DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS OPENING LEADS STYLE			WBF Convention Card		
OVERCALLS (Style; Responses; 1/2 Level; Reopening)						
Light occasionally; new suit forcing; cue of oppo suit usually sound 3card raise		Lead	In Partner's suit		_ , , _	
2NT 4 card raise Overcalls sounder at 2 level	Suit	4th from H, MUD from xxx,	4th from H, MUD from xxx	Category:	Event	
Reopening can be 4 carder	NT	2nd from xxxx(x) vs Suit or NT	as left	NCBO:	EVENT:	Event
	Subseq	remaining count		PLAYERS:	Hastings Campbell	
					lan Hamilton	
1NT OVEDCALL (2nd/4th Live, Deepenges, Deepening)	LEADC					
1NT OVERCALL (2nd/4th Live; Responses; Reopening) 15-17 system on	LEADS Lead	Vs. Suit	Vs. NT		SYSTEM SUMMA	NRY
In fourth 11-13, system on	Ace	plus King or unsupported	as suit	CENEDAL AD	PPROACH AND STYLE	
in location in Fig. 3 system on	King	plus queen or unsupported	as suit	Acol	PROACH AND STILE	
	Queen	plus jack or unsupported		4 card majors		
	Jack	plus 10 or unsupported		Weak NT		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	as above		Weakivi		
Weak at all vulnerabilities	9	as above				
Would at all valificabilities	Hi-x	even number				
	Lo-x	odd number				
	-	S IN ORDER OF PRIORITY				
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)	SIGIVIL		er's Lead Discarding	SPECIAL BID	S THAT MAY REQUIRE DEFENCE	
Ghestem - weak or strong: 2NT=lowest; 3♣=highest; cue=extremes		1 orthodox length ditto	ditto		0 6 card major or 4:4:4:1 17-24	-
Jumps ask for stop	Suit	2				
	Guit	3		RKCB - 30:41	, DOPI ROPI	
		1 orthodox length ditto	ditto		,	
VS. NT (vs. Strong/ Weak; Reopening; PH)	NT	2		Cue bidding is	s usually 1st round first	
2♣ = single suiter with 2♦ relay		3			-	
2 → = ♥+♠; 2♥= ♥+minor: 2♠= ♠+ minor (In both latter major is usually 4 carder)	Some ort	hodox suit preference signals				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)						
double takeout, otherwise natural and NF. Simple and jump responses to		DOUBLE				
doubles are NF		DOUBLE	.5			
	TAKEOUT DOUBLES (Style; Response; Reopening)					
		can be light distributional; jumps NF				
					RCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		., ARTIFICIAL AND COMPETITIVE	(RE-)DOUBLES	When we have	e bid constructively to game and are	e out-bid
Natural	Doubles	are as a rule competitive				
					NOTES THAT DON'T FIT ELSEWH	
				2NT over inter	vention is 4 card raise; cue is 3 card	d raise
OVER OPPONENTS' TAKEOUT DOUBLE						
2NT = sound raise						
				PSYCHICS:	Rare	

WBF Convention Card

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol
4 card majors
Weak NT
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Multi 2♦ = 5-10 6 card major or 4:4:4:1 17-24
RKCB - 30:41, DOPI ROPI
Cue bidding is usually 1st round first
SPECIAL FORCING PASS SEQUENCES
When we have bid constructively to game and are out-bid
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

O P E N I N G	T A I C R K T I F	O M F N A D D N R TH	EG. BL RU DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4 7	natural and NF	natural 1NT NF		
1♦		4 7	do.	do		
1♥		4 7	only 4 in 4:4:4:1 or strong NT range	do 3NT = 13-15 balanced 4 card raise		
1 ♠		4 7		do. do.		
1 NT		2	12-14 balanced, occasional upgrade		If 1NT is doubled xx is puppet to 2♣; suits are suit and suit above equal length (Helvic)	
			or downgrades	2♦=♥; 2♥ =♠; 2♠ =♠; 2NT=♦		
2♣	/	0	GF or 23-24 balanced	2♦ not necessarily weak		
2♦		0	5-10 Major 6 carder or 17-21 4:4:4:1	2♥/♠ to play; 2NT asks; new suit natural and forcing		
2💙		6	Game-going 8-9 PT	2NT neg - Only non-forcing continuation is simple rebid		
			Single or two-suiter			
2♠		6	As above	As above		
2 NT		2	20-22	5 card stayman with puppet responses		
3 bids	+	6	weak			
3NT		7	solid minor, minimal outside			
4♣		7	Natural			
4♦		7	Natural			
					HIGH LEVEL BIDDING	