

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General Style = Natural 5 card suit, 8+HCP
Responses Jump Raise = 10+ HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position 15-18 HCP
Responses as INT opener
4 th Position 10-14 HCP
Responses as INT opener
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (6 cards) 6-10HCP
2NT = Ghestem – lower two suits; 3C = Ghestem = higher 2 suits
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue bid = Ghestem = Extremes
VS. NT (vs. Strong/Weak; Reopening;PH)
Dont DBL = 6 card suit
2C = 9 or more cards in Clubs and another suit
2D = 9 or more cards in Diamonds and another suit
2H = 9 or more cards in Hearts and Spades
2S = 5 or more spades
VS.PRE-EMPS (Doubles; Cue-bids; Jumps; NT Bids)
Double = Take out
Cue = Strong hand
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Ignore

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Small from Honour	Small from Honour	
NT	4 th Highest		
Subseq			
Other: Top of rubbish			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	AKx, AKxx	
King	AK, KQ10, KQx,	AK, KQ10, KQx,	
Queen	AQJx, QJ10, QJx	AQJx, QJ10, QJx	
Jack	KJ10, J10x	KJ10, J10x, AJ10x	
10	K109,109x	K109,109x	
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Odd we like	Odd we like	Odd we like
Suit 2	Count	Count	Even = indicating switch
3			
1	Odd we like	Odd we like	Odd we like
NT 2	Count	Count	Even = indicating switch
3			Throw away in suit not liked
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Opening hand			
Response = jump with 10+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO:
PLAYERS: Jack Kalogeropoulos Albrecht Herholdt
EVENT (Open/Women/Senior/Transnational)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 Card Majors, Approach Club
15 – 17 No Trump
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C Opening = strong, near game force
2D Opening = Multi 5 ways (weak major, strong minor, 20HCP)
2H Opening = strong (8 trick hand in hearts)
2S Opening = strong (8 trick hand in spades)
2NT Opening = Flat 21 or 22 HCP
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Drury = over a major in 3 rd or 4 th seat (no interference) 2C=
10-12HCP and 3card support
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣	Can be short	2	
1♦		4		11 -19 HCP	Same	Same	
1♥		5		11 -19 HCP	2H= 2/3 support 5/6 HCP, 2NT = Jacoby		2H = 6-9HCP and H support 3H = 10-12 HCP and H support
1♠		5		11 -19 HCP	Same		Same
INT		2		15 – 17 HCP	2C = staymen, 2D,2H,2Nt,3C=transfers 3C= Puppet staymen, 3NT= to play		
2♣	tick			23+ if flat 3 losers if shaped	Respond controls 2D=0/1,2H=2,2 S=3Kings,2nt=3 3C=4+		
2♦	tick			Multi (5 ways)	2H=Relay (weak) 0-12HCP 2NT=Relay (strong) 13+HCP		2H = 6 card suit
2♥		6		8 tricks in hearts	Responses 3H positive with H support 4H weak with H support	Can pass or bid 2NT or 3NT	
2♠		6		8 tricks in spades	Responses 3S positive with H support 4S weak with H support	Can pass or bid 2NT or 3NT	
2NT				21 -22 HCP balanced	Transfers and Puppet staymen		
3♣		6		Pre-emptive	New suit is forcing		
3♦		6		Pre-emptive	New suit is forcing		
3♥		7		Pre-emptive	New suit is forcing		
3♠		7		Pre-emptive	New suit is forcing		
3NT		6		Gambling	Bid 4C asks opener to bid his suit		
4♣		7		Pre-emptive			
4♦		7		Pre-emptive			
4♥		8		Pre-emptive			
4♠		8		Pre-emptive			
4NT				RKCB			
						HIGH LEVEL BIDDING	
						4NT = Roman Key Card Blackwood 5C =0 or 3,5D=1or4,5H=2or5,5S=2+Q	
						Exclusion Keycard Bid 5 in the suit you wish to Exclude	
						Responses Next suit = 0 or 3, 1or 4, 2	
						5NT = lowest king	