

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♠		3		≥ 12H		2i: ≥ 12H AND < 40 AND < 40	
1♦		4		≥ 12H		2Q: ≥ 12H AND < 40 AND < 40	
1♥		5		≥ 12H IN 3RD OR 4TH POSITION POSSIBLE WITH 10 OR 11 POINTS	1NT: FORCING 1 ROUND 2NT (3i): 3 (4) TRUMPS AT 7, 11 3Q: 4 TRUMPS AND 7... 8 AOS 4TH AOR: 4 TRUMPS AND ≤ 61	2i: DREGY	
1♠		5		15... 517 BALANCED.	2i: MAY BE WEAK // EXM: 11 AOR AND 11 AOR 3i: TWO SUITS, MINORS WEAK		
INT					1Q: RELAY NEGATIVE // 2NT: 2 K OR 7-8 2Q, 2Q, 3i, 3Q: ACE IN THIS COLOR		
2♠	X			FORCING GAME	2NT: RELAY FORCING.		
2♦	X			MULTI (THROBBER) OR WT 12/13 OR 8/9 (TRICKS)	2NT: RELAY FORCING.		
2♥				MULTI (THROBBER) OR WT MAY DEGRADE	2NT: RELAY FORCING		
2♠				5Q AND 2/4 MINORS	2Q: FORCING 1 ROUND.		
2♥				5Q AND 2/4 MINOR	2NT: RELAY FORCING.		
2NT				20... 421 BALANCED	3i: 8 AOR TEXAS		
3♠		4			3Q: 5Q AND 4Q		
3♦		4					
3♥		4					
3♠		4					
3NT				PRECEPTIVE (CONSTRUCTIVE IN 1ST OR 2D POSITION)			
4♠		8		PRECEPTIVE			
4♦		8		CANONING			
4♥		8					
4♠		8					
4NT		8					
5♠							
5♦							
5♥							
5♠							

HIGH LEVEL BIDDING  
BLACKWOOD: 5 KEYS.

**DEFENSIVE AND COMPETITIVE BIDDING**

OVERCALLS (Style: Responses: 1/2 Level; Reopening)  
 7/5 AQDS AWD 8 9 ... 16 (LEVEL 1)  
 M4... 16 (LEVEL 2 WITHOUT JUMP)  
 6 CARDS 5 6 ... 10 WITH JUMP

INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses: Reopening)  
 2<sup>nd</sup> Position: A5 OPENING.

4<sup>th</sup> Position: A0 1 ... 13.

JUMP OVERCALLS (Style: Responses: Unusual NT)  
 WEAK.

Reopen:

DIRECT & JUMP CUE BIDS (Style: Response; Reopen)  
 A: - 2: NATURAL  
 A0 20 TWO SUITERS MAJORS  
 A0 20 TWO SUITERS Q + MINORS  
 A0 20 TWO SUITERS Q + MINORS  
 VS. NT (vs. Strong/Weak; Reopening: FH)  
 X: ONE SUIT 1: OR TWO SUITERS 1: + MAJOR OR  
 TWO SUITERS MAJORS  
 2: : ONE SUIT 0 OR TWO SUITERS 0 + MAJOR  
 20/10 . NO DEREG  
 1NT: TWO SUITERS MINORS  
 VS. PREMITS (Doubles; Cue-bids; Jumps; NT Bids)  
 TWO SUITERS INTERVENTION

VS. ARTIFICIAL STRONG OPENINGS - i.e. 1\* or 2\*

OVER OPPONENTS' TAKEOUT DOUBLE  
 TRUSCOTT

**LEADS AND SIGNALS**

OPENING LEADS STYLE		In Partner's Suit	
Suit	Lead	LITTLE PROVIDED	PARTY
NT	4 <sup>TH</sup> BEST		PARTY
Subseq			
Other:			

  

LEADS			
Lead	Vs. Suit		Vs. NT
Ace	WITH K		
King	WITH A OR WITH Q		WITH 3 HONOURS.
Queen	WITH J		WITH 5 A OR 5 J
Jack	WITH A0		WITH A0 9 OR A0 8
10	WITH A0		
9	WITH 9		
Hi-X			
Lo-X			

  

SIGNALS IN ORDER OF PRIORITY			
Suit	Partner's Lead	Declarer's Lead	Discarding
1			
Suit 2	HIGH		ITALIAN
3			
1			
NT 2	HIGH		
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style: Responses; Reopening)  
 7/10H SHORT IN OPENING SUIT OR  
 7/10H ALL DISTURBANCES

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

**W B F CONVENTION CARD**

CATEGORY:  
 NCBO:  
 PLAYERS: DOUGEN T 8345  
 DANNAWS T 5245

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE  
 MAJORS 5TH  
 DIAMOND 4TH

1NT: A5 1 ... 13 BALANCED  
 2NT: 10 1 ... 12 BALANCED

SPECIAL BIDS THAT MAY REQUIRE DEFENSE  
 STAYMAN (MAY BE WEAK) ON 1NT.  
 BARMON ON 2NT  
 TEXAS ON 1NT OR 2NT.  
 POU BI  
 SHAMEN ON 1NT  
 3RD OR 4TH SUIT FORCING.  
 1NT FORCING ON MAJOR OPENING.  
 DEURY (IN 3RD OR 4TH POSITION)  
 SFOU TNIK  
 SFOU TNIK GENERAL PASS  
 BEGAIN  
 IN VERGED MINORS

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:

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