

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Style = natural
Responses = natural, two-way cue bid
Vs 2X weak: Lebensohl
Vs 1NT-2X: Rubensohl
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15 – 17 (18) ; 11 - 14 in reopening, stop NOT required
Responses = 1NT opening if not disturbed
After X = penalty: 4*JACOBY RDBL-2♦-♥-♠
After X/2♣=Landy : 2♦ = 0 stop, 2♥/♠ = 1 stop, 2NT= both stops
After X = else: conventions when possible
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit Weak 5 – 10
2-suit 2 NT Unusual 5+/4+
Reopen: strong jump overcalls
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct = Michaels 5+/4+
Jump = Gambling (asks stop)
VS. NT (vs. Strong/Weak; Reopening;PH)
DONT with 2*4+card, 2 nd and 4 th hand
vs STRONG NT: DBL = 6+card
vs WEAK NT: DBL = Natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = info
World convention
4X Michaels and 4NT Unusual
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1♣: DONT 2 nd level
OVER OPPONENTS' TAKEOUT DOUBLE
Truscott: +1= 0-5; +2 = 6-9; 2NT = 10-11+fit
1x – (dbl) – rdbl = 8+
2m – (dbl) – rdbl = relay (does not promise strength)

LEADS AND SIGNALS
OPENING LEADS STYLE
Lead
In Partner's Suit
Suit
3rd
3rd
NT
4 th -MUD-Top of nothing
3rd
Subseq
Other: King for count, Ace for attitude
LEADS = standard
Lead
Vs. Suit
Vs. NT
Ace
King
Queen
Jack
10
9
Hi-X
Lo-X
SIGNALS IN ORDER OF PRIORITY
Partner's Lead
Declarer's Lead
Discarding
1 parity
parity
Italian
Suit 2 Lavinthal
3
1 parity
Italian
NT 2 H / L
3 Lavinthal
Signals (including Trumps): OPEL Odd Positive Even Lavinthal
DOUBLES
TAKEOUT DOUBLES (Style; Responses; Reopening)
Standard up to 3♠
Partner converts X into penalty
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS
Support double

W B F CONVENTION CARD
CATEGORY: GREEN
TEAM: DUA 1
PLAYERS: Paul Scheunders 22070
Jan Leens 22414
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5542 ; rule of 18
Truscott
3way CBS double deux
1NT openings : 15-17
2 over 1 Responses: 10+ natural
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ Multi MF color/NT
SF ♥/♠/NT
6+♦ 0-11
2♦ Multi MF NT
SF ♣/♦
6+♥/♠ 0-11
2♥/♠ Muiderhevel 5+♥/♠ and 4+♣/♦ 0-11
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♠	11-19, rule of 18	Natural / 2♦-♥-♠ = 6+ with 12+HDP		
1♦		4	3♠	11-19, rule of 18, 4♣ Poss	Natural / 2♥-♠-3♣ = 6+ with 12+HDP		
1♥		5	3♠	11-19, rule of 18	2NT: MF + fit 4+card; 3♣/3♦/3♥: Bergen	3♥ = MIN, 3♠-4 level = splinter	
1♠		5	3♥	11-19, rule of 18	2NT: MF + fit 4+card; 3♣/3♦/3♠: Bergen	3♠ = MIN, 4 level = splinter	
INT				15-17 (5 card M possible)	2♣ Niemeyer 4 * Jacoby 4 NT Quantitative	2♦=1-2M/2♥-♠=5M/3NT =Max,no M 2NT = MAX + 4fit, 3x = MIN + 3-fit MSA	
2♣	X			MF ♣-♦-♥-♠/ 26-27 NT OR SF ♥-♠/22-23 NT OR 0-11 5+♦	2♦ relay; 2ZT strong relay 14+; 2♥/♠ /3♣ preference above weak ♦	2♥-♠-NT=SF, 3level = MF 3♦=MIN/3x = MAX with Ace/King	
2♦	X			24-25 / 28-29 NT OR SF ♣-♦ OR 0-11 6+card Major	2♥ relay; 4♦ both Majors barrage; 2ZT strong relay 14+; 2♠strong relay invite 4♥/Pass	Pass/Correct/2NT-3♣-♦-NT = strong 3♣-♦=min; 3♥-♠= max♠-♥; 4♣-♦=SF	
2♥		5		0-11 5+card Major with	2ZT strong relay 14+;	3♣-♦=min 0-8 natural	
2♠		5		4+card unknown minor	3♣: pass or correct, 3M barrage	3♥-♠=7-11 with ♥=♣ and ♠=♦	
2NT				20-21	3♣ Niemeyer; 3 * Jacoby 3NT = 3-10 with 5♠+4♥; 4NT Quantitative	3♦=1-2M/3♥-♠=5M/3NT =no Major 4M=TP; 4♣=cue : 4♦=Max-4♥ P/C MSA	
3♣		6		Preempt			
3♦		6		Rule -2/-3			
3♥		7		Preempt			
3♠		7		Rule -2/-3			
3NT	X	7		Gambling	4♣ P/C after 1 st /2 nd hand; 3 rd /4 th hand= Pass		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT	X			bicolor minors no ace			
5♣		8				HIGH LEVEL BIDDING	
5♦		8				Splinters ; mixed cue's/control	
5♥		8				RKC Blackwood 41/30/25-/25+, exclusion Blackwood	
5♠		8				D0P1; R0P1	