

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses; 1 / 2 Level; Reopening)</b>		
5+ natural and may be weak at favourable vul.		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
15/17 but 11-14 in protective seat		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
Weak 6 cd suit, unusual NT		
Reopen:		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
Michaels or Forcing and generally agree partner suit in 3 <sup>rd</sup> &4 <sup>th</sup> seat		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
Weak NT X = penalties		
Multi Landy: 2C both maj at least 5-4, then 2D asks for longer major		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
3 level X = TO, Leaping michaels		
4 level X = values, 4 level m 4NT is to play		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♦ or 2♦</b>		
Strong club- 1NT=Ms, 2N = ms, 2C=Bs, 2D=Rs, 2H/S=weak		
Short club X = TO, 2C=nat		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
XX = 10+, new suit = F, jump in new suit = fit, jump raise = preempt		
2NT = value raise		

LEADS AND SIGNALS		
<b>OPENING LEADS STYLE</b>		
	Lead	In Partner's Suit
Suit	2 <sup>nd</sup> & 4 <sup>th</sup>	Rev att
NT	2 <sup>nd</sup> & 4th	
Subseq	Standard count	
Other:		
<b>LEADS</b>		
Lead	Vs. Suit	Vs. NT
Ace	Rev Att	Rev att
King	Count	Count
Queen	Rev att	Rev att
Jack		
10		
9		
Hi-X		
Lo-X		
<b>SIGNALS IN ORDER OF PRIORITY</b>		
	Partner's Lead	Declarer's Lead
1	Rev att	count
Suit 2	count	count
3		count
1	count	count
NT 2	count	count
3		
Signals (including Trumps):		
<b>DOUBLES</b>		
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>		
TO double interest in other suits. Reopening double if partner passes		
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>		
Lightener slam double.		

W B F CONVENTION CARD		
<b>CATEGORY:</b> Brown Sticker:		
<b>NCBO:</b>		
<b>PLAYERS:</b> Pat Emery & Judith Sanis		
EVENT Women's teams		
<b>SYSTEM SUMMARY</b>		
<b>GENERAL APPROACH AND STYLE</b>		
2/1, 5 card H/S, 15-17 NT, weak 2's in 3 suits, opening club can be 2.		
Rev attitude, standard count		
Lebensohl		
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>		
<b>SPECIAL FORCING PASS SEQUENCES</b>		
<b>IMPORTANT NOTES</b>		
<b>PSYCHICS:</b>		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG,DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2				Complete transfer with 12-124 NT	
						FSF to game	
1♦		4					
				Bergen 7/9 8/12			
1♥		5			Jacoby GF with 4 cd support	2NT asks return to suit is weak, otherwise bid 4cd M, good suit bid 3NT, bid 4 of m	
						FSF to game	
1♠		5				Non-serious NT after M game agreed	
				INT	15-17	Stayman, RST, 3 level = strong	
2♣	0			GF	2D = waiting, 2H/2S=+5cd suit, 2NT = bal 8+	5cd puppet stayman	
2♦	6			Weak 5-9 except 11-15 in 4th			
2♥	6			Weak 5-9 except 11-15 in 4th			
2♠	6			Weak 5-9 except 11-15 in 4th			
2NT	20-22				5 cd puppet stayman, red suit transfers 3S = 5S/4H		
3♣	7			Weak related to Vul			
3♦	7						
3♥	7						
3♠	7						
3NT	x			Long solid m	Pass or 4C pass or correct		
4♣	8						
4♦	8						
4♥	8						
4♠	8						
4NT				Ask for specific A			
5♣				To play		<b>HIGH LEVEL BIDDING</b>	
5♦				To play		Slam bidding RKCB 5c=0/3,5D=1/4,5H=2,5S=2+Q, 5NT = specific K	
5♥							
5♠							