

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Vulnerable 1 level 8+ good suit, 2 level 10+ good suit.
Non-vulnerable 1 level 3+, 2 level 7+ wide ranging.
Bids after overcalls are forcing.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
Immediate is 15-18
4 th seat is 12-14
System on with responses.
System on after double, system off after overcalls, lebensohl on.
Reopening is 17-19.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcalls, aggressive style.
Natural, non-forcing responses.
Lowest of 2 unbid suits.
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cuebids show 3 card support.
Overcalling 2nt shows 4 card support in response to partner opening a major.
VS. NT (vs. Strong/Weak; Reopening;PH)
X= penalties, clubs=majors.
All else natural.
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
X= T/O or strong hand
NT= natural strong.
Leaping michaels.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
In spots where partner has shown 4 cards in major it is support redouble.
All other spots are values.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	MUD, fourths, sequences Ace for attitude, promises king usually. Interior sequences.	As with suit leads but also attitude if supported partner's suit, reverse count if otherwise.	
NT	MUD, fourths, sequences. Interior sequences.	MUD, fourths, sequences. Interior sequences.	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Usually promises king.	Almost always has king.	
King	Denies ace, promises queen.	Count.	
Queen	Promises jack.	Promises jack.	
Jack	Could be interior, usually overlead.	Could be interior.	
10	Could be interior.	Could be interior.	
9	Could be interior.	Could be interior.	
Hi-X	Top of nothing.	Top of nothing.	
Lo-X	Usually shows honour.	Usually shows honour.	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encourage.	Reverse count.	Low encourage.
Suit 2	Reverse count.	Reverse count.	Reverse count.
3	Reverse count.		
1	Low encourage.	Reverse count.	McKenney
NT 2	Reverse count.	Reverse count.	Reverse count.
3	Reverse count.		
Signals (including Trumps):			
Low encourage, reverse count, McKenney.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Through to and including 3 spades. Takeout style is majors oriented.			
Responsive doubles typically negative, but some doubles and redoubles in competitive auctions are support.			
Reopening doubles just show shortage.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles and support redoubles when partner has shown 4 cards.			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO:
PLAYERS: George Bartley/Jack Luke Paredi
EVENT Youth Teams.
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Aggressive when not vulnerable and/or in third seat.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2D is 4/4 majors weak.
SPECIAL FORCING PASS SEQUENCES
In game force auctions, pass shows first round control.
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣			3S	11+ 3+	1D denies 4M, 2C 12+ GF, 2D 10-12 5+ C, 3D/H/S splinter.		
					For both 1c/1d: 2NT 10-12 bal, 2H/S weak, 3H/S splinter, 3NT bal 13-15.	1NT re-bid is 11-13 balanced, 2NT rebid 17-19.	
1♦			3S	11+ 3+	2D 12+ GF, 3C 10-12 5+D,		
1♥		5	3S	11+ 5+	2H shows 3+H 6-9 points, 2C 3-way club, 2D GF, 2S/3C/3D weak, 3S/4C/4D splinter.	Jacoby responses are: shortages in suit bid, 3H 17-19 balanced, 3NT 14-16 balanced, 4H min.	
1♠		5		11+ 5+	As above, except with hearts and spades reversed.		
INT			3S		2C simple stayman, 2D/H/S/NT transfers	Smolen.	Lebehnsof
2♣	Yes	n/a	3S	23+ or GF	2D waiting 0-7, all else positive 8+ points 5+ cards. 2NT 8-11, 3NT 12+.	2NT re-bid 22-24, 3NT 25+. All else shows nat suit.	Double of overcall by 2C hand is takeout, double by responder is positive.
2♦	Yes	4/4+	n/a	Weak, both majors.	2NT inquiry about strength, major bids forcing, 3c natural non-forcing.	After 2NT: 3C min, 3D 4/4, 3H 5/4 hearts/spades, 3S 5/4 spades/hearts, 3NT 5/5.	Pass of double of 2D is to play. X of overcalls are penalties.
2♥		5	n/a	Weak with hearts	2S forcing, 3C/D to play, 2NT ogust, 3H weak.	After 2NT, ogust replies.	X of overcalls are penalties.
2♠		5	n/a	Weak with spades	3C/D to play, 2NT ogust, 3S weak.	After 2NT, ogust replies.	X of overcalls are penalties.
2NT		n/a	3S	20-22 balanced	3C 4 card stayman, 3D/H transfers, 3NT to play.	Respond to stayman/transfers as normal.	X of overcalls is takeout.
3♣		6	n/a	Weak pre-empt.	3D and any game contracts to play, major bids forcing with 6+.	Natural.	X of overcalls is penalties.
3♦		6	n/a	Weak pre-empt.	Game contracts to play, 3 level major bids forcing.	Natural.	X of overcalls is penalties.
3♥		6	n/a	Weak pre-empt.	Game contracts to play, 3S forcing.	Natural.	X of overcalls is penalties.
3♠		6	n/a	Weak pre-empt.	Game contracts to play.	Natural.	X of overcalls is penalties.
3NT		n/a	n/a	Gambling with a long suit.			After double, redouble is to run, suits to play.
4♣		8	n/a	8+ clubs, weak.			
4♦		8	n/a	8+ diamonds, weak.			
4♥		7	n/a	To play, many hearts with decent hand.			
4♠		7	n/a	To play, many hearts with decent hand.			
4NT		n/a					
5♣		n/a				HIGH LEVEL BIDDING	
5♦		n/a				Pass in a game forcing auction shows first round control in opponent's suit.	
5♥		n/a					
5♠		n/a					