

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1-level: (7)8-16, normally 5+ suit (rarely good 4)
2-level: (10)11-16(18), usually 6+ cards
Re-opening may be lighter
Responses to overcalls are F 4+cd at the 1-lvl and 5+cd at the 2-lvl
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-18, 1N system ON
(11)12-14 in pass-out seat, 1N system ON
Passed and: 54+ two lowest unbid suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak (wide-ranging opposite passed hand), weak opener system ON
Unusual 2N = 2 lowest unbid suits
Reopen: jump = 6+cd 13-15, Double jump: 6+cd, 17-19
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1M) 2M = 55+ other M and m 9+, 2N = enq
1m (2m) = 55+ MM 9+, 2N = shortage ask
Jump cue = asks for stop
Sandwich: 2R = nat, 2O = art
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X = pen, 5m4M by passed hand
2C = (54)+ MM
2D = 6+ cd M
2M = 5M4m+
2N = 55+ MM
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = primarily t/o up to 4H, needs shape to pull 4S+, 2N = 16-18
(2D) 3D = majors, 2M (3M) = stop ask, leaping Michaels
3-lvl: non-leaping Michaels, (3M) 4M = slam try in a single minor
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Strong club: X = H, 1D = S, 1H = B or R, 1S = mm or MM, 1N = oth
Polish club: 2C = nat, 2D = MM 54+
Short 1C/1D: treat as natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1M (X) transfers; also applies when we overcall 1M, XX = sets pen
Otherwise, nat, new suit F, XX = values, sets up pen

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
NT	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> /4 <sup>th</sup>	2 <sup>nd</sup> /4 <sup>th</sup>	
Other: Subsequent leads may show suit preference			
AQ for att, K for count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), A(x)	AK(x)	
King	AK, Kx, AK(x), KQ(x)	AK(x), KQ(x)	
Queen	KQ, KQ(x), Qx, QJ(x),	KQ(x), QJ(x), AQJ(x)	
Jack	KJT(x), AJT(x), JT(x), Jx	KJT(x), AJT(x), JT(x)	
10	HT9, T9(x), Tx	HT9, T9(x), Tx	
9	9x	9x	
Hi-X	xXx, xXxx, xXxxx	xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxXx	HxX, HxxX, HxxXx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev count	Rev count	Rev att on AQ
Suit 2	Rev att on AQ	Rev Smith in trumps	Rev count
3	Suit pref	Suit pref	Suit pref
1	Rev count	Rev Smith	Rev att on AQ
NT 2	Rev att on AQ	Rev count	Rev count
3	Suit pref	Suit pref	Suit pref
Signals (including Trumps):			
Rev Smith: low = enc or passive, hi = switch			
Suit pref when obvious, we give remaining count			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Takeout doubles rarely off-shape, equal level conversion C->D			
Reopening doubles may be light			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X and XX up to and including 2H			
Game try doubles			
Action doubles			
Lightner			
5m DOPI, X ROPI, 5M DEPO			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b> England
<b>PLAYERS:</b> Daisy Dillon & Hanna Tuus
<b>EVENT</b> (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 GF
15-17 NT (can include 6m/singleton)
1C = 2+ C
1M = 5+M
3 weak 2s
1M – 1N = 5-11
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1M-2N = GF, 4+ cd support
1M – 3C/D = 4cd support 9-11/6-8
1H-3S/1S-3N = any void
<b>SPECIAL FORCING PASS SEQUENCES</b>
When our side has established GF
<b>IMPORTANT NOTES</b>
Wide ranging pre-empts and light openings possible in 3 <sup>rd</sup> seat
1 <sup>st</sup> seat pre-empts aggressive
<b>PSYCHICS:</b> Rare

