



DEFENSIVE AND COMPETITIVE BIDDING					LEADS AND SIGNALS					WBF CONVENTION CARD																																																			
OVERCALLS - General Style 8-18HCP, 4 ⁺ CARD SUIT. Responses CUE=INV ⁺ with SUPP. NEW Suit=F1. JUMP CUE=4 ⁺ SUPP INV ⁺ , JUMP RAISE=PRE.					OPENING LEADS	SUIT		3rd/5th; 4th; Attitude; Rusinow;		OTHERS		<div style="text-align: right;">Class C</div> <div style="text-align: center;">  </div> <div style="text-align: right;">  GREEN </div>																																																	
IN BAL POS 8-16HCP. Responses						N.T.		3rd/5th; 4th; Attitude; Rusinow;		OTHERS 3rd/Low when Pd's Suit																																																			
TAKE-OUT DOUBLE - General Style 10 ⁺ HCP. Responses RESP X THRU 4♦. CUE=F to SUIT AGREEMENT.					SUBSEQUENT LEADS																																																								
IN BAL POS 8 ⁺ HCP. Responses					CIRCLE OPENING LEADS vs. NO-TRUMPS																																																								
SEE SPACE FOR "SPECIAL" DOUBLES ELSEWHERE IN THIS CARD					<i>Underline leads against suit contracts if different</i> <table border="1" style="width: 100%; text-align: center;"> <tr> <td>AK</td> <td>QQ</td> <td>QJ</td> <td>J10</td> <td>10x</td> <td rowspan="2">SAME LEADS IF OUR SIDE SHOWED SUIT YES NO</td> </tr> <tr> <td>AKx</td> <td>QQx</td> <td>QJx</td> <td>J10x</td> <td>109</td> </tr> <tr> <td>AKJx</td> <td>QQxx</td> <td>QJ109</td> <td>J1098</td> <td>109x</td> <td></td> </tr> <tr> <td>AJ10x</td> <td>QQJx</td> <td>QJ10x</td> <td>KJ109</td> <td>98x</td> <td>Qx</td> </tr> <tr> <td>AQJx</td> <td>KJ10x</td> <td>KQ109x</td> <td>K1098</td> <td>Qxx</td> <td></td> </tr> <tr> <td>AJx</td> <td>Kx</td> <td>Qx</td> <td>Jx</td> <td>10x</td> <td>Qxx</td> </tr> <tr> <td>KJQx</td> <td>KxQx</td> <td>QxQx</td> <td>JxQx</td> <td>10xQx</td> <td>Qxxx</td> </tr> <tr> <td>KxQx</td> <td>KxQx</td> <td>Q109x</td> <td>JxQx</td> <td>10xQx</td> <td>Qxxx</td> </tr> </table>										A K	Q Q	Q J	J 10	10 x	SAME LEADS IF OUR SIDE SHOWED SUIT YES NO	A K x	Q Q x	Q J x	J 10 x	10 9	A K Jx	Q Q xx	Q J 109	J 10 98	10 9 x		A J 10x	Q Q Jx	Q J 10x	K J 109	9 8 x	Q x	A Q Jx	K J 10x	K Q 109x	K 10 98	Q x x		A J x	K x	Q x	J x	10 x	Q x x	K J Q x	K x Q x	Q x Q x	J x Q x	10 x Q x	Q x x x	K x Q x	K x Q x	Q 10 9 x	J x Q x	10 x Q x	Q x x x
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1NT OVERCALL Responses Other Meanings					SIGNALS WHEN FOLLOWING OR DISCARDING																																																								
2nd POS 15-18HCP. SYSTEM ON					USE 1 = ODD NO. OF CARDS, 2 = EVEN NO. OF CARDS D=DISCOURAGING, E=ENCOURAGING, S=SUIT PREFERENCE BRACKET THE SIGNALING SYMBOL WHEN RARELY USED																																																								
4th POS 11-15(16)HCP. SYSTEM ON					CARDS					HIGH LOW ODD EVEN																																																			
JUMP OVERCALL WEAK INTERM STRONG 2 SUITER					SUIT					On partner's lead D1S E2S On declarer's lead 1 2 Discarding D1S E2S																																																			
OTHERS ○															N.T.					On partner's lead D1S E2S On declarer's lead 1 2 Discarding D1S E2S																																									
IN BAL POS 11-15					SIGNALS IN TRUMP SUIT					OTHER SIGNALS																																																			
Responses NEW SUIT/CUE=F1. UNUSUAL NT 2 Lower Unbids					SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES																																																								
DIRECT CUE-BID STYLE Michaels with 5 ⁺ Unbid M Jump Cue = ASK for Stop					NEG DBL THRU 4♥ RESP DBL THRU 4♥ MAX DBL THRU 3♥. SUPP DBL/REDBL THRU 2♥.																																																								
Responses																																																													
VS. STRONG NT Responses					SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE																																																								
2♣=Ms, 2♦/2♥/2♠=Nat Dbl = M4&m5+					2♣-2♦=Ask. 2♣=p/c 2♦=Ask Major.					CB.1 MICHAELS CUEBID. CB.2 LEAPING MICHAELS OVER WEAK 2M or MULTI 2♦. CB.3 CB.4 CB.5 CB.6																																																			
VS. WEAK NT dbl=power, other=same					IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE																																																								
VS. PREEMPTS DBL vs WEAK2=T/O->LEBENSOLH 2NT. 4♠/♦ vs WEAK 2M=5 ⁺ ♠/♦+5OM.					1♣-1♦-1♥-1♠=ART, ^a 0-3,FG. 1♣-1♦-1♥-2♠=NAT, ^a 4+,FG. (1♠)-2♥-(2♠)-2NT/3♥ = INV raise/6-9 raise																																																								
VS. ARTIFICIAL 1♣ or 2♣ OPENINGS VS 1♣: X = ♥+♠ 1NT = ♣+♦ VS 2♣: same					SPECIAL FORCING PASS SEQUENCES																																																								
OVER OPPONENTS' TAKE-OUT DOUBLE 1/1=F1. 1♦(X)2♠=NF 1♥(X)2♦/2♥=♥ good/♥ weak 1♠(X)2♥/2♠=♠ good/♠ weak 1m(X)2NT/3m=PRE/LIMIT rais 1♠(X)2♦=FG raise 1♦(X)3♠=FG raise 1M(X)2NT/3M=LIMIT+/PRE. Raise Fit Jump					PSYCHICS : OPENINGS Rare OTHER Rare																																																								
IMPORTANT : Use symbols ♠, ♥, ♦, ♣ when needed					update: 2024/10/14					IMPORTANT: All text must be typewritten or block letters																																																			

Opening	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	MODIFICATIONS OVER COMPETITION AND WITH PASSED PARTNER
pass							
1♣ 1♦		3	4♥	11-22HCP,NAT.	1m-2m=FG. 1♣-2♦/1♦-3♣= limit Raise. 1NT/2NT/3NT=6-10/11-12/13-15. 1♣-2♥/2♠ = Nat, pre	1m-1M-1NT-2♣/2♦ = TRF to 2♦ S/O ♦ or INV/ART FG 4th suit FG, 1♣-1♦-1♥-1♠/2♠ = ART FG/NAT FG Structured Reverse	CUE=LIMIT RAISE ⁺ . JUMP RAISE=PRE. JUMP SHIFT=FIT JUMP.
1♥ 1♠		5	4♥	11-22HCP,NAT.	1NT=Semi F 1♥-2♠ = NAT INV, 1♠-3♥ = NAT INV 1M-3♣/3♦=3 card supp Inv/limit Raise 1M-3M=PRE Raise. 1M-2NT/3NT=16+ 4+SUP/-15 BAL 4+SUP SPL.	1M-2M-3M=PRE. 1♥-1♠-1NT/2♠=♠4 -15/16+ 1M-2NT-3 other=shortness	CUE=LIMIT RAISE ⁺ . JUMP RAISE=PRE. FIT JUMP by PH. REV DRURY.
1NT		-	2♣ ~ 3♠	(14)15-17HCP, BAL.	2♣=Stayman 2♦=♥ or slam try w/ ♦ 2♥=♠ 2♠= Minor Suits Stayman 2NT= TRF to 3♣ S/O or slam try w/ ♣ 3♣ = 5M Ask 3♦ = NAT INV 3♥/3♠=spl 4♣=GERBER. 4♦/♥=TRF.	1NT-2♦-2♥-2♠/others = ♦ slam try/♥ 1NT-2♦-2♠ = ♥4 ⁺ , 1NT-2♦-2♠-2NT/others = ♥/♦ slam try 1NT-2NT-3♣-3M=♣6 ⁺ shortness	TEXAS TRF THUR 3♣. LEBENSOHL vs NAT. 1NT-(X)-XX->2♣.
2♣	✓	0	-	ART STR. STR ♣/♥/♠ or 24+ BAL	2♦=Waiting, 2♥=Negative, 2NT=♥ positive	2♣-2♦-3♥/3♠=5+♦+4+♥/♠	Pass=POS, X=NEG SUIT=GOOD 5 ⁺ CARD.
2♦	✓	5	-	3-11 WEAK 2♦	2NT=Inv		
2♥		5	-	3-11 WEAK 2♥.	2NT=Ogust New Suit=F1.	RAISE=PRE.	
2♠		5	-	3-11 WEAK 2♠.	2NT=Ogust New Suit=F1.	RAISE=PRE.	
2NT			3♣ ~ 3♠	20-21 BAL.	3♣= Stayman 3♦=♥ or Minor 1 suiter 3♥=♠ 3♠= Minor Suits Stayman 4♣=GERBER. 4♦/♥=TRF.	2NT-3♦-3♥-3♠-3NT-4♣/4♦ = ♣/♦ slam try	
3♣		6	-	Nat PRE	New Suit=F1.	SLAM APPROACH AND CONVENTIONS (including all slam-interest bids)	
3♦		6	-	Nat PRE	New Suit=F1.	GERBER. RKC(1430).	
3♥		6	-	Nat PRE	New Suit=F1.	EXCLUSION RKCB.	
3♠		6	-	Nat PRE	New Suit=F1.	Roman-DOPI (below 5 of the agreed suit). DEPO (above).	
3NT	✓		-	Broken minor	4♣/4♦/5♣=P/C		
4♣			-	Namyats ♥ Good PRE	4♦ = Slam try		
4♦			-	Namyats ♠ Good PRE	4♥ = Slam try		
4NT				ACOL Ace ASK.	5♣/♦/♥/♠/5NT/6♣=0/♦/♥/♠/♣/2 Ace.		
OTHERS							