

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Light (-16HCP), responses : transfer if poss	
Transfers after 1♣ (16+)	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	
After 1♦/♥/♠: Raptor	
4 th hand: 11-14	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak, also see 1♣	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
After minor: Flannery (8-16HCP)	
After major: Michaels (8-16 HCP)	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Multi Landy	
X: versus strong 5m-4M (8-16 HCP)	
Versus weak: penalty	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Info X	
Twosuitd (4♣-♦)	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Transfers	
OVER OPPONENTS' TAKEOUT DOUBLE	
2NT fit inv+ (8+HCP)	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	2-4 if suit is 5+	
NT	Small enc	2-4 if suit is 5+	
Subseq	Small enc and 1-3-5		
Other: 2-4 thru declarer			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK	AKJxx	
King	KQ	KQT	
Queen	QJ	QJ9	
Jack	JT	JT8	
10	KJT, T9	AT9	
9	98	T9xx	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude, low enc	Count, HL is even	Odd enc
Suit 2	count	suitpreference	
3	Suitpreference		
1	attitude	count	
NT 2	count	suitpreference	
3	suitpreference		
Signals (including Trumps):			
Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Usually take-out, light			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support up to 2♠			

W B F CONVENTION CARD	
CATEGORY: open	
NCBO: The Netherlands – Onstein 2	
PLAYERS: Geon Steenbakkers-Peter IJsselmuiden	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF 5 crd major	
1NT:14-16,	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♣: weak ♦(4-11 HCP)	
2♦: Multi	
2♥/♠: 5crd ♥/♠-4+minor (5-12 HCP)	
After 1♣ (str) opps	
1♦:4+♥, 1♥:4+♠, 1♠: either 5+♣ or 5+♦ or 5-5 M-m strong	
2♣: 5♥-4♠	
2♦: Multi	
2♥: 5♥-5♠ weak 3-11 HCP	
2♠: 5♣-5♦	
2NT: 5♥-5♠ strong 12+ HCP	
SPECIAL FORCING PASS SEQUENCES	
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♠	10-23	1♦: 0-7 or nat, 1♥/♠: 8+ nat, 1NT-8-10 2♣: 12+, 2♦: ♣ 8-11, 2♥/♠: 3-8, 3♦/♥/♠: 8-11	1♣-1♦-1♥ either 11-13 bal or ♣/♥ 1♣-1♦-1NT: 17-19	
		4	4♠	10-23	2♣ GF, 2♦: 10+ ♦, 2♥/♠ 6crd 3-9 HCP 2NT: 3-8 one minor or 16-18 bal, 3♥/♠: 8-11 HCP	1♦-2♣-2♦: min	
1♥		5	4♠	10-23	2♣: 12+, 2♥: 8-10, 2NT forcing raise 8+ HCP 3♣/♦: 8-11, 3♥: 3-7. 3♠: splinter		Drury
1♠		5	4♥	10-23	2♣: 12+, 2♠: 8-10. 2NT: forcing raise 8+ HCP 3♣/♦/♥: 8-11, 3♠: 3-7, 3NT ♥SPL		Drury
INT			3♠	14-16	Stayman-Transfers (6) 3♥/♠: 1-3 54, 3-1 54		Rubensohl
2♣	x			Strong any Weak ♦ (5+)	2♦/2NT(12+): relay		
2♦	x			Multi 5+♥/♠ 3-12, 26-27NT, Str♦	2♥/♠/NT: relay 0-16 HCP 2NT 12+ HCP 4♣/♦ bid major 0-16 HCP	Transfers after intervention	
2♥	x	5	-	5♥-4+ minor 3-12	2NT: 12+ HCP, 3♣: p/c 3♦: Maj fit 9+ HCP		
2♠	x	5		5♠-4+minor 3-12	2NT: 12+HCP, 3♣: p/c, 3♦: Maj fit 9+ HCP		
2NT			3♠	20-21, semi-bal	3♣: puppet-Stayman 3♦/♥/♠: transfer, 3 NT: 5♠-4♥, 4♦-♥: Transfer		
3♣		6		preemptive	New suit forcing		
3♦		6		preemptive	New suit forcing		
3♥		6		preemptive	New suit forcing		
3♠		6		preemptive	New suit forcing		
3NT		7		Gambling, no Ace/king	4♣: NF, 4♦: forcing relay		
4♣		7		♣			
4♦		7		♦			
4♥		6					
4♠		6					
4NT		7		Long minor 10-11 tricks			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				RKCB – Exclusion BW	
5♥							