

<i>Defensive and competitive bidding</i>	<i>Leads and signals</i>					WBF CONVENTION CARD	
<i>Overcalls (1) and responses (2)</i> (1) Light overcalls on 1-level, reasonably sound on 2-level (2) Transfers after 1M / 2m overcalls (1x) 1M (p) 2M -2 = inv+ fit (1m) 1♠ (p) 2♣ = 5+♥ Remaining bid shows other minor	<i>Opening leads</i> 3 rd from even and low from odd against suit. Small is encouraging against NT, 3 rd 5 th in partners suit Rusinow against 5+ level , but not in partners suit <i>Subsequent leads</i> Attitude combined with 3 rd 5 th through dummy 2 nd 4 th through declarer (consequently, so KQx)					Guy Mendes de León Thibo Sprinkhuizen	
<i>Take-out double (1) and responses (2)</i> (1) 10 ⁺ HCP; vs all natural openings (2) (1M) x (p) 1N = 8-11 any <i>In balance pos</i> (1) 8 ⁺ HCP (2) as in direct position	Underscored vs suit/standard; Bold vs NT if different AK KQ QJ JT Tx xx AKx KQx QJx JTx T9 xxx AKJx KQxx QJT9 JT98 T9x xxxx AKJTx KQJx KQTx KJT9 98x xxxxx AQJx KJTx KQT9x KT98 xxxxxx AJxx Kxx Qxx Jxx Txx KJxxx Kxxx Qxxx Jxxx Txxx Kxxxx Kxxx Qxxx Jxxx Txxx						
<i>INT overcall (1) and responses (2) (sandwich : see below)</i> (1) 2 nd seat: 4(other)M + 5(other)m, After 3 rd seat opening: 15-18 Bal (2) (1m) 1N: 2m = bid your M, (1M) 1N: 2m = Pas or correct After (1m) 1N (nat) we play system on and after (1M) 1N (nat) we play cue-bid stayman <i>Sandwich position</i> 1N is 15-18 balanced / 5M&4m after prepass	<i>Signals (between brackets if seldom used)</i> <i>(1=odd, 2=even, D=discouraging, E=encouraging, S=suitpreference)</i>					<i>Special openings and responses that may require defense</i>	
<i>Jump overcalls</i> weak <i>Two suiter</i> (1m) 2♦ = ♥ & ♠; (1m) 2N = om & ♥; (1m) 3m = om & ♠ (1M) 2M = oM & ♦; (1♥) 2N = ♣ & ♦; (1♥) 3♥ = ♠ & ♣ (1♠) 2N = ♥ & ♣; (1♠) 3♠ = ♣ & ♦	<i>Versus suit</i>	High	Low	Odd	Even	2♣	Weak two in ♣ or any GF
	On partner's lead	D	E			1m-2♦	2-6 6♥/♠
	On declarer's lead	S (1)	S (2)			1N	Green v/s Red 1 st seat: 9-12 Green v/s Red 3 rd seat: 9-14 Vulnerable: 15-17 Else: 12-14
Discarding	D	E			3N		Good 4M preempt
<i>Versus natural NT</i> 2♣ = ♥&♠ Dbl = penalty <i>Versus strong</i> <i>Versus Weak</i> 2♦: one Major Bad 2M/good any suit overcall 2♥/♠: 5+♥/♠ 4+♣/♦ normal 2M overcall Versus NT passed hand: Dbl = 5m + 4M; 2♥/♠ = 5M&4m	<i>Versus NT</i>	High	Low	Odd	Even	1♣-1♦	0-7 'any' or natural or 4♥&4♠ not inv or balanced without 4+M or 12+5♦+4♥/♠
	On partner's lead	D (1)	E (2)			1♦ - 2N	0-6 raise to 3♦
	On declarer's lead	S (1)	S (2)			<i>Special competitive bids that may require defense</i> 1N overcall: After 1m opening: 5om & 4♥/♠ After 1M opening: 5♣/♦ & 4oM Not after an opening in 3 rd seat or 1m 2+ We play a lot of transfers in competition	
<i>Versus preempts</i> Leaping Michaels; (2M) 3M = oM & ♦	<i>Explanation/extension</i> low/high even/enc, low enc/even discarding often Smith (standard) vs NT in trick 2 Always current count If we lead in partners known 5+crd suit (6+krt VS NT): s/p & middle = enc The king lead against 5+-level asks for count The king lead from AK against 4-level or lower is AK doubleton or singleton in a side suit We play a lot of suit preference!					<i>Important notes that don't fit in elsewhere</i> <i>Psychics : Openings Rare</i> <i>Other sometimes</i>	
<i>Versus artificial strong 1♣ and 2♣ openings</i> After 1♣ dbl = majors, 1NT = minors							
<i>Over opponents take-out double</i> Jumps are weak, transfers after 1M							

Opening	artificial	Min # of cards	Neg dbl to	Description	Responses	Subsequent action	Modifications over competition (COMP) and w/ passed partner
1♣	x	2	4♥	4♣+ unbalanced or Bal without 5♥/♠. Minimum Balanced is: 12-14 Vulnerable 13-16 1 st Green v/s Red 15-17 other NV	1♦ 0-7 any or natural without 4♥/♠ or 4♥&4♠ not inv or balanced without 4+M or 12+5♦+ 4♥/♠ 1♥/♠ 8+ may have longer ♦ 2♣ 10+ 5+♣ 2♦ 3-6 6♥/♠ 2♥/♠ invitational with 6♥/♠	1♣ – 1♦ // 1♥ natural or minimum balanced 1♣ – 1♦//1N (17)18-(19)20 balanced 1♣ – 1♦ // 1♠ 4+♣ 4+♠ unbalanced 1♣ – 1M// 2♦ reverse or strong balanced 1m – 1M// 2N 15+ fit	Tranfers in competition, Switch
1♦		4		10+, 5+ or 4-4-4-1♣ May be 4card Bal in 3 rd Always	2♣ relay, GF or invite in ♦ or NT 2♦ 2-6 6♥/♠ 2♥/♠ invitational with 6♥/♠ 2N 0-6 raise to 3♦	1m – 1M// 2N 15+ fit 1♦ – 1♥//1N 3♥ nf 1♦ – 1♠//1N 6♦ or 5+♦4♥	
1♥		5		10+ 5+M May be a good 4card in 3 rd seat	2♣ GF relay 1♥ - 2♦ / 1♠ – 2♥ GF 5+♦ 1♠ - 2♦ 8+ 6+♥ or (9)10+ 5+♥ 2N limit – bad GF with fit 1♥ – 3♣ / 1♠ – 3♥ mixed raise 3N 10-14 ♦ splinter 1♠ – 4♦ transfer to 4♥ 4M-1 8-11 Raise to 4M	1M – 1N // 2♣ = 10-14 5M 4♣ or 15-17 any or some 18+variants 1M – 1N // 2N = GF 5+M 4m or 6M	2-way Drury, Switch
1♠		5					
1NT		other		4 ranges: 15-17 - VUL any seat 12-14 - NV/NV any seat or NV/V 2 nd /4 th seat 9-14 - 3 rd seat NV/V 5M or 6m possible	2♣ stayman 2♦♥ tranfers, may be 4♥/♠ 2♠ invite or ♣&♦ or weak ♦ 2N asking weak doubleton 3♣ asking 5M or showing 5M 3♦ 4441m 3♥/♠ 4441M		Transfer lebensohl
1NT	x	NV/V 1 st seat	-	9-12 1 st seat NV/V 5M or 6m possible	2♣ invitational stayman 2♦ game-forcing stayman Rest is to play		
2♣	x	-	-	Weak two in ♣ or any GF	2♦ NF relay, 2♥ relay, 2N asking Rest is to play	2M = 4+, may have longer minor	
2♦♥/♠		5	-	Weak two's	2N asking; 2♦ – 2♥ relay New suits non-forcing		
2NT				21-23, 5M possible	Muppet stayman; transfers	<i>Slam approach and conventions</i> 1430 RKCB. Cue's. 3NT serious. A lot of last train bids. D0P1. Sometimes showing shortness. Exclusion Blackwood. Optional Blackwood for the minors.	
other			-	Preemptive	New suits on 3-level non-forcing 3♣ - 3♦ puppet to 3♥ ; 3♣ – 3♥ F1		
3NT	x		-	Strong M	4♣ good try, 4♦ mild try, 4♥ p/c		