

Defensive and competitive bidding		Leads and signals				WBF CONVENTION CARD	
<i>Overcalls (1) and responses (2)</i> (1) Light overcalls on 1-level, reasonably sound on 2-level (2) (1x)1Ma(...)2Ma-2 inv+ fit (3) Often transfer responses		<i>Opening leads</i> 3 rd from even and low from odd against suit. Small is encouraging against NT, 3 rd 5 th in partners suit Rusinow against 5+ level , but not in partners suit <i>Subsequent leads</i> Attitude combined with 3 rd 5 th through dummy 2 nd 4 th trough declarer (consequently, so HVx)				Veri Kiljan Luc Tijssen	
<i>Take-out double (1) and responses (2)</i> (1) 10 ⁺ HCP; vs all natural openings (2) (1M) x (p) 1N = 8-11 any <i>In balance pos</i> (1) 8 ⁺ HCP (2) as in direct position		<u>Underscored</u> vs suit/standard; Bold vs NT if different <u>AK</u> <u>KQ</u> <u>QJ</u> <u>JT</u> <u>Tx</u> <u>xx</u> <u>AKx</u> <u>KQx</u> <u>QJx</u> <u>JTx</u> <u>T9</u> <u>xxx</u> <u>AKJx</u> <u>KQxx</u> <u>QJT9</u> <u>JT98</u> <u>T9x</u> <u>xxxx</u> <u>AKJTx</u> <u>KQJx</u> <u>KQTx</u> <u>KJT9</u> 98x xxxxx <u>AQJx</u> <u>KJTx</u> <u>KQT9x</u> <u>KT98</u> <u>xxxxxx</u> <u>AJxx</u> <u>Kxx</u> <u>Qxx</u> <u>Jxx</u> <u>Txx</u> <u>KJxxx</u> <u>Kxxx</u> <u>Qxxx</u> <u>Jxxx</u> <u>Txxx</u> <u>Kxxxxx</u> <u>Kxxxx</u> <u>Qxxxx</u> <u>Jxxx</u> <u>Txxxx</u>					
<i>1NT overcall (1) and responses (2) (sandwich : see below)</i> (1) 2 nd seat: 4(other)M + 5(other)m(when 1x shows 3+), After 3 rd seat opening: 15-18 Bal (2) (1m) 1N: 2m = bid your M, (1M) 1N: 2m = Pas or correct After (1m) 1N (nat) we play system on and after (1M) 1N (nat) we play cue-bid stayman <i>Sandwich position</i> 1N is 15-18 balanced / 5M&4m after prepass						<i>Signals (between brackets if seldom used)</i> (1=odd, 2=even, D=discouraging, E=encouraging, S=suitpreference)	
<i>Jump overcalls</i> weak <i>Two suiter</i> (1m) 2♦ = ♥ & ♠; (1m) 2N = om & ♥; Known suits		<i>Versus suit</i>				<i>Special openings and responses that may require defense</i>	
		High Low Odd Even				<i>Opening</i> <i>Description</i>	
		On partner's lead On declarer's lead Discarding				1♣-1♦ 0-7 ‘any’ or natural or 7-10(8) 4♥&4♠ or balanced without 4+M	
		D E S (1) S (2) D E				1m-2♦ 3-6 6♥/♠	
<i>Versus natural NT</i> 2♣ = ♥&♠ Dbl = penalty 2♦ 2M overcall 2♥/♠ 5M & 4+m Versus NT passed hand: Dbl = 5m + 4M; 2♥/♠ = 5M&4+m		<i>Versus NT</i>				1N Green v/s Red 1 st seat: 9-12 Green v/s Red 3 rd seat: 9-14 Vulnerable: (14)15-17 Else: (11)12-14	
		High Low Odd Even				1♠ – 2♦ 8+HCP 5+♥ 1♠ – 2♥ GF 5+♦	
		On partner's lead On declarer's lead Discarding				D (1) E (2) S (1) S (2) D E	
<i>Versus preempts</i> Leaping Micheals; (2M) 3M = oM & ♦		<i>Explanation/extension</i> low/high even/enc, low enc/even discarding				1N overcall: After 1m opening: 5om & 4♥/♠ After 1M opening: 5♣/♦ & 4oM Not after an opening in 3 rd seat or 1m 2+ We play a lot of transfers in competition	
<i>Versus artificial strong 1♣ and 2♣ openings</i> After 1♣ dbl = majors, 1NT = minors,		Sometimes Smith vs NT in trick 2 Always current count If we lead in partners known 5+crd suit: s/p & middle = enc					
<i>Over opponents take-out double</i> Jumps are weak, transfers after 1M (1♥ (x) 1♠ = ♣ & ♦)		We play a lot of suit preference!					
						<i>Important notes that don't fit in elsewhere</i>	
						Psychics : Openings Rare Other sometimes	

Opening	artificial	Min # of cards	Neg dbl to	Description	Responses	Subsequent action	Modifications over competition (COMP) and w/ passed partner
1♣	x	2	4♥	4♣+ unbalanced or: minimum Bal without 5♦/♥/♠ or 15-20 Bal without 5♥/♠ Minimum Balanced is: 12-14 Vulnerable 13-16 1 st Green v/s Red 15-17 other NV	1♦ 0-7 any or natural without 4♥/♠ or 4♥&4♠ not inv or 15+5♦+ 4♥/♠ 1♥/♠ 8+ may have longer ♦ 1N 5-10 2♣ 10+ 5+♣ 2♦ 3-6 6♥/♠ 2♥/♠ invitational with 6♥/♠	1♣ – 1♦ // 1♥ natural or minimum balanced 1♣ – 1♦//1N (17)18-(19)20 balanced 1♣ – 1♦ // 1♠ 4+♣ 4+♠ unbalanced 1♣ – 1M// 2♦ reverse or strong balanced 1♣ – 1M// 2N 15+ fit	Tranfers in competition, Switch
1♦		4		10+, 5+ or 4-4-4-1♣ May be 4rcd Bal in 3 rd	2♣ relay, GF or invite in ♦ or NT 2♦ 3-6 6♥/♠ 2♥/♠ invitational with 6♥/♠ 2N 0-6 raise to 3♦		
1♥		5		10+ 5+M May be a good 4card in 3 rd seat	2♣ GF relay 1♥ - 2♦ / 1♠ - 2♥ GF 5+♦ 1♠ - 2♦ 8+ 6+♥ or (9)10+ 5+♥ 2N limit – bad GF with fit 1♥ – 3♣ / 1♠ – 3♥ mixed raise 3N 10-14 ♦ splinter 1♠ – 4♦ transfer to 4♥ 4M-1 8-11 5M	1M – 1N // 2♣ = 10-14 6M or 15-17 any 1M – 1N // 2M = 5M 4+♣ 11-15 1M – 1N // 2N = any GF without 5-5 or more shape	Drury, Switch
1♠		5					
1NT		other		15-17, 12-14 or 9-14 balanced 5M/6m possible	2♣ stayman 2♦/♥ tranfers, may be 4♥/♠ inv 2♠ invite or ♣&♦ or weak ♦ 2N asking weak doubleton 3♣ asking 5M or showing 5M 3♦ 4441m 3♥/♠ 4441M		Transfer lebensohl
1NT	x	NV/V 1 st seat	-	9-12 balanced	2♣ invitational stayman 2♦ game-forcing stayman Rest is to play		
2♣	x		4♥	Any GF	2♦ waiting	2M = 4+, may have longer minor	Tranfers
2♦/♥/♠		5	-	Weak two's	2N asking; 2♦ – 2♥ relay New suits non-forcing		
2NT				21-23, 5M possible	Muppet stayman transfers	Slam approach and conventions 1430 RKCB. Cue's. 3NT serious. A lot of last train bids. D0P1. Sometimes showing shortness. Exclusion Blackwood. Optional Blackwood for the minors.	
other			-	Preemptive	New suits on 3-level non-forcing		
3NT	x		-	Gambling			