

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, Two bottom suits
<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+ Spade and 5+ Minor
1S – 2S = 6-9 or 16+ HCP, 5+ Heart 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+ Heart and 5+ Minor
2S = 10-15 HCP, 5+ Spade and 5+ 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>
Level 1 = 8+ HCP, 5+ cards suit
Level 2 = 10+ HCP, 5+ cards suit
<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			
Supportive Double			
Negative Double			

W B F CONVENTION CARD
<b>CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:</b>
<b>NCBO:</b>
<b>PLAYERS:</b>
EVENT (Open/Women/Senior/Transnational)
<b>SYSTEM SUMMARY</b>
Short Club System
1C = 1+ Club 12-21 HCP
5 cards Major ,5 cards Diamond
1NT = balance 15-17 HCP (No 5 cards major)
2C = 22+ HCP or 4 losers and no hand 4441
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D = Weak one suit major 6-11 HCP or balance 20-21 HCP (Maybe 5 cards major) or hand 4441 22+ 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>
Ignore
<b>IMPORTANT NOTES</b>
4NT = RKC 0314
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS				
			DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		1	At least 1 card 12-21 HCP	1D = Transfers 4+ cards Heart 0+ HCP 1H = Transfers 4+ cards Spade 0+ HCP 1S = No 4 cards Major 6+ HCP 1NT = No 4 cards Major 0-5 HCP 2C = No 4 cards Major 5+ cards Club 6-9 HCP		
1♦		5	At least 5 cards 12-21 HCP	1M = 4+ cards Major 6+ HCP 1NT = No 4 cards Major 6-9 HCP 2C = No 4 cards Major 10+ HCP		
1♥		5	At least 5 cards 12-21 HCP	1NT = 6-9 HCP ,2C = 10+ HCP 2D = 5+ cards 12+ HCP, 2H = Support 6-9 HCP 2NT = 16+ HCP, Support 4+ cards 3C = 6+ HCP, Support 4+ cards 3D = 10+ HCP, Support 4+ cards 3H = 10-11 HCP, Support 3 cards 3S = Splinters HCP 16+		2C Support 4+ cards 10-11 HCP 2D Support 3 cards 10-11 HCP
1♠		5	At least 5 cards 12-21 HCP	Same as 1H		Same as 1H
1NT			Balance 15-17 HCP	Keri & Transfers		
2♣		0	22+ HCP or 4 losers and no hand 4441	2D = 0-7 HCP, 2M = 5+ cards 8+ HCP 2NT = Balance 8+ HCP, 3m = 5+ cards 8+ HCP		
2♦		0	Weak one suit major 6-11 HCP or balance 20-21 HCP or hand 4441 22+ HCP	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		