

DEFENSIVE AND COMPETITIVE BIDDING		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		
MINIMUM 8 HCP AT 1 LEVEL 5 CARDS		
MINIMUM 11 HCP AT 2 LEVEL 5 CARDS		
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		
15-17 HCP + STOP IN BID SUIT		
JUMP OVERCALLS (Style; Responses; Unusual NT)		
6 MAJOR 10+ HCP		
6 MINOR 10+ HCP		
Reopen:		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		
NO AGREEMENT		
VS. NT (vs. Strong/Weak; Reopening; PH)		
MULTI LANDY		
DOUBLE 4M + 5m 2NT BOTH MINORS		
2♣ BOTH MAJORS		
2♦ 6 CARD MAJOR		
2♥ 5♦ + 4 CARD MINOR		
2♠ 5♣ + 4 CARD MINOR		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		
NATURAL		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		
NATURAL		
OVER OPPONENTS' TAKEOUT DOUBLE		
IGNORE ANY DOUBLE		

LEADS AND SIGNALS		
OPENING LEADS STYLE		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	AKx	AKQJ
King	AK KQx	KQ10
Queen	QJ10	QJ10
Jack	KJ10 Jxxx	KJ10
10	K109	10 9 x
9		
Hi-X		
Lo-X		
SIGNALS IN ORDER OF PRIORITY		
1	Partner's Lead	Declarer's Lead
1	LOW= ENCRG	COUNT Hi/Lo= E
Suit 2		LAVINTHAL
3		
1		
NT 2		
3		
Signals (including Trumps):		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
TAKE OUT DOUBLES UP TO 2♣		
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		

W B F CONVENTION CARD		
CATEGORY: GREEN		
NCBO:		
PLAYERS: KING & WOLF		
SYSTEM SUMMARY		
5 CARD MAJORS AS SIMPLE AS POSSIBLE		
SLAM CONVENTION RKB 30/41		
5♣ 3/0 Controls, 5♦ 4/1 Controls		
5♥ 2/5 Controls Inc K of Trumps 5♠ 2/5 Controls Inc Q		
SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
NO SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS:		

