

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) Tranfers after 1M / 2m overcalls (1x) 1M (p) 2M -2 = inv+ fit (1m) 1♠ (p) 2♣ = 5+♥ Remaining bid shows other minor		<i>Opening leads</i> 3 <sup>rd</sup> from even and low from odd against suit. Small is encouraging against NT, 3 <sup>rd</sup> 5 <sup>th</sup> in partners suit <b>Rusinow against 5+ level</b> , but not in partners suit <i>Subsequent leads</i> Attitude combined with 3 <sup>rd</sup> 5 <sup>th</sup> through dummy 2 <sup>nd</sup> 4 <sup>th</sup> trough declarer (consequently, so HVx)				Guy Mendes de León      Thibo Sprinkhuizen			
<i>Take-out double (1) and responses (2)</i> (1) 10 <sup>+</sup> HCP; vs all natural openings (2) (1M) x (p) 1N = 8-11 any <i>In balance pos</i> (1) 8 <sup>+</sup> HCP      (2) as in direct position		<i>Underscored</i> vs suit/standard; <b>Bold</b> vs NT if different AK   KQ   QJ   JT   Tx   xx AKx   KQx   QJx   JTx   T9   xxx AKJx   KQxx   QJT9   JT98   T9x   xxxx AKJTx   KQJx   KQTx   KJT9 98x   xxxxx AQJx   KJTx   KQT9x   KT98   xxxxxx AJxx   Kxx   Qxx   Jxx   Txx KJxxx   Kxxx   Qxxx   Jxxx   Txxx Kxxxxx   Kxxxx   Qxxxx   Jxxxx   Txxxx							
<i>1NT overcall (1) and responses (2) (sandwich : see below)</i> (1) 2 <sup>nd</sup> seat: 4(other)M + 5(other)m, After 3 <sup>rd</sup> 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 & ♥; (1m) 3m = om & ♠ (1M) 2M = oM & ♦; (1♥) 2N = ♣ & ♦; (1♥) 3♥ = ♠ & ♣ (1♠) 2N = ♥ & ♣; (1♠) 3♠ = ♣ & ♦  <i>Versus natural NT</i> 2♣ = ♥&♠      Dbl = penalty 2♦ bad or very good 2M overcall 2♥/♠ 5+, good 2M overcall (5M & 4+m in balancing pos.) Versus NT passed hand: Dbl = 5m + 4M; 2♥/♠ = 5M&4+m		<i>Versus suit</i>		High	Low	Odd	Even	<i>Special openings and responses that may require defense</i>	
		On partner's lead On declarer's lead Discarding		S (1) D	E E			1♣-1♦	0-7 'any' or natural or 7-10(8) 4♥&4♠ or balanced without 4+M
								1m-2♦	3-6 6♥/♠
				<i>Versus NT</i>		High	Low	Odd	Even
				D (1) S (1) D	E (2) S (2) E			1♠ – 2♦ 1♠ – 2♥	8+HCP 5+♥ GF 5+♦
<i>Versus preempts</i> Leaping Micheals; (2M) 3M = oM & ♦		<i>Explanation/extension</i> low/high even/enc, low enc/even discarding  Sometimes Smith vs NT in trick 2 Always current count If we lead in partners known 5+crd suit: s/p & middle = enc						<i>Special competitive bids that may require defense</i>	
<i>Versus artificial strong 1♣ and 2♣ openings</i> After 1♣ dbl = majors, 1NT = minors									
<i>Over opponents take-out double</i> Jumps are weak, transfers after 1M (1♥ (x) 1♠ = ♣ & ♦)									
								<i>Important notes that don't fit in elsewhere</i>	
								<i>Psychics : Openings Rare</i> <i>Other sometimes</i>	

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 18-20 Bal without 5♥/♠  Minimum Balanced is: 12-14 Vulnerable 13-16 1 <sup>st</sup> Green v/s Red 15-17 other NV	1♦ 0-7 any or natural without 4♥/♠ or 4♥&4♠ not inv or 12+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 <sup>rd</sup>	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 <sup>rd</sup> 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♥/♠ 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 <sup>st</sup> 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			