


DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1/2 Level; Reopening)</b>	
6+ HCP	
New Suit = Forcing	
Jump Raise = Weak	
Jump Q = Mixed Raise	
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
INT = 15-18 Points - Direct	
INT = 11-16 Points - Balancing; 2♣ = Size Ask	
2NT = 19-21 - Balancing	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
If Oppt's bid is strong, our jump = WK	
If Oppt's bid is weak, our jump = Strong	
2NT = 2 Lowest Unbid	
Reopen:	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
(1m) 2♦ = Majors (Except over poss. short ♦, then 2♥ = Michaels)	
(1M) 2M = Other Major & Unknown Minor	
Leaping Michaels	
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>	
<b>Strong</b>	<b>Weak</b>
2♣ = ♠ & ♠/♥	2♣ = ♠ & ♥
2♦ = ♦ & ♠/♥	2♦ = ♥ X = Good Hand
2♥ = Natural	2♥ = ♠
2♠ = Natural	2♠ = 4 spades & longer Minor
X = ♦ or ♣ or ♠&♥ or Good ♠s 2N = 4 ♥s & longer Min	
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
Lebensohl	
Leaping Michaels	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
Vs (1♣): X = Color, 1♦ = Rank; INT = Shape	
Vs (1♣) p (1♦): X = Color, INT = Rank, 2♣ = Shape	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
New Suit = Forcing at 1 Level; Jump Shift = Weak	
2NT = LR+ vs. Majors; 2NT = LR in both Min; 3♣ MR Both Min	
1♦ (x) XFR Responses starting w/ XX, 1♦ (1♥) X = 4/5 Spades	

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3rd/Even; Low from Odd	3rd; high from xxx if raised	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> from bad suits	3 <sup>rd</sup> if raised	
Subseq	Att.; J/10/9 = 0/2; 2 <sup>nd</sup> best through worthless dummy		
Other:			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
Ace	A, Ax, AKx	AKJx, AKx, AKxx = ATT	
King	AK, Kx, KQx, KQ109	KQ109 K= Power Lead	
Queen	Qx, QJx	KQx, QJx	
Jack	Jx, J109, KJ10x	AQJx, <b>KQJx</b> , <b>QJ10x</b> , J109	
10	10x, 109x, K109x, Q109x	J109x, 1098, 10x	
9	9x	A109x, Q109x, 109xx, 98x	
Hi-X	Xx	Xx	
Lo-X	x x X, x x X <sub>x</sub> , x x x X	x x x; X X x X; x X x x X	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	<b>Partner's Lead</b>	<b>Declarer's Lead</b>	<b>Discarding</b>
Suit 1	Attitude	Count	Attitude
2	Count	Suit Preference	Count
3	Suit Preference		Suit Preference
NT 1	Attitude	Count	Attitude
2	Count	Suit Preference	Count
3	Suit Preference		
Signals (including Trumps): Suit Preference; Smith Echo			
Hi-Low = Odd; Hi = Discouraging (Except on Opening Lead of A)			
Low-Hi = Even; Low = Encouraging			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Standard - Card Showing			
Opener's X of 1NT overcall = Takeout			
1♦ (p) 1NT (x) 2♣ = Clubs, XX = Both Minors			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Doubles → 2 & 3 Level			
Negative Doubles → 4♥			
Responsive Doubles → 4♥			
Maximal Doubles → 4♣			
1♦ (1♥)X = 5 Spades; 1♦(1♥)1♠ = 5 Spades; 1♦ (1♥) 2♥ = 6+ Spades			

W B F CONVENTION CARD

<b>CATEGORY: GREEN</b>
<b>NCBO: USA</b>
<b>PLAYERS: Eddie WOLD – Marc JACOBUS</b>
<b>Mike PASSELL</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Precision
2/1 Game Force
Light Opening Bids = 10+ HCP
May open or respond with very light hand
1NT may have 5-cd MAJ; Rarely 6-Cd Min
1M-2♣ = GF or BAL (34)42 is possible w/ 3cd in Opener's MAJ
1NT = 14-16 in 1st, 2nd, 3rd NV; 15-17 in 3rd Vul & 4th
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
1♣ = 16+ HCP; ART
1♦ = 10-15 HCP, 2+ Ds;
1♥/1♠ = 10-15 HCP, 5+ Cds
2♣ = 10-15; 6+ Clubs
2♦ = 10-15; 3 Suited Hand w/ Short ♦
1♦ - 2♥ = 4-9 5 hearts & 4 spades
1♦ - 2♠ = 10-12 5 hearts & 4 spades
<b>SPECIAL FORCING PASS SEQUENCES</b>
Pass/Double Inversion in Strong Club Auctions
Special Understandings in Forcing Pass Situations
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0		Precision 16+ HCP; ART	1♦ = 0-7; 1♥ = 8-11, Any Shape (exc 5+S), GF; 1♠ = 8+ HCP, 5+ S, GF; 1N = 12+ HCP, 5+ H 2♣/2♦ = 12+ HCP, 5+Cds; 2♥ = 14+, 2NT = 12-13 2♠ = 12+ HCP, Any 4-4-4-1; 2N = 14+ HCP, BAL		1♥ = 8-11 HCP w/o 5 spades 1♠ = 8-11 HCP, 5+ Spades 1NT = 8-11 HCP, 5+ H, Unbal. 2♣/2♦/2♥ = 8-11 HCP, NAT;
1♦		2	4♥	10-15 HCP	1♥/1♠ = 4+ Cds; 2♣ = GF, 4+C; 2♦ = INV+, 4+D 2♥ = 4-9 HCP, 5S and 4/5H 2♠ - 10-12 HCP, 5S and 4/5H; 2N = 12-13 HCP 3♣ = Wk, Both Minors; 3♦ = MR; 3♥/3♠ = WK	2-Way NMF 1♦-1M-2M = Next Suit is ART GT Relay	1♦ (x) xx starts XFRs 2♣ = Check back
1♥		5	4♥	10-15 HCP	1NT = Semi-F; 2M = 7-10 HCP; 2/1 = GF 2♠ = 0-9, 6+ S; 2NT = Jacoby; 2 Under = LR, 2♣ = NAT or BAL; 1M - 3M = MR; 1 Under = MR, 1♠ = Weak M+1 = Void; M+2,3,4 = Splinter	4 <sup>th</sup> Suit Forcing, Splinters 1M-2M = Random GT 1M-2M-2NT - Can be 6-3-3-2	Reverse Drury, 1M-3M = MR
1♠		5	4♥	10-15 HCP	Same as 1♥		
INT			3 LEV	14-16 HCP 1st, 2nd, 3rd NV 15-17 HCP 3 <sup>rd</sup> Vul, 4th	Jacoby/Texas XFR; Smolen 2♠ = Range Ask or Clubs; 2N = Ds or WK Minor 3♣ = Puppet; 3♦ = GF, Min 3♥/3♠ = SPL, < 4Cd in MAJ	1NT (3x) = Transfer Bids	Transfer Lebensohl
2♣		6	4♥	10-15 HCP Could be 5CDs in 3rd	2♦ = Asks for 4 cd MAJ; 2♥/2♠ = NF, 5+ Cds 2NT = ♣ XFR 3♣/3♦/3♥ = INV+ XFR 3♠ = 6S & 4H, GF; 3N = TP, 4♦ = RKC	2♦ - 2♥ = shows one, then 2♠ Asks 2NT→3♣ = ♣ ST or ♣ SO or 2-Suited GF w/o clubs	X = Negative X = Penalty
2♦	x	0-1		10-15 HCP 4414; 4405; 3415; 4315	2♥/2♠/3♣ = NF; 2NT = ART; 3♦ = INV either Maj 3M/4♣ = PRE, 5+ Cds; 4♥/4♠/5♣ = TP	Over 2♥, Opener bids 2♠ w/ only 3 hearts	
2♥		6		4-9 HCP	2NT = Mod. Ogust; XFR McCabe; 4♣ = Mod. KC		X = Penalty; 2NT = Mod. Ogust
2♠		6		4-9 HCP	Same as 2♥		Same as 2♥
2NT			4♥	19-20 HCP 1st, 2nd & 3rd NV 20-21 HCP 3rd Vul, 4th	Stayman; Jacoby/Texas XFRs; 3♠ → 1 or 2 Minors 3NT = TP; 4♣ = Gerber; 4♠ = Light Quant; 4NT = Quant; 5♣/5♦ = Accepting & CC	3♠-3NT (Deny 4cd min), then 4♣ = longer C & 4 D, 4♦ = longer D & 4 C 4♥/4♠ = SPL; 4NT = 2-2(54) 2NT (3x) = Transfers	Systems On
3♣		7		4-9 HCP	4♦ = Modified KC		
3♦		7		4-9 HCP	4♣ = Modified KC		
3♥		7		4-9 HCP	Same as 3♦		
3♠		7		4-9 HCP	Same as 3♦		
3NT				Gambling, 1 Ace or King	Majors are TP; Either Minor is P/C		
4♣		8		4-9 HCP			
4♦		8		4-9 HCP			
4♥		8		4-9 HCP			
4♠		8		4-9 HCP			

**HIGH LEVEL BIDDING**

RKC; Kickback; Exclusion; RTT = No Q;

Specific Kings; DOPI; DEPO