

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Maybe light
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Natural
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Intermediate
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Dbl = penalty
2C = majors
2D = one major (six)
2M = 5M 4m (occasionally 4M 5m)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = take-out
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Dbl = majors
1NT = minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup>	3 <sup>rd</sup> /low	
NT	4 <sup>th</sup>	3 <sup>rd</sup> /low	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK for attitude	AK	
King	AK KQ for count	AKJ10 or KQ	
Queen	QJ	KQ109 or QJ	
Jack	J10 or KJ10	QJ98 or J10 or KJ10 or AJ10	
10	109 or H109	109 or H109	
9	Shortage or H98	H98	
Hi-X	MUD	MUD	
Lo-X	4th	4th	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	High = discouraging	High = even	High = discouraging
Suit 2	High = even	SP	High = even
3	SP		SP
1	High = discouraging	Smith	High = discouraging
NT 2	High = even	High = even	High = even
3	SP	SP	SP
Signals (including Trumps): Asking for ruff (SP)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support double			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS: NICK SANDQVIST – TOM TOWNSEND</b> EVENT (Open/Women/Senior/Transnational) CAVENDISH 2014
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-CARD MAJORS
15-17 NT
2/1 GAME FORCE
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D MULTI
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

