

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Wide-ranging (mostly constructive) non-jump overcalls Cue bid of opponent's suit is a limit+ raise 2NT bid is natural Jump in a new suit is natural and with a fit, jump raises are preemptive May be light in reopen seat
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
[1suit] - 1NT (15-18 HCP normally with a stop) → system ON Direct: 15-18 HCP, Reopen: 11-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak over 1lvl, sound over 2lvl / 3lvl preempts When partner has passed HCP count can vary more Natural responses 2NT / 4NT - 5+ 5+ lowest in rank unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Wide-ranging (mostly constructive) cue-bids [1m] - 2m - 5+ 5+ majors [1M] - 2M - 5+OM 5+m [1m] - 3m - asks for a stop if 1m promises 4+cards, otherwise it is natural and preemptive
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl - 13(16)+HCP vs weak (strong) NT (PH - 6+m) 2♣ - both majors 9+cards, Direct: 9+HCP, Reopen: 6+HCP 2♦ - one major 6+cards, Direct: 9+HCP, Reopen: 6+HCP 2M - 5M 4+m, Direct: 9+HCP, Reopen: 6+HCP 2NT - both minors 10+cards, Direct: 9+HCP, Reopen: 6+HCP
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dbls are take / out oriented vs 2lvl-3lvl preempts, values vs 4lvl Over 2M preempts and multi 2♦: 4♣ - 5+♣ 5+M F1, 4♦ - 5+♦ 5+M F1 Over multi 2♦ that contains a weak option: Dbl - 13-16 HCP (semi)BAL or strong Sound jump overcalls 2NT / 3NT bids are natural with a stop
VS. ARTIFICIAL STRONG OPENINGS
Dbl - 5+ 5+ majors NT bids - 5+ 5+ minors
OVER OPPONENTS' TAKEOUT DOUBLE
Rdbl - 9+HCP 1m - [Dbl] - 2NT / 3m - preemptive / 9-11 HCP raise 1M - [Dbl] - 2NT / 3M - 9+HCP / preemptive raise Jump in a new suit is natural and with a fit

LEADS AND SIGNALS
OPENING LEADS STYLE
Suit and NT
Lead
In Partner's Suit
4 th / 2 nd
Top from bad suit if raised partner, otherwise low from 3+cards
Subsequent
Attitude
Other: 3rd from Hxx
LEADS
Lead (asks for)
Vs. Suit
Vs. NT
Ace (attitude)
AK
King (count)
AK; KQ
Queen (attitude)
KQ; QJ
Jack (count)
(K) J10
(A/K) J10
10 (count)
K/Q J09
A/K/Q J09
9 (count)
109x
x (count)
xxx(x...); x(x)
xxx(x...); xxx; x(x)
SIGNALS IN ORDER OF PRIORITY
Partner's Lead
Declarer's Lead
Discarding
Suit
1 Attitude
Count
2 Count
Count
3 Suit preference
NT
1 Attitude
Count
2 Count
Count
3 Suit preference
Signals: Reverse attitude, standard count
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
May be light with classic shape [1X] - Dbl - [1Y] - Dbl - 4+Y, 2X - artificial F1, 2Y - natural NF May be light in reopen seat
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
1m - [1♥] - Dbl - 4♠ [1X] - 1Y - [Dbl] - Rdbl - Ax or Kx in Y 1NT - [Dbl] - Rdbl - undisclosed 5+card suit if Dbl is for penalties

W B F CONVENTION CARD
CATEGORY: GREEN NCBO: SCOTLAND PLAYERS: Derek Sanders, Gints Freimanis
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Minor suit based Acoll with 1♠ opening promising 5+♠ 1♣ opening contains 15-19 HCP hands in a 4-3-3-3 distribution 1♥ opening contains 15-19 HCP hands in a 4-4-3-2 / 3-4-3-3 distribution 1NT is 12-14 HCP BAL which includes 5M-3-3-2, may have 4-4-4-1, 5m-4M-2-2 and 6m-3M-2-2 2♦♥♠ is less than opening values and natural
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3NT opening
SPECIAL FORCING PASS SEQUENCES
1NT - [pass] - 2♣ - [Dbl] - pass - no stop in the suit 1NT - [pass] - 2♦♥ - [Dbl] - pass - 2♥♠
IMPORTANT NOTES
3 rd seat openings may be light in values and contain less length PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN NO OF CARDS	NEG DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	7♠	15-19 HCP 4-3-3-3 11-22 HCP 4+♣	1NT - 12-15 HCP 4+♣ with no shortage 2♣ - 6-8 HCP 4+♣ 2♦M - 5+♦M FG 2NT - 16+HCP 4+♣ 3♣ - 9-11 HCP 4+♣ 3♦M - 12-15 HCP 4+♣♦M shortage	1♣-1X-1M - natural UNBAL 1♣-1X-1NT - 15-17 HCP BAL without a 4-card support, does not deny 4 cards in the unbid suits, may contain shortage in partner's suit 1♣-1X-3NT - 8 playing trick hand in ♣ with a solid suit 1♣-2NT-3♦M - ♦M shortage 1♣-2♦M-2NT / 3NT - 15-17 HCP / 18-19 HCP (semi)BAL	Fit jumps in competition and by passed hand
1♦		4	7♠	11-22 HCP 4+♦	Same as after 1♣ 1NT - 6-8 HCP 3NT - 12-15 HCP 4+♦ with no shortage	Same as after 1♣ 1♦-1NT-2♣-2NT - good 7-8 HCP with a fit in ♣ 1♦-2♣-2NT - 15-19 HCP BAL	Same as after 1♣
1♥		4	7♠	15-19 HCP 4-4-3-2 / 3-4-3-3 11-22 HCP 5+♥	1NT - 6-8 HCP 2m - 9+HCP 4+m 2♥ - 6-8 HCP 3+♥ 2♠ / 3m - 5+♠m FG 2NT - 16+HCP 3+♥ 3♦ - 9+HCP 3♥ 3♥ - 9-11 HCP 4+♥ 3♠ / 4m - 12-15 HCP 4+♥♠m shortage 3NT - 12-15 HCP 4+♥ with no shortage	Same as after 1♦ 1♥-2♣-2♦ - natural F1	Same as after 1♣
1♠		5	7♥	11-22 HCP 5+♠	Same as after 1♥	Same as after 1♥ 1♠-2♦-2♥-2NT-3♣ - 5♠ 5♥ non-min	Same as after 1♣
1NT		2	7♠	12-15 HCP (semi)BAL Includes 5M-3-3-2, may have 4-4-4-1, 5m-4M-2-2 and 6m-3M-2-2	2♣ - Stayman, 2♥♦ - transfer 2♠ - range and suit inquiry 2NT / 3♣♥♦ - 11+HCP transfer 3♠ - 5+ 5+ minors FG 4♣ - 5+ 5+ majors FG	1NT-2♣-2♦ - no 4M, 2M - 4-5M 1NT-2♣-2♦-2M / 3♣ - NF, 3M - 4M 5OM FG 1NT-2♦-2NT - 4-5♥ max 1NT-2♠-2NT - any minimum, 3X - 4+X max 1NT-4♣-4♦ - equal length in majors	2NT puppet to 3♣ after 2lvl overcall
2♣	✓	0	7♠	23+HCP or FG	2♦ - relay 2♥ - 0-3 HCP 2NT - 5+♥	2♣-2♦-2NT / 3NT - 23-25 HCP / 26+HCP (semi)BAL	SAME
2♥♦♠		6		At most 10 HCP 6+♥♦♠	Non-jump bid in a new suit - NF 2NT - shortage inquiry 3♣ - feature inquiry Jump in a new suit - FG	After non-jump bid in a new suit, bidding a 3rd suit shows fit and a shortage After 2NT inquiry new suit is a natural shortage After 3♣ inquiry new suit is feature and non-min, return to opened suit is min	Same as after 1♣
2NT		2	7♠	20-22 HCP (semi)BAL Includes 5M-3-3-2, may have and 5m-4-2-2 and 6m-3-2-2	3♣ - 5-card inquiry 3♦♥ - transfer 3♠ - range and suit inquiry 4m - natural slam try	2NT-3♣-3♦ - no 5-card suit, 3M - 5M, 3NT - 5m 2NT-3♠-3NT - any minimum, 4X - 4+X max	SAME
3♣♥♦♠		6		Depends on seat on vul	New suit below game - F1	3NT rebid may be used to deny support Bidding a 3rd suit shows fit and a shortage	Same as after 1♣
3NT	✓	0		AKQxxx(+ in a minor, no A / K in other suits)	Pass - to play, 4♣ - pass / correct 4♦ - asks shortage	HIGH LEVEL BIDDING	
4♣♥♦♠		7		Depends on seat and vul	4NT (4♦ after 4♣) - RKCB	RKCB 0314	
4NT	✓	0		Specific ace ask	5♣ - no aces, 5♥♦♠ / 6♣ - specific ace, 5NT - 2 aces	If we have agreed a suit and are at the 5lvl without having used 4NT key-card, the suit above is key-card If opponents intervene over 4NT key-card, then pass - 0 or 3 key-cards, Dbl / Rdbl - 1 or 4 key-cards	