

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive overcalls
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-18/13.16
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jumps, unusual weakish
Reopen: WEAK JUMPS
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT=Highest and other 5+5+
VS. NT (vs. Strong/Weak; Reopening;PH)
Cappelletti=2clubs=1 suiter,2diamonds=Majors,double is strength
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	10-12 (1./3./5.)	10-12	
NT	10-12	10-12	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	KQ	
Queen	QJ	QJ	
Jack	J10	J10/AQJ	
10	10/9X,10X	109X,10X,AJ10	
9	H109	H109	
Hi-X	ODD NUMBER OF CARD	ODD	
Lo-X	EVEN NUMBER OF CAR	EVEN	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo/Hi	Same	o/e
Suit 2	Lo/Hi = even		
3	S/P		
1	Lo/Hi	Same	o/e
NT 2	Lo/Hi		
3	S/Pm		
Signals (including Trumps):			
odd is positive/even is guiding			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be weakish if all other suits (majors)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

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
AGGRESSIVE STYLE
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:only misunderstandings

OPEN ING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	3	4 level	11 points plus	inverted raise in non disturbed situation	strength in next bid suit	
					3C, five cards 6-9, 2C five cards 10+		
1♦	x	3		11 points plus			
1♥		5	4 level	11 points plus	3C, support 4 cards, 6-9 p		Two-way Drury = 2c promises max from a passed hand 3c support, 2d = 4c support
					3D, support 3 cards, 10-12		
1♠					2NT, support 4 cards, 10+ 3H/S pre-empt 5 cards	3C min, 3D/H/S positive, 3NT 18+, 4C/D/H/S void	
INT				15-17 points	Stayman, transfers, Smolen, Garbage Stayman (= pass to 2d/2h/2s after 2c)	2S♣C, 2NT nat, 3C♣D, 3D mm, 3H/S singleton, 4C♣H, 4D♣S	
2♣	x	0		22+ or tricks	2D relay, 2NT mm		
2♦		6		6-10	2NT forcing, 2H/S non forcing	3C min, 3D good suit, 3H bad suit, 3S max, 3NT promises AKQxxx	
2♥		6					
2♠		6					
2NT		21-22		Stayman, transfers			
3♣		7		6-10, pre empt			
3♦				“-”-			
3♥				“-”-			
3♠				“-”-			
3NT				gambling, long mineraali with no aces or kings on side			
4♣				8 tricks in hearts			

4♦ 4♥ 4♠ 4NT 5♣ 5♦ 5♥ 5♠				8 tricks in spades			
				to play			
				to play			
				no conv			
				""		HIGH LEVEL BIDDING	
				""		no conventions	
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