

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Jump raise = pre -emptive
Cue bid raise =forcing
New suit =forcing
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position 15-18
4 th position 12-14
Responses natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
1suit =natural 3x = pre-emptive
Bergen raises & Jacoby
1c- 2c= majors 1d-2d=majors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue bid = Michaels
1s/h -3h/s weak and 4c support
VS. NT (vs. Strong/Weak; Reopening;PH)
Dont 5/4 4/5 suits
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out double to 4h
Bid of suit is natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
2c = 23+ forcing - 2d relay
1c new suit forcing at 1 level
OVER OPPONENTS' TAKEOUT DOUBLE
Natural jump 8+ points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Singleton / 2/4	Low from honour or highest	
NT	2/3/4	Highest or low from honour	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	attitude	attitude	
King	count	Count and unblock	
Queen	QJX		
Jack	JTXX		
10	10XXXX	Journalist= 2 higher or top of sequence	
9	9xxxx 910Q		
Hi-X	Doubleton	Doubleton	
Lo-X	Doubleton	Doubleton	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Low like
Suit 2	Always attitude	Count	Lo hi doubleton
3			
1			
NT 2	Low like	Count	Lavinthal
3			
Signals (including Trumps): low like			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout doubles can be lighter and shapely –responses natural			
Support doubles by opener only =3c support			
Negative doubles other major/ other two suits			
Penalty doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dbl of strong NT = any 6c suit			
Dbl of weak NT =penalties			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS:
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors 5542 = club approach
2/1 =INT forcing if passed hand Drury
15-17nt
Multi2 D =weak in a major or 20HCP
2NT= 21-22 2C =23+
Weak 2 suiter opener 6-8points 5/5 or /5/4 shape
DONT over opps NT =5/4 shape
Michaels
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2c strong gf
2d =weak in major or 20hcp
2h =6-8 =5h and another 4/5card suit
2s -6-8 points s and another 4/5 card suit
Lebensohl after 2level overcall of NT
2h X 2nt= lebensohl
2nt after partners reverse = lebenshol
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: n/a

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2		11-20hcp	2h/s=weak 6card suit 1h/s/d = 4+ suit 1nt 6-9 denies 4c major 2c/2c inverted 11+hcp	2nt = 18/19hcp 1nt = 12-14hcp	2/3c checkback stayman
1♦		4		11-21	a/a		
1♥		5		11-21	1nt (6-11)F1 2h= 8-10 bergen raises 2nt enquiry 2c/d =gf	Bid of a new suit by opener =shortage 4h= minimum & no shortage	Drury 3c = 3card support 10+ 3d = 4card support 10+
1♠		5		11-21	As for 1 heart	a/a	a/a
INT				15-17 may have 5card major	Stayman transfers 2s =c 2nt=d (6c suits) 3c = puppet	Break transfer if have 3c with honor in minor suit	
2♣	x			23+	2d relay	Bid suit or 2nt	
2♦	x	6major		6-8points or balanced 20hcp	2h p/c or 2S happy to go to game if suit is H 2nt	Pass correct or bid 2nt 3c- 8hcp with h 3d 8hcp with S	
2♥		5		6-8points with another 4/5 suit	2s = bid other suit 2nt enquiry 15+hcp	Opener bids 2 nd suit if 2 nd suit is S bid 3H	
2♠		5		6-8 with minor suit 4/5	3c =relay pass / correct to other suit		
2NT				21-22balanced	Puppet stayman/ transfers 3s =bid your minor suit		
3♣		6/7		Pre emptive Less than 10hcp	New suit forcing		
3♦		6/7		a/a	New suit forcing		
3♥		7		a/a	New suit forcing		
3♠		7		a/a	New suit forcing		
3NT				n/a			
4♣		7/8		8=12			
4♦		7/8					
4♥		8		10+			
4♠		8		10+			
4NT		n/a					
5♣		8		10+ distribution	Unbalanced with very long c suit	HIGH LEVEL BIDDING	
5♦		8		10+	Unbalanced with long d suit		
5♥						Reverse key card	
5♠						Cue bids	