DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING LEADS STYLE						
Sound 8+] [Lead		In Par	tner's Suit	CATEGORY: green
Jumps are weak	Suit		4th and seco	onds	Тор		NCBO: south africa
Reopening jump is not weak max bid for a passed hand	NT						PLAYERS:m narunsky m Alexander
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	Subseq						Mixed
In 4th 10/14	Other: le	eads in par	rtners suit				SYSTEM SUMMARY
Live 15/18	If suppor	rted top.		If unsupported	small f	from 3 not mud	Vs. NT
2nt reopening 15/7	LEADS.	. Udca					1
JUMP OVERCALLS (Style; Responses; Unusual NT)	Lead		Vs. Suit		J109		
Weak less than 7	Ace	Ace		akx			GENERAL APPROACH AND STYLE
Unt 2 lowest suits	King		Kq10		KQ10		5 card majors club can be short
Reopen:	Queen		Qj9		Qj9		15/17 nt stayman transfers
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Jack		J109				2/1
Michaels	10		109x				1nt response fl
Cue in their suit usually a 3 card raise f1	9				Declarer's Lead		Good bad by opener only
VS. NT (vs. Strong/Weak; Reopening;PH)			Two		Reverse count		
2c= both majors 2d = single major. 2nt minors			Has an honour usually I		High asks for highest suit		
If weak x= penalty	SIGNAI	SIGNALS IN ORDER OF PRIORITY					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Partner		er's Lead of k ask unblock		for	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
X =take out	1 Att					What partner needs to know	Lebensohl

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3d p 4c rkcb	Suit 2	High asks for highest suit	3rd seat openers may be weak	Udca	2d multi 5 ways 2h/s is weak 8/11
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 or 2	Nt1	Low encourages	1c (1nt) 2c is stay manic		Jacobi 2nt
2c black 2d reds x= majors 1nt = minors	NT 2	Low encourages	1C promises 2+		Bergen
Natural if they open 2c	3				Drury
	Signals (including Trumps): u	dca reverse smith Peter	3	SPECIAL FORCING PASS SEQUENCES
OVER OPPONENTS' TAKEOUT DOUBLE	7				In competition at 5 level pass is stronger than x
xx 10+ usually short of opener					
	」 (DOUBLES		(
					IMPORTANT NOTES
	TAKEO	UT DOUBLES (Sty	le; Responses; Reopen	ing)] [
	Mostly ta	nke out			1
	X of their strong nt 4M 5m			PSYCHICS rare	
	X of their weak nt pen unless partner is a passed hand			1	
] [] (
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
	Support xs at 2 level also xxs] [
	If in 2/1 sequence pass is forcing				
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OP ENI NG	K IN E E G. D D B B D B B D B B		RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1.		2	4s	May be short	1nt 7-10				
1 ♦		4							
1♥		5			2nt virtual gf				
1 🛦		5							
INT					3c puppet 3d/h/s slam try	4c tfr to hearts			
2*		0		2d is waiting more than 2 queens	2h is a bust 2nt h+. 2c 2d 2nt is 23/24 2c 2d 2h 2s 2nt 24+	They intervene pass is our strongest bid			

				M-16: 5			
2◆	 '	 	 '	Multi 5 ways	Usually weak major, 8 tricks in m. 26/27nt		
L'	<u> </u>	<u>'</u>	<u> </u>	<u> </u>			
2♥	'	5		Weak. 8-11	2nt asks for singleton		
					3c is ogust		
2.				Weak 8-11			
2nt				20/21	3c puppet, 3s minor enq		
<u> </u>	<u> </u>	<u> </u>	<pre></pre>				
L'							
3 .	'	6/7		Weak			
3♦		6/7		Weak			
3♥	'	6/7		Weak			
3 🏠	'	6/7					
	'						
3NT	'			Gambling long minor			
	'						
4*	'	8					
4♦		8					
4♥	['	8	<u> </u>				
4♠	<u></u>	8	<u> </u> '	<u> </u>			
4NT	<u> </u>	<u> </u>	<u> </u>	Ace ask	<u> </u>		
<u></u> '	<u> </u>	<u> </u>	<u> </u> '		<u> </u>	HIGH LEVEL BII	DDING
1 '	<u></u> !		<u> </u> '		<u> </u>	Rkcb 1430	
1 '	<u></u>	<u>1 '</u>	<u>1 </u>		1	Over h 4s is rkcb. 4nt is s exclusion	

				Minor wood
1				
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