

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17(18) hcp, stopper; RESP as INT-opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, (5)6+cards, 4-10 hcp
Double jump = 6-10 hcp, (6)7+ cards
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening;PH)
DBL = penalty
2♣/2♦/2♥/2♠ = natural, 5+cards
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = take-out
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	Attitude		
NT	Attitude		
Subseq	Attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+	AK+	
King	AK bare; KQ+	KQ+	
Queen	QJ+	QJ+	
Jack	JT+ , KJT+	JT+ , KJT+, AJT+	
10	Tx, T9+, HT9+	Tx, T9+, HT9+	
9	9x	9x, 98+	
Hi-X	Xx, xXx, xXxx, xXxxx	Xx, xXx, xXxx, xXxxx	
Lo-X	HxX, HxxX, HxxxX	HxX, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Low = enc
Suit 2			
3			
1	Low = enc	Low = even	Low = enc
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
In general take-out on a part score; penalty on game			
Penalty after preempt and after fit			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: the Netherlands
PLAYERS: Wisse en Kevin
European Kids Teams Championship 2024, Online
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural with 5-card Majors; 1♣ = 2+ (only if 4=4=3=2)
15-17 NT
2-over-1 10+
Weak 2-openings
GF jump responses, but weak jumps in competition
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣-opening always strong
2♦ / 2♥ / 2♠ = weak-2 (usually 6+, but can be 5 if NV)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3♠	Natural, 11-21 hcp 2♣ only if 4=4=3=2	Jump = GF, 6+ card; double jump = weak, 7+ crd 2♣ = 6-9 5+♣; 3♣ = 10-11, 5+♣		1♣ - 1♦ - dbl = 4♥ + 4♠ 1m - 1♥ - dbl = 4♠ and 1♠ = 5+
1♦		4	3♠	Natural, 11-21 hcp	2♦ = 6-9 4+♦; 3♦ = 10-11 4+♦		
1♥		5	3♠	Natural, (10)11-21 hcp	2♥ = 6-9; 3♥ = 10-11		
1♠		5	3♥	Natural, (10)11-21 hcp	2♠ = 6-9; 3♠ = 10-11		
INT			3♠	15-17 hcp Can have 5M, 6m, 5m4x	2♣ stayman.; 2♦/♥ transfer		1NT - 2x - 2-lvl NF: 3lvl GF DBL negative
2♣	X			20+ unbal 23+ BAL	2♦ = waiting; new suit = 5+card, 2+ top honors		
2♦		(5)6		Weak-2, 6-10hcp NV could be a bit less	3♦ = preemptive 3+ fit; 2NT 15+ inv+ asks New suit 2-level = NF; 3-level GF		
2♥		(5)6		Weak-2, 6-10hcp NV could be a bit less	3♥ = preemptive 3+ fit; New suit 2-level = NF; 3-level GF		
2♠		(5)6		Weak-2, 6-10hcp NV could be a bit less	3♠ = preemptive 3+ fit; New suit 2-level = NF; 3-level GF		
2NT				20-22 BAL	3♣ = stayman 3♦/♥ = transfer		
3♣		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♦		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♥		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3♠		(6)7		Vul: good suit; NV 1+ honor expected and could be 6	New suit = GF		
3NT							
4♣				PRE			
4♦				PRE			
4♥				PRE			
4♠				PRE			
4NT							
5♣				PRE			
5♦				PRE			
5♥				PRE			
5♠				PRE			

HIGH LEVEL BIDDING