

OPENING	MIN. No. OF CARDS	TICK IF ARTIFICIAL	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	Modifications over competition and with passed partner
PASS							
1 ♣	2		4♥	11+HP	1 Maj : nat. 1 ♦ Walsh (may be not 4 cards if 4 in Maj > 11H. 1 NT (8-10H , no Maj)	On 1 ♦ : 1 MAJ = 5♣/4Maj.	
						On 1 ♦ : 1SA and after 2 ♣ Stayman 8 answers.	
1 ♦	4		4♥	11+HP	Natural		
1 ♥/♠	5		4♦	11+HP	natural, 1 NT forcing, 2Maj. 8/10 3 cards		
					2 NT GF fit, 3X Bergen-fit 4 cards		
					4X Splinter , 3M (4 cards) or 4M (5 cards) : 4-7H		
1NT	-		2NT	15-17H No 5Maj	2♣ weak Stayman, transfers, 2♠ ask. force		Rubensohl
2 ♣	0	x	pun .	Bic Maj (4-4) or 5-5) 6-10H	2♦ relay, 2♥/♠ : preference, 2NT relay forcing		
				or 8 tricks col			
				or bal 22/23 or 26-27			
2 ♦	0	x	pun .	6 cards Maj suit 6/10 DH	2♥/2♠ non forcing relay 2NT forcing relay		
				9 trick or NT 24-25 28-29			
2 ♥/♠	5	x	pun .	Bic 5/4 5/5 or + ♥/♠ + min.	2 NT relay, 3♥/♠ preempt		
				6/10 DH		SLAM APPROACH AND CONVENTIONS	
2 NT	-		pun .	20/21 balanced	3♣ puppet, 3♦♥♠ transfers, 3NT 5♠/4♥	Key cards Blackwood	
						Splinters Controls	
3 ♣	7			nat. preempt,		Josephine	
3 ♦	7			1 st & 2 nd pos.constructive		cue bids	
3 ♥/ ♠	7			Always weak			
3 NT				gambling closed suit			
4 X	8(7)			nat preempt			

DEFENSIVE AND COMPETITIVE BIDDING						LEADS AND SIGNALS						WBF CONVENTION CARD						
OVERCALLS - General style natural						OPENINGS LEADS						<div><div>SYSTEM STYLE</div><div>Natural GREEN</div><div>Verviers DIVISION II</div></div>						
Responses : fit jumps are weak and preempt. Cue bids are inviting						SUIT		top of sequence		odd/even								
						NT		4 th Of the best		odd/even								
IN BAL. POS. : in 2 nd pos 1 NT 15/18 in 4 th 10/14						SUBSEQUENT LEADS : Kantar						CANISSIUS J 3131 PIROTTE MARC 071689						
Responses : like opening						vs notrump vs suit contracts						SYSTEM SUMMARY						
TAKE-OUT DOUBLE - General style : gd distribution 10/13 or +												GENERAL APPROACH AND STYLE						
Responses : Cue bid or dbl is enc. 11+, lev.2-jump is 4 cards 8/10 HP						A <u>K</u> <u>K</u> Q <u>Q</u> J <u>J</u> T <u>T</u> 9						MAJ 5 th - ♦ 4th						
lev.3-jump is 8/10 HP 5 cards						<u>A</u> K X <u>K</u> Q X <u>Q</u> <u>J</u> X <u>J</u> T X T <u>9</u> X						INT 15/17 H						
IN BAL. POS : on 1NT: 1 long suit but if weak 1NT it's opening.						<u>A</u> K J X <u>K</u> Q X X <u>Q</u> J T 9 <u>J</u> T 9 8 9 8 X												
Responses :						<u>A</u> K J T X <u>K</u> Q J X K J <u>T</u> X K J <u>T</u> 9 <u>X</u> X												
INT OVERCALL		Responses				A Q J X <u>K</u> Q T X <u>K</u> Q T 9 X K T <u>9</u> 8 X X <u>X</u>												
2nd pos. 15-17		idem 1NT opening				A J X X Q T <u>9</u> X H X <u>X</u> <u>T</u> X X X <u>X</u> X												
						K J X X <u>X</u> K X X X <u>X</u> H X <u>X</u> X H X X X <u>X</u> X X X X <u>X</u>												
4th pos. 10-14		idem 1NT opening																
JUMP OVERCALL		WEAK	INTERM	STRONG	BICOL	SIGNAL WHEN FOLLOWING OR DISCARDING						OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE						
Vul		x	x		BEC	1 = odd numbers of cards			D = discouraging			OPENINGS		DESCRIPTION				
Non Vul		x	x		BEC	2 = even numbers of cards			E = encouraging			OP.1 2 ♣		Multi : Weak 2 majors suits or semi strong				
2 NT, 3 ♣ and 3 ♦ are 2 suiters with opening force Responses : natural						[] = when rarely used			S = suit preference			OP.2 2 ♦		Multi : Weak Major suit or GF				
UNUSUAL NT double is opening. Color is nat.							CARDS		HIGH	LOW	ODD	EVEN	OP.3 2 ♥/♠		Bic Maj-Min 6/10 DHP			
Responses : -						SUIT	On partner's lead		2D	1E	-	-	OP.4					
DIRECT CUE-BID 2 ♣/♦ : natural							On declarer's lead		2S	1S	-	-	OP.5					
							Discarding		S	S	S	S	OP.6					
Responses : nat						NT	On partner's lead		2D	1E			OP.7					
VS NT				Responses :			On declarer's lead		2S	1S			OP.8					
2 ♣ : landy. 2 ♥/♠ : Muyden							Discarding		S	S	S	S	SPECIAL COMPETITIVE BIDS THAT MAY REQUIRE DEFENCE					
2 ♦ : 4 Maj + 5 Min						SIGNALS IN TRUMP SUIT			OTHER SIGNALS			CB.1						
Double : with a long color									Lavinthal			CB.2						
VS PREEMPTS						SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES						CB.3						
take-out double .. 4 NT for minors.												CB.4						
VS ARTIFICIAL STRONG 1 ♠ or 2 ♣ OPENINGS												CB.5						
vs 1 ♠ : natural												CB.6						
vs 2 ♣ : pass if relay mandatory.												IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE						
						SPECIAL FORCING PASS SEQUENCES												
OVER OPPONENT' TAKE-OUT-DOUBLE																		
NATURAL - XX																		
												PSYCHIC OPENING : RARELY						