

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level: 7-17, 5+ suit
2-level: 10-17, 5+ suit
Responses: Nat., New suit=NF
<b>INT OVERCALL (2<sup>nd</sup>/3<sup>rd</sup> ; Responses; Reopening)</b>
15-18 Bal, w/ stopper or 11-14 on 4 <sup>th</sup> seat natural response
Responses: 2♣=Stayman, 2♦/♥=Transfer to ♥/♠,
2♠=Relay , 2NT= 55 minor or weak ♦,
3♣= Puppet Stayman, 3♦=5-5 Minor GF,
3♥=31(54) GF, 3♠=13(54) GF
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6-10, 6+ suit Responses: New suit=NF
2N = 55+ lowest unbid
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michael's Cuebid
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl = 15-18.
2♣=1 Suit 11+ HCP,
2♦=5-4 Major, 11+ HCP
2♥=5-4 Heart + Minor, 11+ HCP,
2♠= 5-4 Spade + Minor, 11+ HCP
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL=T/O up to 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System On

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5		
NT	4 <sup>th</sup> Best		
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKQ+, AKJ+, AKx+, AK	AKQ+, AKJ+, AK	
King	KQJ+, KQT+, KQ+	KQJ/T+, KQ+	
Queen	QJT+, QJ9+, QJ+	QJT+, QJ9+	
Jack	AJT+, KJT+, JT9+, Jx	AJT+, KJT+, JT9+, Jx	
10	HT9+, T98+, Tx	HT9+, T98+, Tx	
9	9x	9x	
xxx	Xx, xxX, xxXx, xxxX	Xx, xxX, xxxX, xxxXx	
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Hi = enc	Count, low = odd	Hi = enc
Suit 2			
3			
1	Hi = enc	Count, low = odd	Hi = enc
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Maybe down to 10 hcp with nice distribution.			
Offshape ok if 17+.			
Up to 4♥			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Double up to 2♠			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: GREEN</b>
<b>NCBO: CANADA</b>
<b>PLAYERS: Sharon and Garrett</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1♣/1♦/1♥/1♠= NAT 5-c Majors "better minor" (5533)
1NT=15-17 bal, 2NT=20-21, 3NT=Gambling
2♣=22+ or 19+ w/ 8.5 tricks or 18+ 9 tricks
2♦/2♥/2♠= 6-c suit, weak
2/1 = GF
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♦		3	4♥	Natural, 11 ~ 21	2♦=11+ hcp, 4+ support, 2♣=4+ ♣, GF 2♥/♠= 6+ ♥/♠ Weak, 2NT=10-12 hcp, 3NT=13-15 hcp		
1♥		5	4♥	Natural, 11 ~ 21	1NT=5-12, 2♣/♦=4+♣/♦ GF, 2♥=3+ support 8-10, 2♠= 6+ ♠ weak, 2NT=13+ hcp 4+ support, 3♣ = 10-12 4+ support, 3♦=7-9 4+ support, 3♥=4 support 4-6, 3♠/4♠/♦=spl, 3NT=4333, 3 cards support, 4♥= 5+ support 6-9		
1♠		5	4♥	Natural, 11 ~ 21	1NT=5-12, 2♣/♦/♥=4+♣/♦/♥ GF, 2♠=3+ support 8-10, 2NT=13+ hcp 4+ support, 3♣ = 10-12 4+ support, 3♦=7-9 4+ support, 3♥=6+ ♥ weak, 3NT=4333, 3 cards support, 4♠/♦/♥=spl, 4♠= 5+ support 6-9		
INT				15-17 may have 5M	2♣=Stayman, 2♦/♥=Transfer to ♥/♠, 2♠=Range Ask, 2NT=55 minor or 6+♦, 3♣=Puppet Stayman, 3♦=5-5 ♣/♦ GF, 3♥=31(54) GF, 3♠=13(54) GF		
2♣	✓	0		22+ or 19+ w/ 8.5 tricks or 18+ w/ 9 tricks	2♦ = Waiting, 2♥=Weak, 2NT = 5+ ♥ 2 of AKQ, 2♠/3♣/3♦ = 5+ suit, 2 of AKQ,		
2♦		6		5-11, 6+ ♦	2♥/♠, 3♣=5+ Suit, Forcing, 2NT = Ogust,		
2♥		6		5-11, 6+ ♥	2♠, 3♣/♦=5+ Suit, Forcing, 2NT = Ogust,		
2♠		6		5-11, 6+ ♠	2NT = Ogust, 3♣/♦/♥=5+ Suit, Forcing,		
2NT				20-21 may have 5M	3♣=Puppet Stayman, 3♦/♥=Transfer to ♥/♠		
3♣		7		4-10, 7+ ♣	New suit = Nat. GF, 4♣ = RKC 1430		
3♦		7		4-10, 7+ ♦	New suit = Nat. GF, 4♦ = RKC 1430		
3♥		7		4-10, 7+ ♥	New suit = Nat. GF, 4NT = RKC 1430		
3♠		7		4-10, 7+ ♠	New suit = Nat. GF, 4NT = RKC 1430		
3NT				Gambling, no side A			
4♣		8		0-11, 8+ ♣			
4♦		8		0-11, 8+ ♦			
4♥		8		0-11, 8+ ♥	4NT = RKC 1430		
4♠		8		0-11, 8+ ♠	4NT = RKC 1430		
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						4NT RKC 1430 then 5NT	
5♥						Specific King Ask	
5♠							