

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1 level aggressive
2 level passive
Change of suits are forcing unless obvious to pass
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 total points may have two doubletons
13-17 reopening
Responses as if we have opened 1NT in both cases
JUMP OVERCALLS (Style; Responses; Unusual NT)
Very aggressive if NV v Vul
Passive if Vul v NV
All other bids are normal – if responding to NV then new suit NF
Reopen: 10-14 6+ card
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Always showing the majors 5+/5+ decent hand unless NV v Vul
Jump cue bids not used
VS. NT (vs. Strong/Weak; Reopening;PH)
2C = Both Majors
2D = Single suited major
2H = Hearts (usually 5+) + 4+ minor
2S = Spades (usually 5+) + 4+ minor
2NT = Both minors
X = Penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Cue bids are showing majors wherever possible
X = take out (over 4S the double is more value based)
Jumps are strong hands
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = Majors, NT = minors all other bids are natural and lead directing
OVER OPPONENTS’ TAKEOUT DOUBLE
Natural and forcing unless over 1C where system on
All jumps are system on (we ignore doubles)
XX = values without a fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th	Low if 3+ not supported	
NT	4th	Or high from 3 if supported	
Subseq	Attitude given reliably	Count given unreliably	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, A	AKQ or AKx+	
King	KQ, AK (if shortage)	KQJ, KQT, AKJ	
Queen	QJ, QJx, Qx, Q	QJT, QJ9, KQTx	
Jack	KJT, JTx, JT, J	AJT, KJT, JT9, JT*	
10	KT9, QT9, T9x, T9, T	HT9 (not J)	
9	Denies 10+	Weakness	
Hi-X	Doubleton or weakness	Weakness	
Lo-X	4th	4th	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	Count	Attitude
Suit 2	Count	Suit Preference	Count/Attitude
3	Count	Count	Count
1	Attitude	Count	Attitude
NT 2	Count	Suit Preference	Count/Attitude
3	Count	Count	Count
Signals (including Trumps): Not used (would be suit preference if used)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
123 doubles wherever possible			
Responses are point showing			
Bidding opposition's suit is forcing showing a good hand			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
After 1C (X) XX = 5+ Diamonds			
After 1C (1D) X = 4+ Hearts			
After 1C (1H) X = 4+ Spades			
Support XX if partner opens 1D			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Australia
PLAYERS: Jane Rennie and Justin Mill
EVENT Mixed
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 transfers over 1C opening
1C opening with all balanced hands
1D opening unbalanced or semi balanced 5+D (unless 4441)
All bids are based on total points not HCP
2 doubletons is a balanced hand (some 6322 will be called unbal)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Transfers after 1C opening
1M – 2C (can be invitation in openers major) or GF
Light opening bids based on total points not HCP
1 st and 2 nd Favourable opening bids are 0-5
1C-1S (no major)
1C-2D/H = Invitational transfers
1D – 1S – 1NT = Hearts less than 16
1M – 1NT - 2C = range ask or weak rebid in M
SPECIAL FORCING PASS SEQUENCES
Only if game values have been shown
IMPORTANT NOTES
PSYCHICS: Rare – opening light will happen often

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	Y	2	4S	2+ clubs all balanced hands	1D/H = Transfers, 1S= no major, 1NT = 11-12 bal	XYZ, 2NT forces 3C, 4 th suit forcing	2C = max passed hand
				10-14 or 18-19 or unbal C	2C = GF, 2D/H = invite 6+ transfer, 2S = invite C		
1♦	Y	5 (4441)	4S	5+D unless (1)444 usually has a	Natural – 2C = GF, 2D = GF D, 2H/S = Nat INV	1D-1S-1NT = hearts, 2NT rebid is 18+ single	2D = max passed hand
				Singleton or void	2NT = 11-12, 3C = invite D, 3D = 6-9	Suited diamonds	
1♥	N	5	4S	5+ Hearts 11+ total points	2/1, 2C = GF C/Bal/3H or 10-12 3+H, 2NT = GF H	1M – 2C – 2D = ART accepting game invite	
					3x/4x = splinters	Other bids after 2C are slam try 5-5, 2M = weak not accepting the invite	Drury 3+ cards
1♠	N	5	4S	5+ Spades 11+ total points	Same as over 1H	Shortages to follow fit showing bids	
INT		2	4S	Good 14-17 total points	2S = Range finder, 2NT = weak minors or D GF	Stayman followed by other major is a fit	
				2 doubletons acceptable	3C = Mod Puppet, 3D = minors, 3M = splinter	Smolen at three level, garbage at two level	
2♣	Y	0	N/A	Game forcing 23+	2D = waiting, new suits are good 6+ card suits		
					Almost never bidding a new suit	2C – 2D – 2H forces 2S (Kokish)	
2♦	N	5	N/A	Weak 2 (can be 5 NV v Vul)	NF if NV, change of suit forcing if vul	2D – 2NT – 3C = shortage, 3D = min, 3M =	New suit lead directional w comp
				0-5 if NV v Vul, 4-11 all other	2NT = asking for shortages	Shortage, 3NT = max no shortage	
2♥	N	5	N/A	Weak 2 (can be 5 NV v Vul)	NF if NV, change of suit forcing if vul	Same as 2D (repeating own suit min)	New suit lead directional w comp
				0-5 if NV v Vul, 4-11 all other	2NT = asking for shortages		
2♠	N	5	N/A	Weak 2 (can be 5 NV v Vul)	NF if NV, change of suit forcing if vul	Same as 2D (repeating own suit min)	New suit lead directional w comp
				0-5 if NV v Vul, 4-11 all other	2NT = asking for shortages		
2NT	N	2	4S	20-22 total points, 2 doubletons	3S = range finder, 4 level = 2 under transfers	Shortages if a fit has been found	
				Or a singleton if awkward hand		(accepting a transfer shows a fit)	
3♣	N	6	N/A	Pre-emptive	Natural game forcing		
3♦	N	6	N/A	Pre-emptive	Natural game forcing		
3♥	N	6	N/A	Pre-emptive	Natural game forcing		
3♠	N	6	N/A	Pre-emptive	Natural game forcing		
3NT	Y	1	N/A	To play usually long minor	This is never really used – 4C/D = P/C		
					4M+ = to play – 4NT = show me your minor		
4♣	N	6	N/A	Pre-emptive	4D = ART GF, All other bids except 4NT to play		
4♦	N	6	N/A	Pre-emptive	All other bids except 4NT to play		
4♥	N	6	N/A	Pre-emptive	All other bids except 4NT to play		
4♠	N	6	N/A	Pre-emptive	All other bids except 4NT to play		
4NT	Y	0	N/A	Pre-emptive	To play		
5♣	N	7	N/A	Pre-emptive	To play	HIGH LEVEL BIDDING	
5♦	N	7	N/A	Pre-emptive	To play	1 st and 2 nd round cue bids after shortages shown	
5♥	N	7	N/A	Pre-emptive	To play	Shortages shown after a fit in most cases	
5♠	N	7	N/A	Pre-emptive	To play	Stopper asking bids in all cases, we never show stoppers	
						Forcing passes where logical	
						We always double or bid more if in doubt (doubling game contracts is fine)	