

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			CATEGORY: Green <

	Jack			
JUMP OVERCALLS (Style; Responses; Unusual NT) Over opponents take out double = 1 suit, FIR 2 suit = Nat, not F xx = 10 points or more 2NT = limit raise or better	10			
1C-2C = nat 1C/1D-2D = Both Majors 1H-2H = Other major + one minor 1S-2S = Other major + one minor 2NT = Both minors	9			
1C/1D/1H/1S- 3 in the same suit = I need one stop for play 3NT	Hi-X			
	Lo-X			
Reopen:	SIGNALS IN ORDER OF PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	Discarding
Jump CUE = 3Nt interest. w/o stop. Need stop.	1	Hi-low = E	Same	Same, excepto against NT, 1° discard = lavinthal
	Suit 2			
	3			
	1			
	NT 2			
	3			
VS. NT (vs. Strong/Weak; Reopening;PH)	Signals (including Trumps):			SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Against strong: X = 1 minor 2C = Both majors 2D = 1 Major 2H = H + 1 minor 2S = S + 1 minor 2NT = Both minors				Splinter x and xx with fit Michael's CUE Against 1NT or 2NT open apponents, see notes Transfer Bid after opening partner 2NT = limit raise or more Lebenshol Take out double 2NT moderator
Against 2NT opening, the same (level 3)				
	DOUBLES			

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	
Nat Inusual NT = any two suits x = nat Against open 2H/S - 4 minor = m + other M	Opening values 1x-DBL-1y-DBL = Penalty Resp DBL thru 4S Comp DOBL	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES
Nat.	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	Pass and after x, bid, try slam
	x and xx with fit or strong hand	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
After open 1NT, nat, we do not hear x 1 level = nat F1R 2 level = weak		5 keys Blackwood (0-3, 1-4) Levenshol Sprinter Check-back Roudinesko (minim + no fit, min + fit, max + fit and max no fit) Special against NT open opp. See notes Check-back
		PSYCHICS: Rare

OPEN ING	TIC K IF AR TIF ICI AL	MIN. NO. OF CAR DS	NEG .DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4S	11-21, better minor	nat. 2C = fit + 6-9, 3C = barrage, 2D = limit raise fit or more Splinter 2H/S = 6° + 0-5 PH	Nat	
1♦		3	4S	11-21, better minor	“ “ “, 3C = limit raise fit or more	Nat	

1♥		5	4S	11-21.	nat. 2NT = limit raise or more Splinter 3H = barrage fit 3x = barrage	Nat.	
1♠		5	4H	11-21	“ “ “ 3x = barrage, 3S = barrage fit	Nat	
INT			2S	15-17 bal	Transfer (including 2S for C, and 2NT for D), Stayman (could be weak and without Majors), 4T = asking aces (steps) 4D = both Majors	Nat After transfer, bid other things =fit and try game	
2♣	x	0		Strong hand, any shape	2D = relé Nat	After redeclare 2NT, same system 2NT opening	
2♦		6		Weak	2NT = ask, other, nat F1R	Nat	
2♥		6		Weak	“ “ “	Nat	
2♠		6		Weak	“ “ “	Nat	
2NT				20-22 bal	Stayman (4 or 5 Majors cards) Transfer 3S = 5S + 4H or very weak minor 4C/D = slam try	3D = one or both Majors, then, bit the one do not have 3H/S = nat but suit 5° Others, Nat	
3♣		7		Weak	Nat		
3♦		7		“	“		
3♥		7		“	“		
3♠		7		“	“		

3NT	x	7		Cool. One suit AKQJxxx	4C = pass or correct 4D = do you have singleton or 0 in any suit' 4H/S = nat. To play 4NT = how long is your suit?	After 4D: 4H/S = 0 or 1 card in that Major 4NT = I do not have singletons (7-2-2-2-) 5C = My suit is C + 0 or 1 card in D 5D = My suit is D + 0 or 1 card in C After 4NT: 5C = 7 number of cards 5D = 8 number of cards 5H = 9 number of cards, etc-	
4♣		8		Weak. Nat	Nat		
4♦		8		Weak, nat	Nat		
4♥		7		To play	Nat		
4♠		7		To play	Nat		
4NT	x	6-5		Both minors	Nat		
5♣		7		To play	Nat	HIGH LEVEL BIDDING	
5♦		7		To play	Nat	5 Keys Blackwood (0-3, 1-4, 2 and 2 with Q). 5NT = 2 aces without 0 in one suit, and 6 = 1 ace + 0 in that suit (if be able) Josephine. Bid the suit = I do not have the Q, others = yes + something else in that suit. 6 suit = I have the suit and nothing else special DOPI/ROPI (x= 0 aces, pass = 1 ace, others = steps. And xx= 0 aces, pass = one ace, others = steps. X ligtner	
5♥		7		To play	Nat		
5♠		7		To play	Nat		