

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Always 5+ Cards; Sound (11+ HCPs) at the 1-Level
Competitive (9+ HCPs) at the 2-Level (non-jump)
Responder's Cue of Opponents' suit INV+ (UCB – see next page)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17 Balanced in 2 nd /4 th Live
System is ON as per 1NT Opening. If Opps compete after 1NT, Lebensohl applies (details on next page under “Competitive and Passed hand bidding”)
Reopening: 12-14 Balanced; System ON as per above
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak; 5-10 HCPs, 6+ cards in bid suit
2NT response to WJO is an enquiry (see opening 2♦/♥/♠ section)
(1M)-2NT = 5-5 MM; (1m)-2NT = 5+Om/5+ M ANY NV; INV + V
Reopen: 10-15HCPs 6+ cd suit. 2NT enquiry; resp as 2M-2NT- resp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1m)-2m = 5-5MM; ANY NV; INV+ V
(1M)-2M = 5+OM, 5+ m; strength as above. 2NT enq asks which m
Jump Cue Bids in comp auction show 1 st or 2 nd round control
VS. NT (vs. Strong/Weak; Reopening;PH)
X = Penalty (against strong NT may be based on a long suit)
2♣ Single-suited (any suit); 2♦ = Majors (At least 5-4 distribution)
2M = 5+ cds in bid suit; 4+ cd M 2NT = mm at least 5-5 distribution
All the above is any strength NV; 10+ V
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Takeout Double shows 12+HCPs with at least 2 places to play.
After (Wk2)-X-(P)-2NT, Response structure same as 1NT-(Bid)-2N,
Except 3♣ not forced with big hand. Cue after X: No stop; 4 cd M
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = single-suited hand; 1♦ = Majors (at least 5-4 distribution)
1M 5+cd in bid M; 4+ cd m 1NT = mm at least 5-5 distribution
(1♣)-2Suit = 10-15HCPs, 5+ cards in bid suit
OVER OPPONENTS' TAKEOUT DOUBLE
Overcalls Natural 5+cd suits; F1. Stretch raises. XX = 10+ HCPs

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Standard (4 th and 2 nd)	Standard (4 th and 2 nd)	
NT	Standard (4 th and 2 nd)	Standard (4 th and 2 nd)	
Subseq	Top of two remaining	Top of two remaining	
Other: Middle from three small; May lead H from Hx;			
May lead A from Axx(x), particularly against a suit contract			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for Reverse Attitude	Asks for Reverse Attitude	
King	Asks for Standard Count	Asks for Standard Count	
Queen	Asks for Reverse Attitude	Asks for Reverse Attitude	
Jack	KJ10x, J10xx, Jx, J	A/KJ10x, J10xx, Jx, J	
10	J10x, 10x, 10	A109x(x), J10x, 10x, 10	
9	2 nd highest/ top of shortage	2 nd highest/top of shortage	
Hi-X	Probably shortage	Probably shortage	
Lo-X	From Hxx(x)(x)	From Hxx(x)(x)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Reverse Attitude	Standard Count	Reverse Attitude
Suit 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
1	Reverse Attitude	Standard Count	Reverse Attitude
NT 2	Standard Count	Reverse Attitude	Standard Count
3	Suit Preference	Suit Preference	Suit Preference
Signals (including Trumps):			
Suit Preference applies in obvious situations			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Takeout Double of a 1Suit Opening shows 4+ cd M or a strong hand			
Takeout Double of a 2Suit Opening initiates Lebensohl (see VS PREEMPTS and Competitive & Passed hand bidding after 1NT opening for further info)			
Negative Doubles			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1NT-(X)-XX = 5+ cd m; Opener relays 2♣ for Responder to pass or correct			
1NT-(X)-P-(P)-XX = Looking for 4-4/4-3 fit but can be passed			
Third Double by the partnership is penalty			
Double of a NT bid is for penalty			
Double of Artificial suit bids have values in the suit, or is lead informing			

W B F CONVENTION CARD
CATEGORY: GREEN
NCBO: SBU
PLAYERS: ADAM TOBIAS & WAN-HEW TRAN
EVENT ALL
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1NT OPENING 15-17 HCP BALANCED
5 Card Majors; 3 Card Minors
2♦/♥/♠ Openers show 5-10 HCPs and 6+ cards in the bid suit
Strongest possible opening bid is 2♣
2-Over-1 Game Forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak Jump Overcalls; 6+ cd suit, 5-10 HCPs
Weak Jump Shifts after 1Suit Opening: 6+ cds, 3-7 HCPs
2NT response to WJS is enquiry (see 2♦/♥/♠ opening sequence)
Special Defence when OPP 1♣ Opening does not promise 3+♠s
(See “Vs Artificial Strong Openings” for details)
SPECIAL FORCING PASS SEQUENCES
When we have bid Game to make
After 1NT-(X)-P-(P), Opener must bid or Redouble
IMPORTANT NOTES
4 th suit Game Forcing in uncontested auction; may not be NAT
New nat suit at the 3 level is GF (except resp to Wk 2 is just F1)
PSYCHICS: We may forget system, but won't psyche

