

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level 8+
2 level 10+
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-18 stopper, stayman, transfers, range finder
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Variable
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michaels
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Landy: 2C Majors (2D response shows equal length), rest natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
X = Takeout
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1D Majors, 1NT minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
2NT= good raise to 3, jumps preemptive

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
NT	2 <sup>nd</sup> 4 <sup>th</sup>	2 <sup>nd</sup> 4 <sup>th</sup>	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Reverse Attitude	Unblock	
King	Reverse Attitude	Reverse Attitude	
Queen	Reverse Attitude	Reverse Attitude	
Jack	Reverse Attitude	Reverse Attitude	
10	Reverse Attitude	Reverse Attitude	
9	Reverse Attitude	Reverse Attitude	
Hi-X	Usually 2	Usually 2	
Lo-X	4 <sup>th</sup> or top	4 <sup>th</sup> or top	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Reverse Count	Revolving
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal Takeout, Negative to 4D			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: Gary Duncan / Gary Hanna</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
MAJOR Oriented PRECISION
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1C
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

