DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE					
Natural- 8-15		Lead		In Par	tner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
	Suit	3/5		3/5		NCBO:
	NT	2/4		2/4		PLAYERS: Brian Pincus & Diniar Minwalla
	Subsequent	attitude		attitud	e	]
	-					
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS					SYSTEM SUMMARY
5-18 in all positions, system on, except after intereference	Lead	Vs. Suit		Vs. N	Γ	
	Ace	AKx, AKJ		AKx		GENERAL APPROACH AND STYLE
	King		KQT, KQX		KQT, AKJT, KQT9	2/1, 5542, udca
	Queen	QJ,			KQX, QJ9, AQJ	1NT=15-17
	Jack	JT-no high			higher	2NT=20-22 balanced
UMP OVERCALLS (Style; Responses; Unusual NT)	10	TX AJT, K			JT, AJT,	2C = 20+ any distribution( not 20-22 balanced)
Weak	9	9X, KT9, 0	`		T9, AT9, QT9,	2D=weak in a major
	Hi-X		from 4 small		al or from 4 small	2H and 2S =intermediate(8-10, may be 5 cards)
	Lo-X	3 card or lo	onger, or above	3 card	or longer, or above	
Reopen: jump overcalls weak, jump to 2NT= unusual	SIGNALS IN	ORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Part	tner's Lead	Declarer's L	ead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Direct cue bid= both M over 1m, other M and a mover 1M	1 attit	ude	Count		udca	Gambling 2NT
NTjump= 2 lowest suits.(unusual 2NT)	Suit 2 Cou	ınt	Suit preferen	ice	Residual count	Bergen
Tump cue= either a long solid minor asking for stopper, or any strong 2 suiter- 55 or better and GF	3					Drury
		tude or count	Count where	appl.	udca	Splinters
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 Suit	preference	Suit preferen	ice	Residual count	Good bad 2NT
Obl=minor/major(longer minor)	3					Lebhensol after a reverse
2C=majors	Signals (inclu	ding Trumps):				1C opening may be only 2 cards
D= single suited major	udca					
2H= H and minor( longer H), 2S=spades and minor( longer spades						
2NT= both minors			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT I	OUBLES (St	yle; Responses	Reopen	ing)	1
Take out doubles			Ī	-		
3NT=to play, 4NT= 2 suited	Natural -3	card support	t for other su	its or 1		
			/12, cue bid		·	11
	Посрение	Jap 7	, , , , , , , , , , , , , , , , , , , ,	· .		<b>]</b>
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24						SPECIAL FORCING PASS SEQUENCES
Double=majors, NT=minors	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS					DI LEME FORCE TO TRUS SEQUENCES
Jouote-majois, ivi-minois	Responsive doubles					4
						<del> </del>
OVED ODDONENTO! TA LEQUE DOUBLE	Lead directing				IMPORTANT NOTES	
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner doub			0.71	IMPORTANT NOTES	
Rdbl= 10+, support at any level= weak, 2NT= good raise			e tricks in direc	t pos, 0/1	def Trick in last pos	<del> </del>
1NT= 6-9, other bids at the 1 level natural 4+cards	Support doubl	es				DOVOTINGS 4
After passed hand, over 1H or 1S op by partner, major minor-1						PSYCHICS: extremely rare

Ü	F	. OF	NEG.DBL THRU							
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	3S	12-19,	2c=11+, 3c=weak, jump shift=weak					
1 •		4	3S	12-19	2D=11+, 3D= weak, jumpshift= weak					
1		-	20	12.10	211.9.10.211		D2C 41			
1♥		5	3S	12-19	2H-8-10, 3H=weak, Bergen, splinters, 1NT-F1 2NT=jacoby		Drury 2C= 4 card support, Drury 2D= 3 card support			
1 🖍					2141 Jacoby		Brury 2B 3 card support			
INT				15-17	2C stayman, 3c puppet, 4 way transfers,					
2*		0		20+, any. Not 20-22 bal	2D=semi positive, 2H= bust, 2NT=hearts(good suit), 2S, 3C and 3D= +ve, good suit					
		0		37 1 ' M	2N/T	20 1: H2D 1: 0				
2♦		0		Very weak in M	2NT= enquiry	3C= weak in H, 3D= weak in S 3H in strong in S, 3S= strong in H				
2♥		5		8-10	2NT= enquiry	3C= weak with 5, 3NT=strong with 5				
∠▼		3		0.10	2141 Chquiry	3D= strong with 6, 3M= weak with 6				
2				8-10	2NT=enquiry	Same as above				
2NT				20-22 balanced	Transfers and puppet					
3 <b>.</b>		6		6-11	natural					
3♦		6		6-11	natural					
3♥		6		6-11	natural					
3♠		6		6-11	natural					
3NT				Gambling- solid minor	4C= pass or correct, 4D= slam invite					
<u> </u>		7		C 11						
4.		7		6-11	natural					
4 <b>♦</b> 4 <b>♥</b>		7		6-11 6-11	natural natural					
4 <b>∀</b> 4 <b>♠</b>		7		6-11	natural					
4NT		•		Ace ask in simple blackwood	AANVA					
5 <b>.</b>		7/8		6-11	natural		•			
5♦		7/8		6-11	natural	DOPI				
5♥		7/8		6-11	natural	RKCB(1430)				
5♠		7/8		6-11	natural	MINORWOOD				