DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGNAL	S	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING	LEADS STYLE			1	
Level 1 = 8+ HCP, 5+ cards suit		Lead		In Partner's Suit	CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:	
Level 2 = 10+ HCP, 5+ cards suit	Suit	4 <sup>th</sup>		4 <sup>th</sup>	NCBO:	
	NT	4 <sup>th</sup>		4 <sup>th</sup>	PLAYERS:	
	Subseq				EVENT (Open/Women/Senior/Transnational)	
	Other:	•			11	
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
2 <sup>nd</sup> = 10-15 HCP, 4 Major and 5+ Minor	Lead	Vs. Suit		Vs. NT		
4 <sup>th</sup> = 10-15 HCP, 4 Major and 5+ Minor	Ace			A(+) AK(+)	SAYC (4 Diamonds)	
$4^{th} = 0.9$ HCP, Two bottom suits	King	KQ(+)	,	KQ(+)	2 over 1 Game Force	
	Oueen	QJ(+)		QJ(+)	5 cards Major ,4 cards Diamonds	
	Jack		T(+) QJT(+) J(+)	AJT(+) KJT(+) QJT(+)	2C = 22 + HCP  or  4  loser	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		T9(+) QT9(+) T(+)	AT9(+) KT9(+) QT9(+)	1NT = balance 15-17 HCP (No have 5 cards Major)	
Jump overcalls = 6-11 HCP, 6+ cards suit	9	T9x(+) 9(+		T9x(+)	(10 14.00 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
2NT = 6-9 or 16+ HCP, Two bottom suits	Hi-X	Hx xx	/	Hx xx	1	
21(1 - 0 ) of 10+11c1; I wo bottom suits	Lo-X	4 <sup>th</sup>		4 <sup>th</sup>	1	
	_	N ORDER OF	PRIORITY	1		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		artner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1C - 2C = 10 + HCP, $5 + Club$ suits		TT , LO-ENC	CT	SP, O-E	2D = Weak one suit major 6-11	
1C - 2D = 6-9 or $16+$ HCP, Two suits Major		T , LO-Hi = E	SP	51,0 2	2H = 5+ Hearts and 5+ Minor 6-11 HCP	
1D – 2D = 6-9 or 16+ HCP, Two suits Major	3 S				2S = 5+ Spades and 5+ Minor 6-11 HCP	
1H – 2H = 6-9 or 16+ HCP, 5+ Spade and 5+ Minor	1 A		CT	SP, O-E	2NT = balance 20-21 HCP (May be 5 cards Major)	
1S - 2S = 6-9  or  16+  HCP, 5+  Heart and  5+  Minor	NT 2 C	T	SP	,	Gambling 3NT = 9-15 HCP, Solid Minor suit 7+ cards	
VS. NT (vs. Strong/Weak; Reopening;PH)	3 S	P				
Double = 10+ HCP, 6+ Minor						
2C = 10+ HCP, Two suits Major (At least 5-4)	Signals (inc	luding Trumps):	Ignore		1	
2D = 10+ HCP, 6+ Major					1	
2H = 10+ HCP, 5+ Heart and 5+ Minor						
2S = 10+ HCP, 5+ Spade and 5+ Minor			DOUBLES		1	
2NT = 10+ HCP, Two bottom suits						
Weak NT = NAT	TAKEOUT	DOUBLES (St	yle; Responses; Reo	1		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Natural	•		<u> </u>	1	
Double = Takeout double						
Overcall = 12+ HCP, 5+ cards suit	<b>1</b>					
2NT = 16-18 HCP, should stopper						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	SPECIAL,	ARTIFICIAL & O	COMPETITIVE DB	LS/RDLS	SPECIAL FORCING PASS SEQUENCES	
Level 1 = 8+ HCP, 5+ cards suit	Responsive	Double		Ignore		
Level $2 = 10+$ HCP, $5+$ cards suit		Supportive Double			1	
	Negative Do				1	
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
Ignore					4NT = RKC 0314	
_ <del></del>	<b></b>				1	
					PSYCHICS: Rare	

Ŋ	F JAL	MIN. NO. OF CARDS								
OPENING	TICK IF ARTIFICIAL		DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING				
1.		2	At least 2 cards 12-21 HCP	NAT 2 over 1 Game Force						
1 •		4	At least 4 cards 12-21 HCP	NAT 2 over 1 Game Force						
1♥		5	At least 5 cards 12-21 HCP	NAT 2 over 1 Game Force  2NT = 16+ HCP, Support 4+ cards  3C = 6+ HCP, Support 4+ cards  3D = 10+ HCP, Support 4+ cards  3H = 10-11 HCP, Support 3 cards		2C Support 4+ cards 10-11 HCP 2D Support 3 cards 10-11 HCP				
1 📤		5	At least 5 cards 12-21 HCP	3S = Splinters HCP 16+ NAT 2 over 1 Game Force Same as 1H		Same as 1H				
1NT			Balance 15-17 HCP No 5 cards Major	Stayman & Transfers						
2.		0	22+ HCP or 4 loser	NAT						
2♦			Weak one suit major 6-11	2H = 0-11 HCP, 2S = 12-14 HCP, 2NT = 15+ HCP						
2♥		5	5+ Hearts and 5+ Minor 6-11	2NT = 15 + HCP, 3C = 0-14 HCP						
2 🛦		5	5+ Spades and 5+ Minor 6-11	2NT = 15 + HCP, 3C = 0-14 HCP						
2NT			Balance 20-21 HCP	Puppet-Stayman & Transfers						
3♣		7	Pre-emptive	NAT						
3♦		7	Pre-emptive	NAT						
3♥		7	Pre-emptive	NAT						
3♠		7	Pre-emptive	NAT						
3NT			Solid Minor suit 7+ cards	4C = Relay Minor, 5C = Relay Game Minor						