



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			 
2 <sup>nd</sup> max. 18 HCP - 4 card possible		Lead	In Partner's Suit		
	Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>		
	NT	attitude	3 <sup>rd</sup> /5 <sup>th</sup>		
4 <sup>th</sup> max. 15 HCP - 4 card possible	Subsequent	attitude	attitude		
	Other:	Kantar: 8/9/10 = top or 2 higher			Category: Green
					NCBO: Belgium
1 NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS			Event: Honour	
2 <sup>nd</sup> over 1 ♠/♦: 4 card major + ≥ 5 card other minor		Vs. Suit	Vs. NT		Players: Steven De Donder & Johan De Grave
over 1 ♥/♠: 4 card other major + ≥ 5 card minor	Ace	asks count	asks count or unblock		Wouter Van Den Hove & Greet Vydt
4 <sup>th</sup> over 1 ♠/♦: 11-14 HCP - resp. Rubensohl	King	asks on/off	asks on/off		19751 - 15603 - 27708 - 15602
over 1 ♥/♠: 12-15 HCP - resp. Rubensohl	Queen	asks on/off	asks count or unblock		<b>SYSTEM SUMMARY</b>
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	top	QJ(x) - top		GENERAL APPROACH AND STYLE
2 <sup>nd</sup> weak (non vulnerable) - at least 5 card	10	KJ10 - top	AJ10 - KJ10 - top		5 card major
weak to intermediate (vulnerable) - at least 6 card	9	K109 - Q109 - top	A109 - K109 - Q109 - top		longer minor
2 NT = Michaels (lower suits)	8	K98 - Q98 - J98 - top	K98 - Q98 - J98 - top		1 NT opening: 14-16 HCP
4 <sup>th</sup> 12-15 HCP + ≥ good 6 card					2-over-1 response: game force
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)	SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2 <sup>nd</sup> cue over 1 ♥/♠ = ≥ 5 card other major + ≥ 5 card minor		Partner's Lead	Declarer's Lead	Discarding	2 ♣ weak ♦ or strong hands
1 ♣ - 2 ♣ = 5-4 ♥+♠ / 1 ♠/♦ - 2 ♦ = ≥ 5 ♥ + ≥ 5 ♠	Suit: 1 <sup>st</sup>	lo/hi = on/off	lo/hi = even/odd	Roman	2 ♦ weak ♥ or strong hands
jump cue = asking stopper for 3 NT	2 <sup>nd</sup>	lo/hi = even/odd		lo/hi = even/odd	2 ♥ weak ♠ or strong hands
4 <sup>th</sup> cue = 2 suiter with higher suit	3 <sup>rd</sup>	lavinthal			2 ♠ 5 card ♠ + ≥ (3)4 card minor
jump cue = asking stopper for 3 NT	NT: 1 <sup>st</sup>	lo/hi = on/off	lo/hi = even/odd	Roman	2 NT pre-empt ♣ or 2 suiter ♣ + x or NT strong ♣ suit
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) <i>Paco</i>	2 <sup>nd</sup>	lo/hi = even/odd		lo/hi = even/odd	3 ♣ pre-empt ♦ or 2 suiter ♦ + x or NT strong ♦ suit
<i>against strong nt</i> <i>against weak nt</i>	3 <sup>rd</sup>				3 ♦ pre-empt ♥ or 2 suiter ♥ + x
dbl = ≥ 5 card ♠ or majors penalty	OTHER SIGNALS (INCLUDING TRUMPS)				3 ♥ pre-empt ♠ or 2 suiter ♠ + x
2 ♠ = ≥ 5 card ♦ ≥ 5 card ♦ or majors	Trump: Lavinthal				3 ♠ gambling
2 ♦ = ≥ 6 card ♥/♠ idem	Smith: low = encouraging				3 NT pre-empt ♠/♦
2 ♥/♠ = 5 card ♥/♠ idem					4 ♠/♦ pre-empt ♥/♠ without side value
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)					4 ♥/♠ pre-empt ♥/♠ with side value or 2-suiter ♥/♠ + minor
over multi: dbl = NT 13-15 or ≥ 19 HCP or other strong hands					
over weak 2, muiderberg and 3 level opening:	<b>DOUBLES</b>				
dbl = informative (→ 2 NT = 0-7 HCP or GF)	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES	
world convention (4 ♠ = ♠ + major - 4 ♦ = ♦ + major)	2 <sup>nd</sup>	≥ 10 HCP + shape			
VS. ARTIFICIAL STRONG OPENINGS		or strong NT (≥ 16 HCP)			
1 ♠ - dbl = ≥ 5 card ♥					
1 ♠ - 1 ♦ = ≥ 5 card ♠	4 <sup>th</sup>	≥ 8 HCP + shape		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1 ♠ - 1 ♥/♠ = two suiter with ≥ 4 card ♥/♠		or any ≥ 16 HCP		1 ♦ opening frequently with 4 card ♦ + 5 card ♠	
1 ♠ - 1 NT = minors				1 ♣ opening frequently with 3 ♠ + 4 ♦ (3343)	
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1 x - 1 y - 3 z = 6 card x + 5 card z + 10-14 HCP	
1 x - dbl - 1 y = ≥ 4 card + forcing 1 round	support doubles			1 x - pass - 1 y - 1 NT = 5/4 unbid suits + max. 13 HCP	
1 ♠/♦ - dbl - inverted minor (2 NT = 0-6 HCP)	responsive doubles			1 x - pass - 1 y - 2 x = ≥ 5/5 unbid suits / 2 y = natural	
1 ♥/♠ - dbl - Bergen / transfer	competitive doubles			Psychics: rare	
1 x - 1/2 y - Rubensohl					

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction	Modifications over competition and with passed partner
1 ♣ 1 ♦		3	4 ♥	9-22 HCP	T-walsh inverted minor 1 ♣ - 2 NT = 0-6 HCP + ♣ fit 1 ♦ - 3 ♣ = inviting ≥ 6 card ♣ 1 ♣ - 2 ♦/♥/♠ = weak or GF ♥/♠/♦	3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing long and short trials 2 ♣/♦ = checkback over 1 level rebid	1 ♣/♦ - dbl - inverted minor (2 NT = 0-6 HCP) 1 ♥/♠ - dbl -1 NT/2 ♣/2 ♦/2 ♥ = transfer ♣/♦/♥/♠ 1 x - 1/2 y - Rubensohl over 3 <sup>rd</sup> & 4 <sup>th</sup> hand opening: inverted Drury 1 ♥/♠ - 2 NT = ≥ 5-5 minor
1 ♥ 1 ♠		5	4 ♥	9-22 HCP	1 NT = 1 round forcing over 1 <sup>st</sup> and 2 <sup>nd</sup> hand 2 ♥/♠ = 8-10 HCP + 3(4) card support 2 NT = GF + ≥ (3)4 card support 3 ♣ = 7-9 HCP + ≥ 4 card support 3 ♦ = 10-11 HCP + ≥ 4 card support 3 ♥/♠ = 0-6 HCP + ≥ 4 card support 3 NT = 12-15 HCP + 4-3-3-3		
1 NT				14-16 HCP 5 card major / 6 card minor / 5422 / 4441 possible	2 ♣ = non forcing Stayman 2 ♦/♥/♠/NT = transfer 3 ♣/♦ = 4441 black/red singleton 3 ♥/♠ = short with ≥ 5/4 minor 4 ♣ = two suiter majors 4 ♦/♥ = transfer ♥/♠		1 NT - 2 x - Rubensohl 1 NT - dbl - transfer
2 ♣	x			weak ♦ or NT 19-20 / 25-26 HCP or strong suit (not GF) or strong non-autonomous suit (GF) or 2 suiter (GF) / 5 ♥ + 4 x (GF)	2 ♥ = relay (distribution) 2 ♠ = non forcing 2 NT = relay (force)	over 2 NT rebid: 3 ♣ = Romex Stayman 3 ♠ = minor slam try 4 ♣ = weak two suiter majors 4 ♦ → 5 ♣ = weak transfer	weak 2 = 5/7 card possible weak 2 in 4 <sup>th</sup> hand = 10-12 HCP + 6 card
2 ♦	x		weak ♥ or NT 21-22 / 27+ HCP or strong suit (GF) / 5 ♠ + 4 x (GF)	2 ♠ = relay (distribution) 2 NT = relay (force)			
2 ♥	x		weak ♠ or NT 23-24 or NT strong ♣/♦ suit + 9-10 top tricks or strong 3 suiter 19-24 HCP	2 NT = relay (distribution) 3 ♣ = relay (force)			
2 ♠	x	5		5 card ♠ + ≥ 4 card minor (6)7-11 HCP	2 NT = GF relay (distribution) 3 ♣ = pass or correct to 3 ♦ 3 ♦ = transfer ♥ 3 ♥ = invitation for 4 ♠		5332 possible in 3 <sup>rd</sup> hand
2 NT	x			pre-empt ♣ or 2 suiter ♣ + x (4/5 losers) or NT strong ♣ suit with side stoppers			
3 ♣	x			pre-empt ♦ or 2 suiter ♦ + x (4/5 losers) or NT strong ♦ suit with side stoppers			
3 ♦	x			pre-empt ♥ or 2 suiter ♥ + x (4/5 losers)			
3 ♥	x			pre-empt ♠ or 2 suiter ♠ + x (4/5 losers)			
3 ♠	x			gambling NT			
3 NT	x	8		pre-empt ♠/♦			
4 ♣	x			pre-empt ♥ without side value			
4 ♦	x			pre-empt ♠ without side value			
4 ♥				pre-empt ♥ or 2-suiter ♥ + minor			
4 ♠				pre-empt ♠ or 2-suiter ♠ + minor			
4 NT	x			2 suiter minors			
<b>HIGH LEVEL BIDDING</b>							
Roman key card Blackwood (41-30) - Exclusion Blackwood (41-30) - DIPO/RIPO Over dbl: bid = 1 <sup>st</sup> control / rdbl = 2 <sup>nd</sup> control / pass = no control							