

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
1x : 7-15 dhp
2x : 10+ dhp
Re-open at the out-pass with X (10+)
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
INT overcall shows 15- 17/18 hcp, system on
In 4 <sup>th</sup> hand: 11-14 pts
2NT overcall after weak 2 shows 15- 17/18 hcp, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Unusual NT (2 Lowest Suits)
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Cue-overcall is showing 5-5 in 2 highest suits
Cue at 3 level asks stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2♣ = bicolor: both majors 5+/4+ (landy)
2♦/2♥/2♠ = 6+ card (or good 5 card)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
3SA/3-level Cuebid: 6+krt Min, with/without stopper
Unusual 4NT (2 Lowest Suits) / 4min cuebid, both maj.
Natural (dbl = 12+ balanced or 18+ )
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
natural

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	Small promises pic	Small promises pic	
NT	4th best	Small promises pic	
Subseq			
Other:			
<b>LEADS standard</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx.., Ax, A,..	AKQ..,AKJ, AQ10, ...	
King	AK, KQ..	KQJ, KQ10..	
Queen	QJ10.., QJ9..	Id	
Jack	.J10..	J109.., J108..	
10	T9.., top of nothing	1098.., 1097..	
9	98.. top of nothing	98x	
Hi-X	Denies picture or 2/4/6	Id	
Lo-X	Promises picture, or 1/3/5, or MUD	Id	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarers Lead	Discarding
Suit 1	High = enc	none	Lavinthal
2	"	"	"
3	"	"	"
NT 1	High=even, low=un	"	"
2	"	"	"
3	"	"	"
Signals (including Trumps): Lavinthal			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Tend to be shape oriented.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			

W B F CONVENTION CARD
<b>CATEGORY: ALL EVENTS</b>
<b>NCBO: WBF / EBF/ BBF / VBL</b>
<b>PLAYERS: AGTEN JURGEN 27454</b>
<b>RYNDERS BART 31393</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
NATURAL 5542 : RULE OF 20
STRONG 1NT (15-17HP, possible 5-card major and off-shape )Weak Stayman and Jacoby
2C = (Semi) GAME FORCING
2D/H/S = WEAK, natural, 6-card
2NT = 20-22 HP Niemeyer and Jacoby
# level natural preempts (can be 6card)
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3NT = gambling (without stopper)
<b>HIGH LEVEL BIDDING</b>
4NT asking for aces and trump king: 0-3 1-4 2 with or without queen
Streamlined K asking
Ropi Dopi
<b>SPECIAL FORCING PASS SEQUENCES</b>
none
<b>IMPORTANT NOTES</b>
JUDGEMENT OVER SYSTEM
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4D	11-21 hcp (Rule of 20)	Natural , Jump reply is weak	Natural	
1♦		4	4D	Id	Id	Natural	
1♥		5	4D	11-21 hcp	Natural 1NT = 6-10 hcp Truscott 2NT = 15+ with fit	Natural Natural 3Y:splinter 3X: strong 3SA:Med 4X: weak	
1♠		5	4D	11-21 hcp			
1NT		1	4D	15-17 Hp can be off-shape Can be with 5-card major	Weak Stayman, 2♦,♥,♠ transfers 2NT:8-9Hp, 3X:Slem in X (4♣/4♦ => 4♥/4♠)	Natural	
2♣	X	0	2S	GF & SGF hands and NT-hands with 23+ pts	2♦ NF relay (-8), color = 5crd, jump good 6+krt 11+pt	Maj: 8PT Min: 9PT, or xSA	
2♦		6+	3C	Weak 6+crd	Natural/pre-empt 2NT : forcing	3Y:splinter 3X: min 3SA:max	
2♥		6+	3D	Weak 6+crd	Natural/pre-empt 2NT : forcing	3Y:splinter 3X: min 3SA:max	
2♠		6+	3D	Weak 6+crd	Natural/pre-empt 2NT : forcing	3Y:splinter 3X: min 3SA:max	
2NT				20-22 Can be off-shape	Niemeyer, transfers		
3♣		6		Pre-empt	Natural		
3♦		7(6)		Pre-empt	Natural		
3♥		7(6)		Pre-empt	Natural		
3♠		7(6)		Pre-empt	Natural		
3NT	X			Gambling			
4♣	X			9T in ♥	Natural		
4♦	X			9T in ♠	Natural		
4♥				Pre-empt	Natural		
4♠				Pre-empt	Natural		
4NT	X			Unusual			
5♣				To play			
5♦				To play			
5♥				To play			
5♠				To play			