

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Suit quality or HCP
1-level: 8+ HCP, 2-level: opening values, usually 6-card
New suit responses always forcing (except when passed hand bids)
Simple raise usually constructive, jumps raises are preemptive
Cue = 11+, fit
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2nd seat: 16-18 HCP, reopening: 10-14 HCP, can be without stopper
1NT in sandwich: unbid suits, either 5(lowest)-4(highest) or 5-5 with better lower suit
Systems always on over natural NT overcalls (Stayman, transfers)
JUMP OVERCALLS (Style; Responses; Unusual NT)
In direct seat: weak 6-card, aggressive style, can be 5-card if partner is passed hand; 2NT response (unpassed) is 15+ HCP, asking
Unusual 2NT: at least 5-5, usually constructive
Reopen: good 6+ card, 12-16 points (passed hand: preemptive)
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Natural
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT
2NT = opening values
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Jump in new suit: weak (0-5 HCP), long suit
XX: 9+ HCP, defensive values, no fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5	3/5	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK+ (even)	AK+ (even)	
King	(A)K+ (odd), KQ(+) even	(A)K+ (odd), KQ(+) even	
Queen	(K)Q+ (odd), QJ(+) even	(K)Q+ (odd), QJ(+) even	
Jack	(Q)J+ (odd), J10(+) even	(Q)J+ (odd), J10(+) even	
10	(J)10+ (odd), 109(+) even	(J)10+ (odd), 109(+) even	
9	(10)9+ (odd)	(10)9+ (odd)	
Hi-X	TON	TON	
Lo-X	3rd/5th	3rd/5th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Smith = low enc	High = enc
Suit 2	Lavinthal	High = enc	
3			
1	Low = enc	Smith = low enc	High = enc
NT 2	Lavinthal	High = enc	
3			
Signals (including Trumps): High = enc.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light if perfect shape (4441/5440, occasional 5m431)			
Always at least 4-3-3 in unbid suits, or 16+ any unbalanced hand			
In reopen: 9+ HCP, can be slightly off-shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support double			
After 1NT: any 6c (DONT)			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Vandereet Ben 13994
Jossaer Jens 29680
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
ACOL with 5c spades
DONT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:Rare

OPENING				
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	ARTIFICIAL TICK IF	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3			Bid ♥ with 4♥+4♦, unless very ♥ bid ♦	After 1♦, bid 1NT: possible to have 4c ♠	
					♦ with 4c ♦	1♣ - 1♦ - 1NT - 2♣ = relay	
1♦		4				1♦ - 1♥ - 1NT: possible to have 4c ♠	
						1♦ - 1♥ - 1NT - 2♣ = relay	
1♥		4			2♣: forcing relay	3♣/3♦/3♥ = suit + not minimal	
					2NT = GF ♥	4♣/4♦ = 1 st control	
1♠		5			2♣: forcing relay	3♣/3♦ = suit + not minimal	
					2NT = GF ♠	4♣/4♦ = 1 st control. 4♥ = 5♠/4♥ 17+HCP	
INT				14-16 HCP	2♣ Stayman	2♦ = no 4c Maj. 3♥/3♠ = 5c	
2♣	x	5		Weak ♦ 5-10 HCP or semiF ♥ or 22-23 NT	2NT: forcing relay	3♣ / 3♥ / 3♠ = weak ♦ + ♣/♥/♠ value. 3NT: ♦AKQ	
2♦	x	5		Weak ♥ 5-10 HCP or semiF ♠ or 24-25 NT	2NT: forcing relay	3♣/3♦/3♠ = weak ♥ + ♣/♦/♠ value. 3♥: decent ♥. 3NT: ♥AKQ	
2♥	X	5		Weak ♠ 5-10 HCP or semiF ♣	2NT: forcing relay	3♣/3♦: weak ♠ + 3♣/♦ value. 3♥/3♠ = 3c ♥/♠ with value. 3NT: ♠AKQ	
2♠	x	6		Weak ♣ 5-10 HCP or semiF ♦	2NT: forcing relay	3♦: weak ♣ + ♦ value. 3♥/♠: 3c ♥/♠+value. 3NT: ♣AKQ	
2NT				19-21 HCP	Puppet Stayman		
3♣	X	6		Weak ♦ or GF ♥ or GF Bic Majors or GF Bic Minors	3♦ relay	3♥ = GF ♥. 3♠ = GF Bic Maj. 3NT: GF Bic Min	
3♦	x	6		Weak ♥ or GF ♠ or GF bic ♥ + minor	3♥ relay	3♠ = GF ♠. 3NT: GF ♥ + ♣. 4♣: GF ♥+♦	
3♥	x	6		Weak ♠ or GF ♣ or GF Bic ♠ + minor	3♠ relay	3NT: Bic ♠+♣. 4♣: Bic ♠+♦	
3♠	X	6		Weak ♣ or GF ♦			
3NT	X	7		Gambling. 7c Minor with AKQ			
4♣	x	8		Trf ♥.			
4♦	x	8		Trf ♠			
4♥		8		To Play			
4♠		8		To Play			
4NT	x	0		Specific Ace Ask	Bid ace		
5♣		9		To Play		HIGH LEVEL BIDDING	
5♦		9		To Play		RKC 14/30. If ♣ then RKC 30/41	
5♥		9		To Play or 6♥ if ♥value with partner		DOPI ROPI	
5♠		9		To Play or 6♠ if ♠value with partner			