

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
INT 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♥/♠ Muiderberg 5♥/♠ and 4+♣/♦ 0-11		
SPECIAL FORCING PASS SEQUENCES		
IMPORTANT NOTES		
PSYCHICS: rare		

OPENING	TI C K I F A R T I F I C I A L	MI N. NO. OF C A R D S	NE G. D B L T H R U				
				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	4♥ = MIN, 3♥=overwaarde, 3x =natuurlijk overwaarde, 3♠-4 level = splinter, 3NT =18-19, regelmatig	
1♠		5	3♥	11-19, rule of 18	2NT: MF + fit 4+card; 3♣/3♦/3♠: Bergen	4♠=MIN , 3♠ =overwaarde, , 3x =natuurlijk overwaarde 4 level = splinter, 3NT =18-19, regelmatig	
INT				15-17 (5 card M possible)	2♣ Niemeyer, 4 * Jacoby, 4 NT Quantitative	2♦=1-2M/2♥-♠=5M/3NT =Max,no M, 3x = MAX + 4-fit, Minor Suit Ask	
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 or King x/3NT = AKQxxx ♦	
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♥ 2♠		5 5		0-11 5card Major with 4+card unknown minor	2ZT strong relay 14+; 3♣: pass or correct, 3M barrage	3♣-♦=min 0-8 natural 3♥-♠=7-11 with ♥= ♣ and ♠ =♦	
2NT				20-21	3♣ Niemeyer; 3 * Jacoby 4NT Quantitative	3♦=1-2M/3♥-♠=5M/3NT =no Major Minor Suit Ask	
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					
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	

