



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE				
Sound; CUE-BID RESP:Promises support,F1; New suit=F1;		Lead		In Partner's Suit		
Jump RAISE=PRE	Suit	4th		4th		
REOPENING: Can be weaker; RESP=NAT	NT	4th		4th	Category: Natural - GREEN	
	Subseq	as above; ATT		as above; ATT	Country: WBF	
	Other:				Event: WBF Standard Card	
					Players:	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2nd POS:16-18HCP; STAYMAN; JUMPS=INV		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
4th POS:10-14HCP; RESP=NAT		Ace	AK; Axx(+)	AK;AKx(+)	Natural; 5-card M; 1NT resp:F1(6-12)/1M; PRE:Classic;	
		King	KQ;AKx(+);AKJ10(+);KQ109x	KQ;KQx(+);AKJ10(+);KQ109(+)	NAT weak 2M; Better minor; Limit jump raises/M;	
		Queen	QJ;QJx(+)	QJ;QJx(+);AQJx(+)	Inverted raises over m opening;	
		Jack	J10;J10x(+);KJ10x(+)	J10;J10x(+);KJ10x(+)		
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	109;109x(+);H109x(+);10x	109;109x(+);H109x(+)		
1-Suit: WEAK; New suit=F1		9	9x;98x(+)	98x(+)		
2-Suit: 2NT=lower 2 unbid suits:		Hi-x	Sx;xSx	Sx;Sxx;xSxx	1NT Openings: 15-18- HCP	
(1m)-2NT: H+om; (1M)-2NT: D+C UNLIMITED		Lo-x	HxS;HxxS(+);xxxS(+)	HxS;HxxS(+);xxxS(+)	2 OVER 1 ResponsesPromises rebid	
Reopen: 2NT=NAT		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)			Partners Lead	Declarer's Lead	Discarding	GAMBLING 3NT(SOL m,no outside STOP)
MICHAELS CUE: (1m)-2m:H+S (54+); (1M)-2M:OM+m (55+);		Suit:1st	Hi/lo=E	same	same	LEBENSÖHL-SLOW after 2-level O/C of 1NT
		2nd	Hi=ENCRG			VS m MICHAELS:unbid suit=NF;M=STOP
		3rd	S/P			VS M MICHAELS:CUE=limit+ raise;
		NT: 1st	Hi/lo=E	same	same	MANY SPL
VS. NT (vs. Strong / Weak; Reopening; PH)		2nd			Hi=ENCRG	
LANDY: 2C=H+S,4+/4+, then 3C=F1 and 2D=NF		3rd			S/P	
		Signals (including Trumps): Trumps:Hi-lo shows interest in ruff				
		DOUBLES				
		TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		May be light with classic shape				
T/O DBL THRU 4H		CUE=F until a suit is bid twice				
		New suit=F1				
		REOPEN: same as above				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
DBL=Ms; NT=m's; WEAK JUMP OVERCALLS		NEG DBL THRU 3S; Repeat same suit NEG DBL=T/O;				
		RESP DBL: after T/O DBL THRU 3S, after O/C THRU 3S				
		MAX DBL THRU 3H				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
						4TH suit=F by UPH
OVER OPPONENTS' TAKE OUT DOUBLE						
New suit=F at 1-level; WEAK JUMP SHIFTS;						
2NT=Limit Raise						Psychics:
Double JUMP=SPL						

