

<i>Defensive and competitive bidding</i>	<i>Leads and signals</i>					WBF CONVENTION CARD		
<i>Overcalls (1) and responses (2)</i> (1) Light overcalls on 1-level, reasonably sound on 2-level (2) Transfers 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 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 through 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	Underscored vs suit/standard; Bold 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>System summary</i> 1♣ may be any bal without 5M; may have 5♦ if 18-20 varying 1N ranges 2/1 GF but 1♠ - 2♦ is 8+ 5+♥ and 1♦ - 2♣ relay, GF or invitational for ♦ / NT		
<i>INT overcall (1) and responses (2) (sandwich : see below)</i> (1) 2 nd seat: 4(other)M + 5(other)m, 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> <i>(1=odd, 2=even, D=discouraging, E=encouraging, S=suitpreference)</i>					<i>Special openings and responses that may require defense</i>		
<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 suit</i>	High	Low	Odd	Even	<i>Opening</i> 1♣-1♦	<i>Description</i> 0-7 'any' or natural or 7-10(8) 4♥&4♠ or balanced without 4+M	
	On partner's lead On declarer's lead Discarding	D	E	1 (S)	2(S)	D	E	1m-2M Invite 1m-2♦ Minmulti 0-5 6cM
	<i>Versus NT</i>	High	Low	Odd	Even	1N	Green v/s Red 1 st /2 nd seat: 10-13 Green v/s Green 1 st seat: 10-13 Vulnerable: 15-17	
	On partner's lead On declarer's lead Discarding	D (1)	E (2)	S (1)	S (2)		D	E
<i>Versus natural NT</i> 2♣ = ♥&♠ Dbl = penalty 2♦ One Major 2♥/♠ Major and minor Versus NT passed hand: Dbl = 5m + 4M; 2♦ One Major 2♥/♠ = 5M&4+m						<i>Special competitive bids that may require defense</i>		
<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					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						<i>Important notes that don't fit in elsewhere</i>		
<i>Over opponents take-out double</i> Jumps are weak, transfers after 1M (1♥(x) 1♠ = ♣ & ♦)	We play a lot of suit preference!					<i>Psychics : Openings Possible</i> <i>Other Possible</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: 12-14 (13-16) Bal without 5♦/♥/♠ or Strong Bal without 5♥/♠ Minimum Balanced is: 12-14 when 1N is strong 14-16 when 1N is weak	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♣ 8+ 5+♣ 2♦ weak 2♥/♠ weak	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	Transfers in competition, Switch
1♦		4		10+, 5+ or 4-4-4-1♣ May be 4card Bal in 3 rd	2♣ relay, GF or invite in ♦ or NT 2♥/♠ weak 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, 10-13 NV/V 1 st / 2 nd NV/NV 1 st 5M/6m possible	2♣ stayman 2♦/♥ transfers, may be 4♥/♠ 2♠ invite or ♣&♦ or weak ♦ 2N asking weak doubleton 3♣ asking 5M or showing 5M 3♦ 4441m 3♥/♠ 4441M After 10-13 NT 3X TP		Transfer lebensohl After artificial X system on After X pen natural
2♣	x		4♥	Any GF	2♦ waiting	2M = 4+, may have longer minor	Transfers
2♦/♥/♠		5	-	Weak two's	2N asking; 2♦ – 2♥ relay New suits non-forcing		
2NT				21-23, 5M possible	Muppet stayman transfers	<i>Slam approach and conventions</i> 1430 RKCB. Cue's. 3NT serious. A lot of last train bids. DOP1. Sometimes showing shortness. Exclusion Blackwood. Optional Blackwood for the minors.	
other			-	Preemptive	New suits on 3-level non-forcing		
3NT	x		-	Gambling			