

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
bid lowest level = 5+cards 8-15pts
Dbl = 10-15pts without 5 cards suit / 16+ suit free
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
2 openers suit = two highest suits
2NT = two lowest suits
3♣ = highest & lowest suits
Reopen:
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Splinter
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Multi-Landy
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Dbl = Take out until 2♠
Dbl = Penalty at 4-level
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 10+ pts

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th		
NT			
Subseq			
Other: Top of sequence, singleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for length	Asks for lenght	
King	Response by Italian	Response by italian	
Queen	QJx; top of seq	QJx; top of seq	
Jack	J10x, KJ10x, Jx AJ10x, KJ10x, J10xx, Jx	J10x, KJ10x, Jx AJ10x, KJ10x, J10xx, Jx	
10	K109x, Q109x, 109x,10x	A109x, K109x, Q109x, 109x	
9	9x, KJ9	9x, KJ9	
Hi-X	11-rule	11-rule	
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1			
Suit 2			
3			
1			
NT 2			
3			
Signals (including Trumps):			
1st discard Italian, Lavinthal			
a low card encourages			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be weak (11+) with classic shape / 16+ pts			
Negative and Responsive to 2♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO:</b> <b>PLAYERS:</b> EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
5542; 11pts; 1NT 15-17pts; 2♣ Strong; 1 <sup>st</sup> Italian;
Multi, Gambling
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
4NT UNT = 10-16 pts with two unbid suits 55
Sandwich 1NT = 5-p pts with two unbid suits 55, 4 <sup>th</sup> hand
Multi-Landy
Muiderberg
2NT= majors or minors
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF APPROPRIATE	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2		12-20 pts	Limit, Jump Shift = Weak		
1 ♦		4		12-20 pts	Limit, Jump Shift = Weak		
1 ♥		5		11-20 pts	Limit-Stenberg, Jump Shift = Weak		
1 ♠		5		11-20 pts	Limit-Stenberg, Jump Shift = Weak		
INT				15-17 pts	Stayman, Puppet Stayman, Smolen, Stolen Bid, Transfer, Gerber, Lebensohl,		
2 ♣				19+ pts & ask controls	Controls, A=2, K=1, 2NT=6-8 pts & no control – D0P1-R0P1		
2 ♦				Multi	2 ♥ = weak, opener can pass if she has ♥ or bid 2 ♠ -- 2NT strong and asks for the quality of the opener hand	3 ♣=strong ♥; 3 ♦=strong ♠; 3 ♥=weak ♥; 3 ♠=weak ♠; 2NT=21-22 pts	
2 ♥		5+♥ & 5+♣/♦		Muiderberg	*2 ♠ in response to a 2 ♥ opening bid only. Natural and non-forcing, 6+ cards suit *2NT 15+pts asks for opener's minor *3 ♣ Support for either minor and asks opener pass or correct *3 ♦ 3+card support with game-invitational strength. Opener pass with weak or bid a game with a maximum. *3 ♥ ♠ a single raise 3+cards support, non-forcing *3NT Natural, signoff *4 ♥ ♠ Natural, signoff, weak or strong		
2 ♠		5+♠ & 5+♣/♦		Muiderberg	*2NT 15+pts asks for opener's minor *3 ♣ Support for either minor and asks opener pass or correct *3 ♦ 3+card support with game-invitational strength. Opener pass with weak or bid a game with a maximum. *3 ♥ ♠ a single raise 3+cards support, non-forcing *3NT Natural, signoff *4 ♥ ♠ Natural, signoff, weak or strong		
2NT		5+♥♠ or 5+♣♦			3 ♣♦ asks opener pass or correct 3 ♥ requirement -- 3 ♠=majors – 3NT=similar length minors -- 4 ♣♦ minors, longer		
3 ♣		7+		Pre-empt			
3 ♦		7+		Pre-empt			
3 ♥		7+		Pre-empt			
3 ♠		7+		Pre-empt			

3NT			Gambling			
4♣		7+♥	Namyats			
4♦		7+♠	Namyats			
4♥		8+♥	Pre-empty			
4♠		8+♠	Pre-empty			
4NT			Unused			
5♣			Unused		HIGH LEVEL BIDDING	
5♦			Unused		RKCB = 0314	
5♥			Unused			
5♠			Unused		Response	
					5♣= 0/3; 5♦=1/4; 5♥=2 without queen of trump; 5♠= 2 with queen of trump; 5NT= 3 with queen of trump	