

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 = Majors
(1M)-2M = oM+ 1m
(1x)-2NT = 2 lowest
(1x)-3x = 2 extremes
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ = majors
2NT = minors
Rest = natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Lebensohl
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	4 th from above	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	Low = even	Low = enc
Suit 2			
3			
1	Low = enc	Low = even	Low = enc
NT 2			
3			
Signals (including Trumps): attitude/encouraging = low, revolving discards			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Most doubles are takeout			
After 1x opening from opps: When shape is good (like 4441), double may be weaker (10+). Shape may be off. Can have 5crd minor			
Double of 1M does not promise 4crd oM			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Netherlands
PLAYERS: Imke van den Wijngaard – Annika Damen
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing, 1M-2♣ = GF 2+♣, further biddings are natural
15-17 NT
5-card major
1♣ = 2+, any balanced without 5♠/♥ and without 4♦
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ strong
2♦/♥/♠, weak 6 card (5) 6-10
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♥	12-19	2♣ = 10+ 5(4)+♣. 2♦/♥/♠ = nat, INV	2-way checkback	Cuebid = fit
1♦		4	4♥	12-19	2♣ = GF 2+♣, 2♦ = 10+ 5(4)+ ♦, 2♥/♠/3♣ = nat, INV	2-way checkback	Cuebid = fit
1♥		5	4♦	12-19	1NT = 5-11, 2♠/3♣/3♦ = natural INV		Cuebid = fit
1♠		5	4♥	12-19	2NT = fit, INV up to bad GF		
INT				15-17	2nt = range, 2♣ = Stayman, 2♦/♥/♠/3♣ = transfers		Transfer Lebensohl
2♣	X			strong	2♦ = relay		
2♦		6 (5)		Weak, 5-10	2NT = relay	3♦ = min bal, 3NT = max bal, 3♥/♠/♣ = short	
2♥		6 (5)		Weak, 5-10	2NT = relay	3♥ = min bal, 3NT = max bal, 3♦/♠/♣ = short	
2♠		6 (5)		Weak, 5-10	2NT = relay	3♠ = min bal, 3NT = max bal, 3♦/♥/♣ = short	
2NT				20-22	Stayman, 3♦/♥/4♣/♦/♥/♠ = transfers		
3♣		6		Preempt, 5-10	4♦ = slam try		
3♦		7 (6)		Preempt, 5-10	4♣ = slam try		
3♥		7 (6)		Preempt, 5-10	4♣,♦ = slam try		
3♠		7 (6)		Preempt, 5-10	4♣,♦ = slam try		
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	