DEFENSIVE AND COMPETITIVE BIDDING		LEADS	AND SIGNAL	S		W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEAD	S STYLE				
1-level simple overcall = 7 to 18 HCP		Lead			ner's Suit	CATEGORY: Green
Cuebid = invitational raise or better	Suit	4th				NCBO:
Jump Raise = Preemptive	NT	4th	1.422			PLAYERS: Brian Zhang/Ethan Xie
New Suit at 1-level & 3-level is forcing	Subseq					EVENT (Open/Women/Senior/Transnational)
	Other:	•		I		
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
Direct: 15-18 HCP	Lead		Vs. Suit V			
Balancing: 12-16 HCP	Ace	AKx(+)				GENERAL APPROACH AND STYLE
Response: bid as 1NT opening	King KQx(+):		+); AK; KQJx AKx(+); KQT9;	2 over 1 game forcing
	Queen	QJ;QJx(+)		QJ;QJx	(+);AQJx(+)	Semi forcing 1NT over 1M opening
			JT;JTx(+); KJTx(+)		(+); KJTx(+)	1NT opening = 15-17
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9;T9x(+);HT9x(+); Tx			(+);HT9x(+); Tx	2NT opening = 20-21
Jump to 2NT: 2 lowest unbid suits	9	9x;98x(+)		9x;98x(+)		3NT opening = gambling
Jump overcall in suit: Preemptive	Hi-X					
	Lo-X					
Reopen: good hand with 6+ suit; 2NT= 19-21	SIGNALS IN OR	DER OF PRIC	ORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partn	er's Lead	Declarer's Le	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct Cuebid = Michaels	1 Attitu	1 Attitude Count Attitude		Attitude		
Jump Cuebid in Major = bid 3NT with the stopper	Suit 2 Cour					
		Preference				
	1 Attiti		Count		Attitude	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Cour					
2♣ = Majors	3 Suit Preference					
Double = Penalty	Signals (including Trumps): standard					
2NT = Minors						
		D	OUBLES			
VG PDPPN/FFG (P. 11. G. 111. Y. NEPLI)	TARROLT POLI	DI EG (G) I	<u> </u>	• `		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)					
Take-out double with Lebensohl response	Response: natural; cuebid = Forcing					
Leaping Michaels						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES
Over Strong 1 : Double = Majors, 1NT = Minors	SPECIAL, ARTII	FICIAL & CO	MPETITIVE	DBLS/RI	DLS	
	Negative/Responsi	ve double throu	ugh 4♥			
	Support Double/Re					
OVER OPPONENTS' TAKEOUT DOUBLE						IMPORTANT NOTES
New suit forcing 1 round						
Redouble = 10+, denying 4+ card support						
2NT = limited raise or better						PSYCHICS:

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OPENING	TICK IF ARTIFICIAL	MIN. NO. CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.		3	4♥	11-21 HCP	Single Raise = forcing to 3-of-minor Double Raise = weak	4th suit game forcing; reverse by opener forcing; reverse by responder game forcing; 3rd suit forcing 1 round; 2-way new minor forcing; wolff signoff	Cuebid = Invitational or better raise; jump cuebid = splinter; jump shift = Pre-emptive		
1♦		3	4♥	11-21 HCP	As above	As above	As above		
1♥		5	4♥	11-21 HCP	1NT = semi-forcing; 2NT = Jacoby (4+-card support game forcing); Splinter	Help-Suit game try	As above; Reverse Drury		
1 🛦		5	4♥	11-21 HCP	As above	As above	As above		
INT		3	3-level	15-17 HCP	Stayman; Jacoby Transfer; Texas Transfer;	Smolen	Lebensohl; double at 2-		
11.11			only	13 17 1101	2♠ = Transfer to ♣ 3♣ = Transfer to ♦ 3♦ = Minors game forcing 3♥ = 3-1-(45) game forcing 3♠ = 1-3-(45) game forcing		level = penalty; double at 3-level = negative		
2*				Artificial Strong, 22+ HCP or 8.5+ tricks	2 ♦ = waiting (game forcing) 2 ♥ = negative 2NT = positive ♥	Same response as 2NT opening after 2♣-2♦-2NT			
		_		7 10 MGD D					
2♦		5		5-10 HCP; Pre-emptive	Ogust, RONF				
2♥		5		5-10 HCP; Pre-emptive	As above				
2.		5		5-10 HCP; Pre-emptive	As above				
2NT				20-21 HCP	Puppet Stayman; Jacoby Transfer; Texas Transfer; 3♠ = forcing to 3NT (minor suit slam try)				
	-			5 10 HOD D	NT '.C.				
3 .	1	6		5-10 HCP; Pre-emptive	New suit forcing As above				
3 ♦ 3 ♥		6		As above As above	As above As above				
3 ♦		6		As above	As above				
3NT		7		Gambling (solid minor suit without outside A or K)	$4 \frac{1}{4} = 4 $				
		7		Pre-emptive					
4 .									

4♥	7	As above	
4 ^	7	As above	
4NT			
5♣		Pre-emptive	HIGH LEVEL BIDDING
5♦		Pre-emptive	4NT = RKC 1430
5♥			Exclusive RKC 0314
5♠			DOPI/DEPO over interference
			Gerber over 1NT/2NT opening
			Control bid with 1st or 2nd control