d; relatively light Lead In Partner's Suit								
change of suit is N/F	Suit	lth	usually low from 3					
Jump cue-bid = 10-12 points, 4 trumps	NT	4th		4th		-	WBF Convention Card 2.19	
	Subseq original 4th			+		-		
	Other:					Category:	Natural - GREEN	
						Country:	USA	
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	LEADS					Event:	OPEN	
15-18	Lead	Vs. Suit Vs. NT			Players:	Bobby Wolff Dan Morse		
2C = N/F Stayman	Ace	denies K except from AK asl		asks for highest		SYSTEM SU	SYSTEM SUMMARY	
Cue-bid - F Stayman	King	ΑΚΧ, ΚQΧ		AK or KQ			GENERAL APPROACH AND STYLE	
	Queen	J or shortness		asks for J		STANDARD AMERICAN		
	Jack	KJ10, J109		AJ10, KJ10, J109		5-card majors		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	(109, Q109, 109x, 10x	9, Q109, 109x, 10x			1NT response = N/F		
1-Suit: 1-suit: vul = intermediate; NV = weak	9 I	isually denies higher ho	onor					
2-Suit: 2-suit: u	Hi-x t	lenies higher	gher					
Reopen: sound; weak 2 bids	SIGNALS I	N ORDER OF PRIORIT	ΓY			1NT Opening	-	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's		iscarding	2 OVER 1 R		
Michaels and top and bottom in majors	Suit:1st	high=encouraging	hi=even	hi	gh=encouraging		DS THAT MAY REQUIRE DEFENCE	
	2nd	H=even	S/P		gh=even	Flannery 2D		
	3rd			-	P	Weak jump s	shifts in competition	
	NT: 1st	high=encouraging	hi=even		gh=encouraging			
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	H=even	S/P		gh=even			
2C=minors	3rd			Si	/Ρ			
2D=majors	Signals (in	Signals (including Trumps): high-low = 3						
2NT=other 2 suits	high = att count							
	low = att count							
	DOUBLES							
	TAKEOUT DOUBLES (Style; Responses; Reopening)							
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	slightly ligh	slightly light, no special problems						
Dbl = T/O								
Jump cue-bid in major asks for 3NT								
4NT = T/O over 4-level openings	005014							
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES						
Dbl = good hand		when opponents have supported, double usually are for t/o					DRCING PASS SEQUENCES	
1NT = majors	•	responsive doubles Snapdragon doubles					When it is obvious it is our hand	
2NT = minors	1 3					When an opp	ponent preempts and opponent's partner jump raises, Pass = F	
		Negative doubles						
OVER OPPONENTS' TAKE OUT DOUBLE	SOS redou	bies				INPORTANT	NOTES THAT DON'T FIT ELSEWHERE	
At 1 level: F1						_		
At 2 level: N/F						_		
							Dors	
						Psychics: F	≺die	
	DEEENIOU						CIONALC	
	DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS		
	OVERCALLS (Style; Responses; 1/2 Level; Reopening)					OPENING LEADS STYLE		

OPENING E	BID DESCRIF	PTIONS					
pening	Artificial	Min.	Neg Dble thr	Description	Responses	Subsequent Auction	Passed Hand Bidding
С	No	3	4D		tend to respond 4-card major;	Checkback Stayman	
С					1NT response=N/F over 1H and 1S		
D	No	3	4D		1NT response=N/F over 1H and 1S		
Н	No	5	4D		2NT=forcing raise; Splinters except 1H=3S or 4S		DRURY
S	No	5	4D		2NT=forcing raise; Splinters, except 1S-4H		DRURY
NT	No		No	14 1/2 - 17	2-way Stayman, 4-level TRF		
С	Yes	0	No	Strong, Artificial	2D=waiting; cheaper minor or 2H=double negative		
D	Yes	0	No	Flannery	2NT asks for distribution	3C=4-5-1-3; 3D=4-5-3-1; 3H=4-5-2-2 minimum;	
D						3S=4-5-2-2 good hand; 3NT = any 4-6	
Н	No	5	No	Weak	2NT asks feature; change of suit = N/F except		
Н					2H-(P)-3S	1	
S	No	5	No	Weak	2NT asks feature; change of suit = N/F except	2S-(DBL)-3C/3D = lead my suit, rebid your suit	
S					2S-(P)-3H		
NT	No		No	20-21	Stayman, Transfers		
C	No	6	No	Preempt	NSF if vul, N/F if NV; 4D=strong raise		
D	No	6	No	Preempt	NSF if vul, N/F if NV; 4C=strong raise		
H	No	6	No	Preempt	NSF if vul, N/F if NV; 4C=strong raise		
S	No	6	No	Preempt	NSF if vul, N/F if NV; 4C=strong raise		
NT	No		No	ACOL - solid minor, 14-18 HCP			
С	No	7	No	Preempt			
D	No	7	No	Preempt			
H	No	6	No	Preempt	5 of a minor = cuebid		
S	No	6	No	Preempt	5 of a minor = cuebid		
IGH LEVE	L BIDDING			I			
erber							
upergerbe	r: 5C when	4NT is qua	ntitative; NO KI	NG ASK			
5D=0 or 4	4; 5H=1; 5S=	2; 5N=3					