

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Level 1 = 8+ HCP, 5+ cards suit
Level 2 = 10+ HCP, 5+ cards suit
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> = 10-15 HCP, 4 Major and 5+ Minor
4 <sup>th</sup> = 10-15 HCP, 4 Major and 5+ Minor
4 <sup>th</sup> = 0-9 HCP, Two bottom suits
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Jump overcalls = 6-11 HCP, 6+ cards suit
2NT = 6-9 or 16+ HCP, bottom suit and another suit
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1C – 2C = 10+ HCP, 5+ Club suits
1C – 2D = 6-9 or 16+ HCP, Two suits Major
1D – 2D = 6-9 or 16+ HCP, Two suits Major
1H – 2H = 6-9 or 16+ HCP, 5+ Spades and 5+ Minor
1S – 2S = 6-9 or 16+ HCP, 5+ Hearts and 5+ Minor
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Double = 16+ HCP
2C = 10-15 HCP, Two suits Major (At least 5-4)
2D = 10-15 HCP, 6+ Major
2H = 10-15 HCP, 5+ Hearts and 5+ Minor (Weak 4+ Minor)
2S = 10-15 HCP, 5+ Spades and 5+ Minor (Weak 4+ Minor)
2NT = 10-15 HCP, Two bottom suits
3m = 10-15 HCP, 6+ minor
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Double = Takeout double
Overcall = 12+ HCP, 5+ cards suit
2NT = 16-18 HCP, should stopper
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Double = Two Major
2D = Weak one suit major
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Ignore

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup>	4 <sup>th</sup>	
NT	4 <sup>th</sup>	4 <sup>th</sup>	
Subseq			
Other:			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	A(+) AK(+)	AQJT(+) AKJT(+)	
King	AK(+) KQ(+)	AK(+) KQ(+)	
Queen	QJ(+)	QJ(+) KQT9(+)	
Jack	AJT(+) KJT(+)	AJT(+) KJT(+)	
10	HT9(+) JTx(+)	HT9(+) JTx(+)	
9	T9x(+)	T9x(+)	
Hi-X	Hx xx	Hx xx	
Lo-X	4 <sup>th</sup>	4 <sup>th</sup>	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT, LO-ENC	CT	SP, O – E
Suit 2	CT, LO-Hi = E	SP	
3	SP		
1	ATT	CT	SP, O – E
NT 2	CT	SP	
3	SP		
Signals (including Trumps): Ignore			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Natural			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Responsive Double			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker:
<b>NCBO:</b>
<b>PLAYERS:</b>
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
Relay Club
1C = Any hand 16+ HCP
1D = 4+ Hearts 11-15 HCP
1H = 4+ Spades No 4 cards Heart 11-15 HCP
1S = 4+ Diamonds No 4 cards Major 11-15 HCP
1NT = No 5 cards Major balance 12-15 HCP
2C = 6+ Clubs No 4 cards suit 11-15 HCP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = Weak one suit major 6-11 HCP
2H = 5+ Hearts and another 6-11
2S = 5+ Spades and 5+ Minor 6-11 HCP
2NT = Two Minor 6-11 HCP
Gambling 3NT = 9-15 HCP, Solid Minor suit 7+ cards
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass = Relay
<b>IMPORTANT NOTES</b>
4NT = RKC 0314
<b>PSYCHICS:</b> Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣			Any hand 16+ HCP	1D = Negative 0-7 HCP or Control 0-1 8+ HCP 1H = At least 4 spades 8+ HCP 1S = Balance or Red suits 8+ HCP 1NT = At least 4 hearts 8+ HCP 2C = At least 4 diamonds 8+ HCP 2D = At least 5 club 8+ HCP 2H+ = Two Minor 8+ HCP		
1♦		4	4+ Hearts 11-15 HCP	1H = Game Force 12+ HCP 1S = At least 4 spades 0-11 HCP 1NT = Balance 0-9 HCP 2C = At least 5 club 0-9 HCP 2D = Invite game No 4 Major 10-11 HCP 2H = Support 3+ cards 0-9 HCP		1H = Support 3+ cards 10-11 HCP
1♥		4	4+ Spades 11-15 HCP	1S = Game Force 12+ HCP		1S = Support 3+ cards 10-11 HCP
1♠			No 4 cards Heart	1NT = Balance 0-9 HCP or At least 5 Heart 10-11 2C = At least 5 club 0-9 HCP 2D = At least 5 diamonds 0-9 HCP 2H = Invite game No 5 Heart 4 Spade 10-11 HCP 2S = Support 3+ cards 0-9 HCP		
		4	4+ Diamonds 11-15 HCP	1NT = 0-11 HCP		2m = Support 4+ cards 0-9 HCP
			No 4 cards Major	2C = Game Force 12+ HCP 2D = Support 4+ cards 0-9 HCP 2H = At least 5 hearts 0-9 HCP		
1NT			Balance 12-15 HCP No 5 cards Major	Stayman & Transfers		Keri & Transfers
2♣		6	6+ Clubs 11-15 HCP No 4 cards suit	2D = Game Force 12+ HCP 2M = 5+ cards 8-11 HCP		2D = 5+ cards Singleton or Void C 8-11 HCP
2♦			Weak one suit major 6-11	2H = pass or correct, 2S = invite Heart 2NT = any hand HCP 15+ or invite 2 Major 3m = invite 6+ cards		
2♥		5	5+ Hearts and another 6-11	2S = pass or correct, 2NT = any hand HCP 15+ 3C = invite minor, 3D = invite Heart, 3H = weak		
2♠		5	5+ Spades and 5+ Minor 6-11	2NT = any hand HCP 15+, 3C = pass or correct 3D = invite minor, 3H = invite Spade, 3S = weak		
2NT			Two Minor 6-11	3m = To play, 3H = any hand HCP 15+ 3S = invite slam (6 keys), 3NT = To play		
3♣		7	Pre-emptive	NAT		
3♦		7	Pre-emptive	NAT		
3♥		7	Pre-emptive	NAT		
3♠		7	Pre-emptive	NAT		
3NT			Solid Minor suit 7+ cards	4C = Relay Minor, 5C = Relay Game Minor		