

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
An overcall may be light at the 1-level, decent at the 2-level
Responses: natural. Simple cue = good raise
Jump responses: Bergen-style after a major overcall if jumps are available below 3 of our major.
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17 (18). System on as after an opening 1NT
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
In general weak jump overcalls.
Intermediate over weak twos, Multi 2D and in balancing position.
Intermediate jumps in a minor over a Weak NT.
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels Cuebid = maj+min or = both majors over a minor opening.
Jump to 2NT = both minors
Leaping Michaels over 2M
Jump Cuebid = stopper ask
<b>VS. NT (vs. Strong/Weak; Reopening;)</b>
2C = both majors
2D = one major
2M = major + minor
Dble = strong
This structure applies after the opponents' 1NT overcall as well.
Intermediate jumps to 3C/3D over weak 1NT.
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
T/O doubles (Lebensohl may apply)
2NT overcall = 15-17(18), 2NT system on.
Leaping Michaels over 2M openings. Cue = stopper ask..
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X= H+D or S+C. Diamond bid = S+H or D+C, NT = S+D or H+C.
H/S bid = natural
Applies over both strong 1C and strong 2C.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RD = 10 +, others as if it was no double (sys. on)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup>	Small from xxx	
NT	4 <sup>th</sup>	Small from xxx	
Subseq	Attitude		
Other:			
<b>LEADS: Overlead from sequence or interior sequence (in general)</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Promising the K (or short)	Same	
King	KQx (or AK dbl, or short)	Same	
Queen	QJx (or short)	Same	
Jack	J10x (or short)	Same	
10	109x (or short)	Same	
9	Not promising the 8	9x, 98x, or top of nothing	
Hi-X	On lead, doubleton	On lead, doubleton	
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encouraging	Reversed Count	Low encouraging
Suit 2	Reversed Count	S/P	Reversed Count
3	S/P		S/P
1	Low encouraging	Reversed Count	Low encouraging
NT 2	Reversed Count	S/P	Reversed Count
3	S/P		S/P
Signals (including Trumps):			
S/P in trumps (indicative). S/P in different situations.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard style, usually 3+ in unbid major with a minimum double.			
Negative doubles. Support doubles. Competitive and responsive doubles.			
Jump response to a take out double = natural, invite			
Lebensohl as response to a t/o dbl of 2M.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Lightner double.			
Dble is game invite if no other invite bid is available below our trump suit.			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: PHILIPPINES</b>
<b>PLAYERS: VIKSI EGAN – FAITH TISLEVOLL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Five card majors, strong NT, 1 of a minor = 3+ cards
2-over-1 is GF unless rebid of responder's suit
1M-1NT = Semi-forcing
2C opening = Strong, artificial
1NT and 2NT openings may include five card major or six card minor suit.
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = weak 2 in a major, 5-10 HCPs
2M = five card suit + a minor, 5-10 HCPs
Weak jumps 1m – 2M = max 5 HCPs
Multi-Landy against 1NT openings and 1NT overcalls
4C/D = Namyats (H/S)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass may be forcing after a 10+ RD, after strength showing doubles of artificial overcalls, and when we have made a GF bid.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>



