

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
New suit NF 2/1 and 2/2. F1 1/1 and over weak bids.
2NT = LR+ in Major suit overcall if advancer bids, natural if advancer passes and over 2m
3-level jump Q = mixed raise, cue usually shows 3 fit
Transfers after negative double, starting with NT.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
Direct 15-18, system on.
Reopening 11-14 after m and 11-16 after 1M, 2♣ = range ask after 1M
JUMP OVERCALLS (Style; Responses; Unusual NT)
3 level jump overcalls are pre. vulnerability dependant.
2 level jump overcalls weak but show some playing strength
Reopen: Intermediate single jump
1X-2NT = 2 lower. 1m(nebulous)-2NT = ♥+other minor
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣-2♣ = nat. 1m-2♦ = Majors.
Vs art 1♦: 2♦ = nat, 2♥/3♦ = Majors weak/strong
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: 2m = m + M, 2M = nat, X = one minor or both Majors or good ♠ overcall or strong hand not 2 suited.
2NT shows any strong 2 suiter other than minors and puppets 3♣.
Weak: X = 14+, 2♣ = ♠+(♥ or ♣) 2♦ = ♦+(♥ or ♠) 2M Natural. 2NT= 1suit
3♣ or 3♦ show that minor plus ♥
Lebensohl after they run to 2M after Dbl
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = T/O. Cue = Michaels. 2M: 4♣=minors
4♠=strong OM. 2m-4om =5+ om &5+ M F. 3♣-4♦=♦+M F.
NT = nat: Wolff, stayman and transfers.
VS. ARTIFICIAL STRONG OPENINGS
Dbl = Majors, NT = minors. 1♣-P-1♦: X = Majors, NT = minors
1♣-2♦ = one Major, 1♣-2M = M + m.
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers if we open 1♦, 1M, 2M.
1♦-Dbl:1♥=♠,1♠=NT,1NT=♣ weak,2♣=♣Con,2♦=NF,2♥=5♠4+♥ inv,
2NT=♣ preemptive 3♣=minors weak.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd and lowest	3 rd and lowest	
NT	4 th best, Rusinow	3 rd /5 th	
Subseq	4 th /Attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT: Rusinow	
Ace	AKx	AK(x)(x)	
King	AK, KQ+, (AKx at 5+level)	Asks unblock/count	
Queen	QJ+, Qx	KQ(x), AQJxx	
Jack	JT+, Jx, KJT _x	KQJx, QJxx,	
10	T9+, Tx, HT9 _x	JTxx, HJT _x ,	
9	9x, KJ9	T9 _x (x), HT9 _x (x),	
Hi-X	xx, xxx+ if length assumed	xx, xxx, maybe xxx+	
Lo-X	xxx, 4 th best	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Lo = encourage	Lo = even	Lo = encourage
Suit 2	Lo = even	S/P	Lo = even
3	S/P		S/P
1	same as suits	Trick 2 S/P	same as suits
NT 2		Else like suit	
3			
Signals (including Trumps): S/P			
Trick 2 suit pref. vs NT, unless count needed.			
Trick 1 Signal VS suit is standard when lead shows AK.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Jumps invitational (but preemptive over XX)			
X of m: cue-bid = GF or pick M inv+			
X of M: cue-bid = GF			
X of 2M: Lebensohl with some special art slam tries			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X through 3 level. Support XX.			
P/X inversion in forces after 1♣ opening, also vs. 5 level preempt			
In comp many dbls say consider additional competition.			
Game try X. 4 th suit X. X and XX as part of Ace-asking interference.			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: USBF USA1
PLAYERS: Eric Greco Geoff Hampson
Salso 2022
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Precision. 1♣ = 16+. 1♦ = 11-15, usually 2+♦.
5-card Majors (4 possible 3 rd).
2♣ opening = 11-15, 6+♣. Can be 5 cards in 3 rd
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
14-16 NT (15-17 vul 3 rd , & all 4 th) upgrade common
2/1 Response = GF with 2♣ artificial
All high card requirements are subject to judgement.
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1♣ opening = 16+, artificial
1♦ opening = 11-15, 2+♦'s (or stiff honor).
2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible
ART responses to 1♣ opening (1♥ and higher = FG).
1♦-P-2♥/♠ = 5♠ 4+♥ less than inv / inv
1♦-P-3♣ = minors, less than inv
Transfers in comp. 1M-X, 1♦-X, 1♦-2/3♣ & 1♦-1/2♠ by uph
2M-X, 1M overcall and neg X, opp's Michaels, opp's 3M
Lebensohl and better minor 2NT bids
Artificial raises. 1 under or 3 level cue often mixed raise.
2NT normally raise of openers M, splinters.
Pass/Correct bids. X to ask clarification when partner has multiple possible hand types.
2♣ response to 1M opening = FG but 2+ cards.
SPECIAL FORCING PASS SEQUENCES
After 1♣ opening: If opponents bid above 3 of partner's suit: X = fit and P requests X. If responder shows values but no suit: X = takeout between 3♥ and 4♥. At 4♠ and
IMPORTANT NOTES
Frequent upgrades of point count
can open lighter NV than V
PSYCHICS: light 3 rd seat openings some tactical

OPENING	ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0		16+ ART, F1. Upgrades common	All ART. 1♦=0-7, others FG. 1♥=<5♠8+, 1♣=5+♠8+, 1NT=5+♥12+, 2m=5+m 12+, 2♥=12-13 or 16+ Bal, 2♠=12+ any 4441, 2NT = 14-15 Bal, 3♣♠♥♠ = weak with 7	1♣-1♦ (1), 1♣-1♥ (2), 1♣-1♠ (3), 1♣-1NT (4), 1♣-2m (5), 1♣-2♥ (6), 1♣-2♠ (7)	1NT = 8-10 5+♥, 2m=8-10 6+m, 2M = 3-5 6+M
1♦	X	2 (1)	3♣	2+♦, 11-15, stiff honor possible	1NT = 7-11, 2m = F1, 2♥/♠ = 5♠4+♥ not inv / inv 2NT = inv, 3♣=minors weak, 3♦+ = preemptive	2-way NMF / 1NT.	
1♥		5(4 3 rd)	3♣	11-15, can be 4 and/or light in 3 rd .	1NT=semiF, 2/1=GF(2♣=2+), 2♠=inv with 1m, 2NT=FG Raise, 3♣=♥inv or weak spl. 3♦=mixed ♥raise, 3♥=weak, 3♠=any limited splinter, 3NT = ♠ void, 4m = m void, 4♥=to play, wide range.	1♥-1♠-2♦ then 3any = inv+ transfers, 2-way NMF / 1NT. Special raises of 2m after 1M	2♣=Reverse Drury-Fit
1♠		5(4 3 rd)	3♥	same	Similar raises as over 1♠ opening. 3NT= min splinter, 4any=void, Game raise is wide range.	similar	same
1NT			3♣	14-16, 15-17 3 rd vul or 4 th	Transfers, 2♠=range ask or ♣, 2NT=♦, 3♣=puppet, 3♦=5-5 minors GF, 3M=short, 4♣=Gerber, Texas	Secondary and competitive transfers	
2♣		6(5 3 rd)	3♣	11-15, Can be 5 and/or light in 3 rd .	2♦=ask, 2M=NF, 2NT□3♣ for out or GF 2 suits, 3♣/♠/♥=inv+♦/♥/♠, 3♠=6♠4♥ GF, 4♣=mixed	2♦: 2♥=4M, 2♠=not bad, 2NT=nat, 3♣=bad, 3♦=good nat, 3♥=5♥, 3NT=5♠, 3♠=solid♣+	
2♦	X	0	NO	11-15, short ♦: 4405, 4414, 3415, 4315	2♥=NF (correct w 3), 2♠/3♣=NF, 3♦=natural inv, 3M=inv, 4♣=mixed, 4♠=pick, 2NT = ask	2NT: 3♣=min, 3♦=4414, 3M=3M, 3NT=4405, 2NT-3♣-3♦: 3M=3M, 3NT=4414, 4♣=4405	
2♥		6 (5)	NO	4-10, 6 card usually	New suit = F, 2NT = ask, 4♣ = mod KC	2NT: 3♣= max, 3♦=avg, 3M= worst, 3OM=game not slam. 3NT= 4OM decent	
2♠		6 (5)	NO	4-10, 6 card usually	New suit = F, 2NT = ask, 4♣ = mod KC	Same subsequent shape inquiry after 2N	
2NT			3♣	19-21. 20-21 3 rd vul and 4 th	3♣ = stayman, transfer, 3♠ = ♦+♣, 4♣ = ♦, Texas slam try then can s/o, ask or tell		
3♣		6	NO	Preemptive	3♦□3♥ for NF M. 3M = F, 4♦ = mod KC		
3♦		6	NO	Preemptive	4♣ = mod KC		
3♥		6	NO	Preemptive	4♣ = mod KC		
3♠		6	NO	Preemptive	4♣ = mod KC		
3NT	X		NO	Solid 7/8 Major 1 st and 2 nd 3/4 seat=to play	4♣ = Please transfer to M, 4♦ = 8?, 4♥ = P/C	4♣: 4♦=♥, 4♥=♠	
4♣		7	NO	Preemptive	4♦ = mod KC		
4♦		7	NO	Preemptive	4NT = RKC		
4♥		7	NO	Preemptive	4NT = RKC		
4♠		7	NO	Preemptive	4NT = RKC		
4NT	X		NO	Blackwood		HIGH LEVEL BIDDING	
5♣		7	NO	Preemptive	5♦ = RKC	RKC (03 14), can ask or show on several sequences, Kickback,	
5♦		7	NO	Preemptive	5♥ = RKC	Cue-bids can be 1 st /2 nd round controls. 3NT Serious Slam Try over 3M if	
5♥						GF and Major agreed. 5NT usually pick slam. If RKC X'd, then P=no	
5♠						control, XX=reverses captaincy and other is as if no dbl. WOODY(8).	

SUPPLEMENTAL NOTES

realys after 1C opener and M pos.

Artificial rebids after 2m response to 1M

Artificial suit agreement methods in 2/1 auctions after 1M

Many non-competitive switched auctions

Comprehensive defence to Multi 2D

Artificial rebids and responses in 1C strong auctions.

At Favourable vul we can act very light in 3rd and 4th position.