

Defensive and competitive bidding	Leads and signals	WBF CONVENTION CARD																																																
<p><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</p>	<p><i>Opening leads</i> 3rd from even and low from odd against suit. Small is encouraging against NT, 3rd 5th in partners suit Rusinow against 5+ level, but not in partners suit <i>Subsequent leads</i> Attitude combined with 3rd5th through dummy 2nd 4th through declarer (consequently, so HVx)</p>	Veri Kiljan Luc Tijssen																																																
<p><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</p>	<p><u>Underscored</u> vs suit/standard; Bold vs NT if different</p> <table> <tr><td><u>AK</u></td><td><u>KQ</u></td><td><u>QJ</u></td><td><u>JT</u></td><td><u>Tx</u></td><td><u>xx</u></td></tr> <tr><td><u>AKx</u></td><td><u>KQx</u></td><td><u>QJx</u></td><td><u>JTx</u></td><td><u>T9</u></td><td><u>xxx</u></td></tr> <tr><td><u>AKJx</u></td><td><u>KQxx</u></td><td><u>QJT9</u></td><td><u>JT98</u></td><td><u>T9x</u></td><td><u>xxxx</u></td></tr> <tr><td><u>AKJTx</u></td><td><u>KQJx</u></td><td><u>KQTx</u></td><td><u>KJT9</u></td><td><u>98x</u></td><td><u>xxxxx</u></td></tr> <tr><td><u>AQJx</u></td><td><u>KJTx</u></td><td><u>KQT9x</u></td><td><u>KT98</u></td><td></td><td><u>xxxxxx</u></td></tr> <tr><td><u>AJxx</u></td><td><u>Kxx</u></td><td><u>Qxx</u></td><td><u>Jxx</u></td><td><u>Txx</u></td><td></td></tr> <tr><td><u>KJxxx</u></td><td><u>Kxxx</u></td><td><u>Qxxx</u></td><td><u>Jxxx</u></td><td><u>Txxx</u></td><td></td></tr> <tr><td><u>Kxxxxx</u></td><td><u>Kxxxx</u></td><td><u>Qxxxx</u></td><td><u>Jxxxx</u></td><td><u>Txxxx</u></td><td></td></tr> </table>	<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>	<u>98x</u>	<u>xxxxx</u>	<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>Jxxxx</u>	<u>Txxxx</u>		<p><i>System summary</i></p> <p>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</p>
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<p><i>INT overcall (1) and responses (2) (sandwich : see below)</i> (1) 2nd seat: 4(other)M + 5(other)m, After 3rd 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</p>	<p><i>Signals (between brackets if seldom used)</i> (1=odd, 2=even, D=discouraging, E=encouraging, S=suitpreference)</p>	<p><i>Special openings and responses that may require defense</i></p> <table> <thead> <tr> <th>Opening</th> <th>Description</th> </tr> </thead> <tbody> <tr> <td>1♣-1♦</td> <td>0-7 'any' or natural or 7-10(8) 4♥&4♣ or balanced without 4+M</td> </tr> <tr> <td>1m-2M</td> <td>Invite</td> </tr> <tr> <td>1m-2♦</td> <td>Minimulti 0-5 6cM</td> </tr> <tr> <td>1N</td> <td>Green v/s Red 1st/2nd seat: 10-13 Green v/s Green 1st seat: 10-13 Vulnerable: 15-17</td> </tr> <tr> <td>1♠ – 2♦</td> <td>8+HCP 5+♥</td> </tr> <tr> <td>1♠ – 2♥</td> <td>GF 5+♦</td> </tr> </tbody> </table> <p><i>Special competitive bids that may require defense</i></p>	Opening	Description	1♣-1♦	0-7 'any' or natural or 7-10(8) 4♥&4♣ or balanced without 4+M	1m-2M	Invite	1m-2♦	Minimulti 0-5 6cM	1N	Green v/s Red 1 st /2 nd seat: 10-13 Green v/s Green 1 st seat: 10-13 Vulnerable: 15-17	1♠ – 2♦	8+HCP 5+♥	1♠ – 2♥	GF 5+♦																																		
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<p><i>Jump overcalls</i> weak</p> <p><i>Two suiter</i> (1m) 2♦ = ♥ & ♣; (1m) 2N = om & ♥; (1m) 3m = om & ♣ (1M) 2M = oM & ♦; (1♥) 2N = ♣ & ♦; (1♥) 3♥ = ♣ & ♣ (1♠) 2N = ♥ & ♣; (1♠) 3♣ = ♣ & ♦</p> <p><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</p>	<table> <thead> <tr> <th>Versus suit</th> <th>High</th> <th>Low</th> <th>Odd</th> <th>Even</th> </tr> </thead> <tbody> <tr> <td>On partner's lead</td> <td>D</td> <td>E</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td>1 (S)</td> <td>2(S)</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td>D</td> <td>E</td> <td></td> <td></td> </tr> </tbody> </table> <table> <thead> <tr> <th>Versus NT</th> <th>High</th> <th>Low</th> <th>Odd</th> <th>Even</th> </tr> </thead> <tbody> <tr> <td>On partner's lead</td> <td>D (1)</td> <td>E (2)</td> <td></td> <td></td> </tr> <tr> <td>On declarer's lead</td> <td>S (1)</td> <td>S (2)</td> <td></td> <td></td> </tr> <tr> <td>Discarding</td> <td>D</td> <td>E</td> <td></td> <td></td> </tr> </tbody> </table>	Versus suit	High	Low	Odd	Even	On partner's lead	D	E			On declarer's lead	1 (S)	2(S)			Discarding	D	E			Versus NT	High	Low	Odd	Even	On partner's lead	D (1)	E (2)			On declarer's lead	S (1)	S (2)			Discarding	D	E			<p>1N overcall: After 1m opening: 5om & 4♥/♣ After 1M opening: 5♣/♦ & 4oM Not after an opening in 3rd seat or 1m 2+</p>								
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<p><i>Versus preempts</i> Leaping Micheals; (2M) 3M = oM & ♦</p>	<p><i>Explanation/extension</i> low/high even/enc, low enc/even discarding</p>	<p>We play a lot of transfers in competition</p>																																																
<p><i>Versus artificial strong 1♣ and 2♣ openings</i> After 1♣ dbl = majors, 1NT = minors</p>	<p>Sometimes Smith vs NT in trick 2 Always current count If we lead in partners known 5+crd suit: s/p & middle = enc</p>	<p><i>Important notes that don't fit in elsewhere</i></p>																																																
<p><i>Over opponents take-out double</i> Jumps are weak, transfers after 1M (1♥ (x) 1♠ = ♣ & ♦)</p>	<p>We play a lot of suit preference!</p>	<p><i>Psychics : Openings Possible</i></p>																																																
		<p><i>Other Possible</i></p>																																																

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. D0P1. Sometimes showing shortness. Exclusion Blackwood. Optional Blackwood for the minors.	
other			-	Preemptive	New suits on 3-level non-forcing		
3NT	x		-	Gambling			