DEFENSIVE AND COMPETITIVE BIDDING			LEA	DS AND SIGN	JALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENIN	NG LEAI	DS STYLE			
Can be aggressive (8+), new suits forcing, reopening may be light			Lead		In Partner's Suit	CATEGORY:
Jumps in reopening show good hands	Suit		3/5		same	NCBO: usa
	NT		2/4		3/5	PLAYERS: john hurd joel wooldridge
	Subseq		3/5		same	
	Other: ud	lca, rever	rse smith vs N	NT, standard SP	, upside down present count	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
15-18, 10-15	Lead		Vs. Suit		Vs. NT	
Responses same as to 1NT opening	Ace		Shortness or length no K unless AK dblton		Shows K asks att	GENERAL APPROACH AND STYLE
	King		AK length, s		Asks unblock/count	2/1 GF, 14-16 nt 1/2/3nv, 15-17 3rdvul/4 <sup>th</sup>
	Queen		Shows K or		KQ, QJx	Aggressive openings at all levels
	Jack		Shows Q		QJ, JTx	Transfers in some sequences
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		Shows J, HJ	Т	JT, HJT, 109x	
Weak, 2nt asks, 4c is pre kc	9		showsT, HT	9	T9, HT9	
2nt=2 lowest suits	Hi-X		3/5		2/4	
	Lo-X		3/5		2/4	
Reopen: good hands	SIGNAL	LS IN OF	RDER OF P	RIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's Lea	ad Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct cue is Michaels, jump cue asks stopper over 1maj	1			count	attitude	2D over 1nt is one major suit
Over 1maj-2maj in response 2nt is values, 3c=p/c n interest,	Suit 2	Suit 2 count SP		SP	SP	Transfers over 1 maj-dbl
3D=major suit game interest						
	3	3 SP			count	
	1	lsame		Rev smith	same	
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2	2		count		
2C=majors, 2D=one major, 2H/2S=major+minor, dbl=penalty	3	3		sp		
By ph dbl=1 minor or 4maj+long minor	Signals (i	including	g Trumps): uc	lca except stand	lard SP	
	Hi=disco	ouraging/o	odd			
	Low=enc	couraging	g/even			
				DOUBLES		
				DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEO	UT DOU	UBLES (Styl	e; Responses; l	Reopening)	
Dbl t/o through4H, cue is Michaels, jumps show good hands	Aggressi	ve with g	good shape, c	ue=F1, jumps sl	how values	
NT is natural at 2/3 level and natural over 4minor	Reopenin					
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 & or 2 &	┥┠───					SPECIAL FORCING PASS SEQUENCES
Mathe vs 1C	SPECIA	L, ARTI	IFICIAL &	COMPETITIV	/E DBLS/RDLS	Bidding direct is slam try, pass and pull is to play
	Low leve	<i>,</i>				
				maximal, snapd	ragon	
OVER OPPONENTS' TAKEOUT DOUBLE				ds and values	-	IMPORTANT NOTES
Transfers at 2 level, fit jumps						
/ J 1						
						PSYCHICS:rare, 1nt

£	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1*		3	4h	10-13 bal, 17/18bal, clubs	1nt=5-11, 2D=INV+clubs, 2H=slam try clubs	2 way new minor forcing	After 1H overcall 1s denies spades, 2H=6+S constr			
					2S=mini spl in major, 2nt=11+-13-	Transfers after 2nt rebid				
1♦		3	4h	10-13 bal, 17/18 bal, diamonds	2h=inv+ D, 2S=slam try D		Fit jumps			
							Drury 3 2c/2d			
1♥		5	4d	10-22 with h	1-3=mixed, 2nt=limit+, 2 tier spl, inv JS					
1		5	4d	10-22 iwth S						
INT	14/16	15/17		Usually balanced	Stayman, transfers, 2s=size, 3C=4441any, 3d=gf minors, 3maj=short	After 1n/2d/2h/2s is art ask				
2*	Х			21+bal or any GF	Natural, 2d wait	3d over 2c/2d/3c is wait				
						Kokish, 3major shows primary D+maj				
2♦	5-10	5		Usually 6 but can deviate, sound vul	New suits F1, 2nt asks, 4c=pre KC	Responses to 2nt show feature				
-	5 10	-								
2♥	5-10	5		same	same					
2.4	5-10	5		same	3C=hearts inv+, 3H=clubs					
2	5-10	5		same	SC-means mv+, SH-clubs					
2NT	19-21-			Balanced usually	Stayman trans texas smolen					
3*		5		Can be very aggressive NV	New suits NF nv					
3♦		5								
3♥		5								
3		5								
-										
3NT		7		Gambling <sup>1</sup> /2, to play <sup>3</sup> / <sub>4</sub>	4c=p/c, 4d asks 4M natural					
4*				Wide ranging preempt						
4♦										
4♥										
4										
4NT				Asks aces						
5*						HIGH LEVEL BIDDING				
5♦						Pass and pull is to play				
5♥						03/14 KC, kickback, 03/14 exclusion, stepwise over interference				
5♠						4c is pre KC				