DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENI	NG LE	CADS STYLE					
Level 1 = 7-16 HCP		'		Lead		rtner's Suit	CATEGORY: 3rd National	
Level 2 = 10-16 HCP	Suit		Small promising		Small promising		NCBO: Edegem BC	
Jump = 6+, weak	NT		Small prom	ising	Smal	promising	PLAYERS:	
DBL: min 13 HCP	Subseq						25148 Chris Hennen	
			•		•		27737 Nadine Westelinck	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	S					SYSTEM SUMMARY	
2nd hand 15-17 HCP	Lead		Vs. Suit		Vs. N	T		
In 4th position after opening OPPT: 8-11 HCP	Ace		A (K)		<u>A</u> K(D)		GENERAL APPROACH AND STYLE	
	King		KQ		K Q(J)		5-card MM	
	Queen		QJ		QJ (A possible)		Longest mm	
	Jack		J10 (K possible)		J10 (A or K possible)			
JUMP OVERCALLS (Style; Responses; Unusual NT)	10		Denies Jack		Denies Jack			
Jump = weak	9	9		Denies 10		es 10		
Ghestem	Hi-X	Hi-X		Even numbers of cards				
Pre-emptive	Lo-X	Lo-X		Odd numbers of cards				
	SIGNALS IN ORDER OF PRIORITY							
DIRECT & JUMP CUE BIDS (Style; Response; Reopen) Partner			er's Lead	Declarer's Lead		Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Ghestem	1	High	- low	Even-odd		Lavinthal	Multi	
Cue bid looking for a stopper	Suit 2						Muiderberg	
	3							
	1							
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2							
Multilandy	3							
Level 3: strong 6-cards	Signals	Signals (including Trumps):					71	
	High –	High – low						
	Lavinth	Lavinthal					11	

	DOUBLES	
PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)	-
BL: 14-17 HCP	Normal (3 other colors) or strong	
UE: STR 17+ HCP		
NT: 14-17 HCP and stop		
uit: 5+, 12-17 HCP		
♣ strong 18+ HCP		
S. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24		SPECIAL FORCING PASS SEQUENCES
latural	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	
	Neg x up to 3♣	
OVER OPPONENTS' TAKEOUT DOUBLE		IMPORTANT NOTES
ruscott		
latural		
		PSYCHICS: No

OPEN ING	TIC K IF AR TIF ICI AL	MIN. NO. OF CAR DS	NEG .DBL THR U						
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.	Х	3		11-19 HCP	Inverted minors	Double deux	Natural		
1♦	Х	3		11-19 HCP	Inverted minors	Double deux	Natural		
1♥		5		11-19 HCP	Bergen Raises; 1NT forcing round	Bergen Raises			
1 🖍		5		11-19 HCP	Bergen Raises; 1NT forcing round	Bergen Raises			
1NT		2		15-17 HCP	Stayman, Jacoby, 2♣ not forcing and possibly without major suit, 2♠ transfer ♣, 2ZT transfer ♠, Niemeyer 3♣	Smolen	Rubensohl After x Natural		
				5-suit M possible	4NT Quant				

2♣	х		Semi or mancheforcing	2♦ relay, 2♥ or higher: 5+suit, 8+ HCP	After 2NT: Niemeyer, Jacoby	
			NT with 23 HCP			
2♦	Х		Multi (weak MM or ZT with 20 HCP)	2♥ relay, 2ZT: 15-16 HCP		
2♥		5/4	5 to 11 HCP; 4-5 mm	2NT = strong		
24		5/4	5 to 11 HCP; 4-5 mm	2NT = strong		
2NT		2	21-22 HCP	Niemeyer, Jacoby		
			5-suit M possible			
3 .		7	6-10 HCP	Natural		
3♦		7	6-10 HCP	Natural		
3♥		7	6-10 HCP	Natural		
3♠		7	6-10 HCP	Natural		
3NT	Х	7	Gambling (7-suit AKQ, 8-suit)	4♣ = SOS		
			AK, no other A or K)			
4 ♣		8	6-10 HCP	Natural		
4◆		8	6-10 HCP	Natural		
4♥		8	6-10 HCP	Natural		
4.		8	6-10 HCP	Natural		
4NT	NP					
5 ♣		9	6-10 HCP	Natural	HIGH LEVEL BIDDING	
5♦		9	6-10 HCP	Natural	RKCB answers	
5♥	NP				$4NT \Rightarrow 5 = 3-0/5, 5 = 4-1/5, 5 = 2/5, 5 = 2/5 + trump Q$	
5♠	NP				$5NT \Rightarrow 6 = 3-0, 6 = 4-1, 6 = 2$	
					4♣ = asking for aces in ♦ suit 4♦ = asking for aces in ♣ suit	
					Dopi/Ropi 4ZT= 2 suits	
					Splinter bids (Bergen Raises and Muiderberg)	

Ghestem

Bidding after opening by RHO CUE = 5/5+ in the highest & lowest other suits 2NT = 5/5+ in the 2 lowest suits 3 - 5/5+ in the 2 highest suits

Rubensohl

Bidding after DEF bid after opening 1NT by partner
Level 2 = tot play
X = info
2ZT = transfer♣
3♣ = transfer♣
3♦ = transfer♥ or Stayman
3♥ = transfer♣ or Stayman
3♠ = transfer mm
3ZT = to play

Lebensohl:

Bidding after partners DBL after weak opening OPPT 2ZT or 2 level = 0-8 HCP 3 level = 9-11 HCP 2ZT can be strong

Bergen Raises:

1ZT = forcing for one round, 6-11 HCP 2♣ - 2♠ = natural, game-forcing Level 2 = weak, 3-card support 2ZT= strong Level 3 = 4-card support

Double Deux

2♣ = invitational 2♠ = MF Jump = 6 cards strong 2NT = 6♣