X			11+ cards in ♣+♦, preempt	5♥ = Blackwood on ♣, 5♠ = Blackwood on ♦		
5♣				Preempt		**HIGH LEVEL BIDDING**	
5♦				Preempt		Kickback RKCB (1430), Minorwood(1430) when agreed m below level 4,	
5♥				Preempt		EKCB(1430), Splinters, Italian cue bids, Lightner X's, DOPI/ROPI	
5♠				Preempt		Poor Man's Blackwood over level 3+ preempts	