

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15 - 18
4th : 10 - 14
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak , except 2♦ : MAJORS
2NT : unusual
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct 2♣ : NAT
2♦ : Majors
2M: OM / ♣
3♣ : ♠ / ♦
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong NT : D = 4Major/5minor
Weak NT : D = 14+
2♣ : Majors
2♦ : One Major
2♥/♠ : 5-crd / 4+ minor
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣
D : Majors; 1sa : minors; 2♦: multi (zwak)
2♥/♠ : 6-krt, intermediate
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1/3/5	1/3/5	
NT			
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx		
King	KQx		
Queen	QJx		
Jack	JTx		
10	KJT		
9	KT9		
Hi-X	Xx		
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc		Odd = enc
Suit 2	L/H = even		
3			
1			
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support D / RD			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: Jan Kolen
Tjali Tuwanakotta
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-crd major
Inverted minor
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : a) weak with ♦ ; b) SF/GF ; strong NT
2♦ : Multi
2♥/♠: 5-crd / 4+ minor, 5-10 pt
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11 - 19	2♣ : 5+♣, 10+ pt; 2♦/♥/♠ : 6-crd, 13+pt 3♦/♥/♠ : Good 6-crd, 9-11 pt	2♣/♦ : CheckBack	
1♦		4 (3)		11 - 19	2♦ : 4+♦, 10+pt ; 2♥/♠ : 6-crd, 13+pt 3♣/♥/♠ : Good 6-crd, 9-11 pt 2♣ : 4+♣, 11+ pt or 3crd ♥, 8+ pt	2♣/♦ : CheckBack	
1♥		5		11 - 19	2♠ : 6-crd, 13+ pt 2NT : 4+crd, 10+pt ;3NT : 4+crd, 12-15pt		
1♠		5		11 - 19	3♣/♦/♥/♠ : Good 6-crd, 9-11 pt 4♣/♦/♥ : splinter, 11-14pt		
INT				15 - 17	2♣ : Stayman; 2♦/♥/♠/NT/4♦/♥ : Transfer 3♣/♦ : 5/5 minor; 3♥/♠ : 3-1-5/4		
2♣		0		A)Weak ♦ ; B) SF/GF ♥/♠ C) 22-23NT; D) GF ♣	2♥/♠/3♣ : NF 2NT : ®		
2♦				A)weak ♥ or ♠ B)24-25NT; C) GF ♦	2♥/♠ : P/C ; 2NT : ® 4♣ : Ask Trf; 4♦ : Ask suit; 4♥/♠ : NAT		
2♥				5♥ / 4+ minor, 5-10 pt	3♣ : P/C; 3♦ : invite with ♥		
2♠				5♠/4+ minor, 5-10pt			
2NT				20 - 21 BAL	3♣ : Puppet; 3♦/♥/♠ : Trf; 3SA : To Play 4♣/♦/♥ : Trf 4♠ : Ask Aces		
3♣/♦				Preempt			
3♥/♠							
4♣				Good 4♥; 4/5 losers			
4♦				Good 4♠; 4/5 losers			
						HIGH LEVEL BIDDING	
						4NT = RKCB (14/03/2/2+); 5 NT : even KC + Void; 6X : odd KC + Void	
						Dopi / Ropi	