

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive on 1-level. Sound on 2-level
Responses: New suit “F1”, jump in new suit = fitbid
Cue = good raise, jump cue = mixed, 2N after 1M = 4card raise
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
2 nd /4 th seat: 15-17(18)hcp balanced/semi-balanced
reopening: 11-14hcp
Responses: Stayman/transfer
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
2NT=2 lowest unbid suits, 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels 5-5
(1x)-3x= asking for stopper for 3nt
Reopening: constructive two suiter (same as above)
VS. NT (vs. Strong/Weak; Reopening;PH)
2cl = majors
2D = bad major/very good
2M = constructive
Dbl = M+mi vs strong, pen vs weak except reopening
Reopening = same as above
Ph = 2D = nat, dbl = 5+m 4+M
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(non)Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1C: X = major, nt = minor
OVER OPPONENTS’ TAKEOUT DOUBLE
RD = 10+, 2N = support, jump in new = fitbid, double jump = splint

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude, MUD	Same	
NT	Attitude, 4 th (MUD)	Same	
Subseq	Att.	Same	
Other: On 5+ level and vs 3/4M pre: A for attitude, K for count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx, Ax	AKx,	
King	AK, Kx, KQ(x)	AK, KQ(x)	
Queen	QJ(x)	(A)QJ(x)	
Jack	JT(x),	JT(x), KJT(x)	
10	T9x, KJT(x)	109(x), HT9(x)	
9	9x, HT9(x)	H98(x), 9x, 9xx	
Hi-x	xxX, xxXx, Xx	xXxx(x), Xx, XXx	
Lo-x	HxXx (xxx...)	HxxXx, HxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low=enc	Low = even	Low = enc
Suit 2	Low = even	(suit pref)	Low = even
3	-	-	-
1	Low=enc	Low= even / suit pref	Low = enc
NT 2	Low = even	(suit pref)	Low = even
3	-	-	-
Signals (including Trumps):			
Upside down.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be light with good distribution			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbls/rdbls, a lot of takeout doubles			

W B F CONVENTION CARD
CATEGORY: OPEN
NCBO: DENMARK
PLAYERS: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542 1C only when 4432, 2o1 GF
1NT = (14)15-17
1N response = 6-11(12)
2o1 response = GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3N = solid minor
2D = 18-19 bal
Rev. Drury in 3 rd and 4 th
SPECIAL FORCING PASS SEQUENCES
Rarely
IMPORTANT NOTES
Frequent upgrades
PSYCHICS: rare, but happens

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4H	(10)12+	1mi – 2mi = GF. 1mi-3mi = 5-8 5+C		1mi – 2M = fitbid
				4-4 minor usually opens 1D	Jump in other mi = 9-12 fit. 2M = strong	After 1C - 2D, 3C is NF	
1♦		4	4H	(10)12+	1mi – 3M = splinter 8-11,		
1♥		5	4D	(10)12+	1M-3cl = 3card limit, 3D = mixed	1♥-1♠/1N; 2♣ = either 16+ any or min ♥+♣	1H-2S/3mi= fitbid
1♠					2N = inv+		Rev. Drury
		5	4D	(10)12+	3sp/nt/4x = voids	1♠-1N; 2♣ = either 16+ any or min SP + CL	
1 NT		2	4H	(14)15-17 (semi)bal	Stayman, transfer, 3M = short	1N – 2S: 2nt min, 3C = max.	
2♣	X	0		22+NT or GF in any suit	2D = relay		
2♦		2		18-19 bal			
2♥		(5)6		Weak	2ut asks,	2H-2N: 3H=min. / 3N = max. / 3x = splint	
2♠		(5)6		weak	Same	same	
2NT		2	4H	20-21 (semi)bal	Stayman, transfer	2N-3C-3N = 4-4M	
3♣		6		Pre, could be crazy nv Vs vul			
3♦		6				same	
3♥		6			4mi = cue		
3♠		6			4mi = cue		
3NT	X			Solid minor	4/5/6/7CD = p/c		
4♣		7			4ma = nat		
4♦		7					
4♥		(6)7			4sp nat, 5mi cue		
4♠		(6)7					
4NT							
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RKCB 1430, Cuebids, Splinter, DOPE	
5♥							
5♠							
5NT							