DEFENSIVE AND COMPETITIVE BIDDING		LEA	ADS AND SIG	NALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING I	EADS STYLE				
Natural, typical range 8-15		Lead		In Partner's Suit	CATEGORY: Green	
	Suit	3 rd or 5th		3 rd or 5th	NCBO: New Zealand	
	NT	Reverse att	itude	3 rd or 5th	PLAYERS: John Skipper, Jane Skipper	
	Subsequent	Reverse att	itude	Reverse attitude	EVENT Open	
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY	
16-18 direct	Lead	Vs. Suit		Vs. NT		
12-15 balancing	Ace	Over lead		Over lead	GENERAL APPROACH AND STYLE	
·	King	Over lead		Over lead	2/1 Game Force, with strong 1NT and short club with transfer responses	
	Queen	Over lead		Over lead		
	Jack	Over lead		Over lead		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top or 3rd		Top or 3rd		
9-12 at 2-level, up to 15-18 vul at 3-level	9	Top or 3rd		Top or 3rd		
	Hi-X	doubleton		doubleton		
	Lo-X	3 rd or 5th		3 rd or 5th		
Reopen:	SIGNALS II	ORDER OF I	PRIORITY	•		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Par	tner's Lead	Declarer's Le	ead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct: Michaels highest + other; or 2NT jump two lowest	1 Re	v att on honour	Rev count	Rev attitude		
Always opening values or better	Suit 2 Re	v count		Rev count		
	3					
	1 Re	v att on honour	Rev count	Rev attitude		
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 Re	v count		Rev count		
Strong NT: $X = S + \text{other}$; $2C = C + H$; $2D = D + H$	3					
Weak: X = penalty; suits natural	Signals (inclu	ding Trumps):	•	1		
· ·						
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Sty	/le; Responses;	Reopening)		
X = t/o; 3NT to play	Opening han	l, short in opene	rs suit unless st	rong		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 a or 2 a NT bids are 2-suiters, tend to be weak; else natural/constructive.	SDECIAL A	DTIFICIAL 0-	COMPETITI	VE DBLS/RDLS	SPECIAL FORCING PASS SEQUENCES n/a	
Note pass with 16+ and bid later vs P 1C	3-card suppo		COMPETITI	A ET NDES/KNES	11/α	
Note pass with 10+ and bid fater vs r 1C		X shows 4+H				
OVER OPPONENTS' TAKEOUT DOUBLE					IMPORTANT NOTES	
XX 11+ and no fit, penalty oriented	7				There are additional printed pages of notes available	
Raises may be shaded						
					PSYCHICS: rare	

75	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU							
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING			
1.		2	3S	2+C, incl 3352 weak NT and Club suit hands	1D=H; 1H=S; 1S 6-10; 1N 11-12; 2H/S 7-9 nf, 2NT 16+; 3NT 13-15; 3C 9-12 inv; 3D 9-12 inv.	Accept transfer with 3, other natural	Revert to natural			
1 ♦		4	3S	Usually 5+D, off-shape if weak	Natural, 2C/D GF; 2H/S 7-9 nf; 2NT 16+; 3C/D 9- 12 inv; 3NT 13-15.					
1♥		5	38	5+ suit, 11-20	1NT 5-12 nf; 2M 6-10; 2NT GF; 3C 10-12 3-card raise; 3D 10-12 4-card raise; 3M 7-9, 3NT to play	Gazilli after 1NT (C or strong) 1M 2NT; 3C min, 3D bal, 3H/S/NT single				
1♠ INT		5	3S	14-16, may have 5M; singles rare	2C Stayman; 2D/H transfer; 2S range; 2NT/3C/D transfers	Generally new suits forcing				
2*	√	0	3S	Strong, 21+	2D 5-8, 2H 0-5, other nat GF; 2NT 8-10 bal	Natural				
2♦		6	n/a	5-9, 6-Major nf	2H/S pass/correct, nf; 2NT enquiry	Over 2NT show suit & max/min				
2♥		6	n/a	6-9 5H + 4+ minor	Raises to play, 2NT enquiry, 3/4/5C pass/correct	Over 2NT show minor and max/min				
24		6	n/a	6-9 5S + 4+ minor	Raises to play. 2NT enquiry, 3/4/5C pass/correct	Over 2NT show minor and max/min				
2NT				20-22, may have 5M, bal	3C Puppet, 3D/H/S/4C/D transfers					
3.		6		Natural pre-empt	New suit force					
3♦		6		Natural pre-empt	New suit force					
3 ∨ 3 ♦		7		Natural pre-empt Natural pre-empt	New suit force New suit force					
3NT	✓	7		4-level minor single suited pre-						
				empt						
4 .	✓	7		Hearts, 11-15	Step strong, invites cues					
4♦	✓	7		Spades, 11-15	Step strong, invites cues					
4♥		7		Natural pre-empt						
4 •		7		Natural pre-empt						
4NT				Specific Ace ask						
5 .				Nat pre-empt		HIGH LEVEL B				
5♦				Nat pre-empt		GSF; RKCB; Exclusion RKCB; leaping Mich	aels; cues; splinters			
5♥										
5♠										