

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level: 7-16 2 level: 10-16
Cuebid = fit / looking for M fit / stopper
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17
System on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, aggressive, 3-10
Reopen: same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1x)-2x = 2 highest
(1x)-3x = 2 extremes
(1x)-2NT = 2 lowest
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (2♣ = majors, 2♦ = 1 major, 2M = M + m, 2N = minors)
Rest = natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
(3m)-4♦ = majors
(non) Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = majors, 1NT = minors
OVER OPPONENTS' TAKEOUT DOUBLE
Same as without intervention

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	attitude	1-3-5	
Subseq	same		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AK	
King	KQ	KQ	
Queen	QJ	AQJ, QJ	
Jack	J10, KJ10	A/KJ10, J10	
10	109, H109	A/K/Q/109, 109	
9	9x, KJ9	9x	
Hi-X	Xx	Xx, xXx(+)	
Lo-X	xxX, xxXx, xxxX	HxX, HxxX, HxxxX	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc/even	Low = even	Low = enc
Suit 2			
3			
1	Low = enc	Low = even	Low = enc
NT 2			
3			
Signals (including Trumps): udca, standard suit preference			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
standard			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl & rdbl thru 2♥			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Sarah de Wijs – Lotte de Wijs
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing, 1M-2♣ = GF, 2+
15-17 NT
5-card major
1♣ = 2+, any balanced without 5♠/♥/♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong
2♦/♥/♠, weak 6 card (5) 5-10
SPECIAL FORCING PASS SEQUENCES
none
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	4♥	any balanced without 5♠/♥/♦	1♥/♠ may have longer ♦, 2♣ = 10+ 5+♣. 2♦/♥/♠ = nat, INV	2-way checkback	Cuebid = fit
1♦		5 (4)	4♥		2♦ = 10+ 4+♦, 2♥/♠/3♣ = nat, INV	2-way checkback	Cuebid = fit
1♥		5	4♦		1NT = 5-11, 2♠/3♣/3♦ = natural INV 2♣ = GF 2+, 2NT = fit, INV up to bad GF 3NT = splinter OM	Gazilli	Drury Cuebid = fit
1♠		5	4♥				
INT				15-17	2♠ = ♣, 3♣ = ♦ weak or strong, 3♦ = ♦ invite 3♥/♠ = splinter, 3OM		Transfer Lebensohl
2♣	X			strong	2♦ = relay	2♥ Kokish	
2♦		6 (5)		Weak, 5-10	2NT = relay	3♣ = max unbal, 3♦ = min, 3♥/♠ natural, 3NT max bal	
2♥		6 (5)		Weak, 5-10	2NT = relay	3♣ = min unbal, 3♦ max, short ♣/♦ 3♠ max, short ♠	
2♠		6 (5)		Weak, 5-10	2NT = relay	3♣ = min unbal, 3♦ max, short ♣/♦ 3♥ max, short ♥	
2NT				20-22	Puppet stayman, 3♦/♥/♠/4♣/♦/♥ = TRF		
3♣		6		Preempt, 5-10			
3♦		7 (6)		Preempt, 5-10			
3♥		7 (6)		Preempt, 5-10			
3♠		7 (6)		Preempt, 5-10			
3NT	X			Gambling, Solid minor, no outside A/K			
4♣		7		Preempt, 5-10			
4♦		7		Preempt, 5-10			
4♥		7		to play			
4♠		7		to play			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦							
5♥						RKCB-1430, splinters, cuebids	
5♠						5NT pick a slam. 4♣ slam try, M fit	