

<b>DEFENSIVE AND COMPETITIVE BIDDING</b>
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Sound at 2 level, could be 4 card suit at the 1 level.
If p overcalls in a major, cue=good 3crd raise, 2NT=good 4crd raise
If p overcalls in a minor, cue=good 3+crd raise, 2NT=Nat
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15+-18, (11-14 in protective)
Responses as 1NT opener
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Unusual 2NT
Reopen: Intermediate, 2NT=19-21
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels(10+)
(1x)-3x=stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ Majors. X = Pen (X=6+m by passed hand)
2NT = Big two-suiter/minors
3x = Natural
2♦ = Single Suited
2M = 5M 4+m
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Db1 = T/O, Lebensohl (FASS)
Leaping Michaels, Non Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X = Majors, 1NT = Minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
XX=9+, N/S Nat, F1, 2NT=good raise, Jumps = Fit

<b>LEADS AND SIGNALS</b>			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> /4 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup> if unsupported	
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:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax	AK(+), A(+)	
King (Strong)	AK(+), KQ(+), AK	AK(+), KQJ(+), KQT9(+)	
Queen	QJ(+), Qx	QJT, QJ9, KQT, AQJ	
Jack	JT(+), Jx	JT9, JT8	
10 (Strong)	KJT, T9x(+)	HJT, T9x(+)	
9	HT9(+), 9x, 9	HT9(+), 9x	
Hi-X	xXx(+)	xXx(+)	
Lo-X	HxX; HxxX; HxxXx...	HxX; HxxX; HxxXx...	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Std Att, K=Ct	Std Ct	Std Att
Suit 2	Std Ct	S/P	Std Ct
3	S/P		S/P
1	Std Ct, K=Std Ct	Std Smith Peter	Std Att
NT 2	Rev Att	Std Ct	Std Ct
3	S/P		S/P
Signals (including Trumps):			
Suit preference occasionally, Std Att, Std Ct, Std Smith			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Doubles generally take out, passed more often at higher levels.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X/XX up to 2 of our suit.			
Game Try Doubles			
Lightner Doubles			

<b>W B F CONVENTION CARD</b>
<b>CATEGORY: GREEN</b>
<b>NCBO: England</b>
<b>PLAYERS: Kripa Panchagnula &amp; Harry Madden</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5cM, 1NT = 15-17, 2/1 F/G, 2♦ weak both majors, 2M weak
Transfers over 1♣
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1X-2Y = Weak if Jump
1Y-3X = Intermediate
1M-1NT = Semi-Forcing 5-11
2♦ = 4-10, 4+-4+ majors
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
FASS Lebensohl after interference over 1NT and after weak twos
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	All balanced hands between 1N&2N range w/o 5cM or natural	1R=transfer, 1♠=no 4cM, 1N=FG with 5+♣, 2♣=FG with 5+♦, 2♦/M=WJS, 2N= bad raise to 3♣, 3♣=inverted, 3♦/M=pre-emptive	1♣-1R-1R+1=12-14 bal, 1N=18-19bal, 2N=9cards in ♣+(R+1) 16-19	Fit Jumps
1♦		4	4♥	Unbalanced, could have longer clubs (when 11-16pts)	1N=Semi Forcing, 2N=bad raise to 3♦, 1M=4+cM, 2♣=FG, 2♦=inverted minor FG, 2M=WJS, 3♦=inverted, 3M=splinter	2N=9 cards in ♦+M 16-19	Fit Jumps
1♥		5	4♦	11-21	1♠=4+♠, 1N=SF, 2m=5+cm FG, 2♥=constructive, 2♣=WJS, 2N=Jacoby, 3m=IJS, 3♠=any singleton 8-11, 3N=spade void 8-11, 4m=void 8-11	Swedish responses to Jacoby 2N 1♥-2♥-2♠=any long suit trial, 3m=short suit trial, 2N=spade short suit trial	Fit Jumps & 2♣ 3 card raise 8-11
1♠		5	4♥	11-21	1N=F1, 2m/♥=5+cm/♥ FG, 2S=constructive, 3x = IJS, 2N=Jacoby, 3♣=4card raise 8-11, 3♦= 3card raise 9-11, 3♠=5-7, 3N=any singleton 8-11, 4m/♥=void 8-11	Swedish responses to Jacoby 2N 1♠-2♠-2N=any long suit trial, 3x=short suit trial	Fit Jumps & 2♣ 3 card raise 8-11
1NT				15-17, can include 5M/6m	2♣ = Non Promissory Stayman; 2♥/♥/♠/NT= transfers; 3♣=5-5 minors wk ; 3♦=5-5minors FG; 3M = stiff: 13(54); 4♣/♦ = slam try in ♥/♠; 4♥/♠ = to play	Smolen; 1NT-2R-3R+1 = 4+R+1 min, 2NT = 4+R+1 max, suit= 4+ and suit; Breaking minor transfer =Qxx or better	Same as non-passed hand
2♣	X			22+bal/GF	2♦ = Relay/waiting bid; 2♥/♠/3♣/♦ = 5 cards 1.5+ quick tricks (A=1, K=0.5); 2NT = 7-11 scattered values	2♣-2♦-2♥ = 25+ balanced or hearts GF over which 2♣ asks; 2♣-2♦-2NT =22-24 balanced. Over 2NT, system on	Same as non-passed hand
2♦	X			4-10, 4+-4+ majors	XM=to play, 3m natural F1, 2N enquiry	2♦-2N:3♣=min, 3♦=55, 3M=5oM4M, 3N44	Same as non-passed hand
2M		5		Weak two	2X=F1, 2NT=Ask(Feature)		
2NT				20-21	3♣ Puppet Stayman, 3R Transfers, 3♠ Minor Suit Stayman. 4-minor Nat Slam Try		
3x		6		PRE	N/S=Nat, F1		
3NT				Gambling	X♣=P/C; 4♦ splinter ask; 4M=to play; 4N=bid your minor		
4x		7		PRE			
4NT				Specific ace ask	5♣ = none; 5♦/♥/♠/6♣ = ace of that suit; 5NT = 2		
5x				PRE			
<b>HIGH LEVEL BIDDING</b>							
1430 RKCB, 0314 Exclusion, Italian Cues, Serious 3N							