

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1/2 Level; Reopening)
Aggressive esp. NV. 4c overcalls frequent esp opp passed hand
New suit is F1
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
15-17 Direct
11-16 bal over 1M
11-14 balancing over 1m
JUMP OVERCALLS (Style; Responses; Unusual NT)
Very aggressive. Responses at the 2 level are Nat and constructive
Responses at the 3-level Nat and Forcing
Reopen: intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Usually support 10+
VS. NT (vs. Strong/Weak; Reopening; PH)
Vs Strong or as PH: X = 5m4M, 2♣ = MM, 2♦ = 1M, 2M = Mm
Vs Weak: X = Pen, otherwise as above
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping and Non Leaping Michaels, cue-bid tends to ask for stop
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs 1♣ = 1-Level = NAT, 1NT = non touching 2-suiter, 2♣+ = NAT or Touching 2-suiter without suit bid, or 3-suiter without suit bid
OVER OPPONENTS' TAKEOUT DOUBLE
Transfers if 1M (X), XX = points

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	2/4	3/5 + Att if supported	
Subseq	Att		
Other: middle from xxx vs NT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Rev att	Rev att	
King	Rev count	Rev count/unblock	
Queen	Rev att	Rev att	
Jack	Rev att	Rev att	
10	Rev att	Rev att	
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev Att	Rev Count	Rev Att
Suit 2	Rev count	Rev Count	
3			
1	Rev Att	Rev Smith	Rev Att
NT 2	Rev Count	Rev count	
3			
Signals (including Trumps):			
Generally SP in Trumps			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Sup X, XX. Nearly mandatory			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker: NCBO: PLAYERS: Igoe-Root EVENT: Open
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ = 1+, can be bal with 5♦, 5c ♦/♥/♠. 14-16 NT 1 st /2 nd , 15-17 3 rd /4 th . 2♦ = ♥ + ♠ weak. 2M is weak. Tend to open nearly all 11 counts 2/1 GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♦ 1 st and 2 nd = at least 4-4 in ♥ and ♠ Weak
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: not infrequent

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
				1♣		1	7♠
1♦		5	7♠	Always unbalanced	2♦ = GF, 3♣ = inv.	Transfer rebids after response	
		5			1NT = 0-12 dependent on vul, 2♣ = 2+ nat or bal GF, 2♦ = 5+GF. 3♣/3♦/(3♥) = nat inv 2M = constructive, 2NT = inv+ with 4M, 3M = Weak/mixed dependent on vul	After 2N: 3♣ = Max, 3♦ min with shortage, 3M = min no shortage, 3OM = Max with void	
1♥							
1♠		5					
INT				14-16 (1/20 15-17 (3/4)	2♣ = non prom Stayman, 2♦/♥/♠/NT = xfer 3♣ = 5c Stay, 3♦ = 5/5 ♣/♦ GF, 3M = (3M1)(54) 4♣ = ♥, 4♦ = ♠, 4M = NAT	Over 2♦/♥ = 2N = HHx and max, 3♣ = 4+M MAX, 3M = 4M, min	
2♣	/	0		Strong ART	2♦ = relay, others NAT	KOKISH = more bids fewer points	
2♦	/	0		Majors weak 1 st /2 nd	2♥ = P?C 2♠ = to play, 2N = ask, 3♣ = Nat F1 3♦ = Nat FG, 3M = pre, 3N to play, 4♣ = 6c KC	2N: 3♣ = 5/4 min. 3♦ = 5/5 min, 3M = 5M+4OM max, 3N = 5/5 max	
2♥		5		PRE	2N = SHORTAGE ASK		
2♠							
2NT		20-21		May not be traditionally balanced	3♣ = reg Stay, 3♦/♥ = Xfer, 3♠ = MSS, 4♣/♦/♥/ ♠ = 2 under ST	Completing M Xfer shows fit, bidding step in Between for ST shows interest	
3♣		PRE					
3♦		PRE					
3♥		PRE					
3♠		PRE					
3NT	/			Solid minor			
4♣		PRE					
4♦		PRE					
4♥		PRE					
4♠		PRE					
4NT	/	/		Specific Ace ask			
5♣						HIGH LEVEL BIDDING	
5♦						PASS = encouraging in FP situations	
5♥							
5♠							