

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
At 1 level:6-15 HCP and a 5(+)/card
At 2 level: 10-15 HCP and a 5(+) card
Can be done with fewer HCP if good distribution
In balancing position: max 13 HCP, overcall at level 2: min 10 HCP and 5(+) card, 1NT= 10-14 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd seat: 15-18 HCP + stop in bid suit
Responses same as after 1 NT opening after pass 3 rd seat, natural after overcall and double 3 rd seat
In balancing position: 1NT= 10-14 HCP, responses natural
JUMP OVERCALLS (Style; Responses; Unusual NT)
preemptive
Unusual NT
Reopen: Dbl 12/14 HP ; 1NT 18/19 HP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cuebid
3 rd seat: after minor opening = 12 HCP + fit in minor, after major opening: strong hand and fit
4 th seat: after bid of 2 nd seat = min 10 HCP + fit or very strong, after takeout dbl partner min 12 HCP
VS. NT (vs. Strong/Weak; Reopening;PH)
MULTI LANDY
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
At level 2: 2NT= 16-18HCP, overcall= min 12 HCP and 5(+)/card, X = min 12 HCP and 3(+) in other major or strong, cuebid= very strong
Response on X = Lebensohl
World convention, Crash
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1C or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Reddbl = ≥9 HCP,
New suit at level 1: ≥6 HCP + 5 (+)= forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	attitude	attitude	
NT	4 th best card	attitude	
Subseq			
Other: Kantar; 9 or 10 can indicate 0 or 2 higher cards			
3-card without value: MUD; highest card of a doubleton			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x), AKJ(x), AQJ(x),A(x)	AKQ(x), AKJ(x)	
King	AK, KQ, KQJ(x), KJ10(x)	KQJ(x),	
Queen	QJ, QJ10(x), Q(x)	QJ10(x), QJ9(x)	
Jack	J10, J1098, J(x)	J109(x)	
10	10(x),1098(x), KJ10(x)	AJ10(x), KJ10(x), 1098(x), 1097(x)	
9	9(x), 987(x), K109(x),Q109(x)	A109(x),K109(x), Q109(x)	
Hi-X	Doubleton or sequence	Sequence or 4 th best	
Lo-X	3 card	4 th best	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High=encouraging		Odd → S/P
Suit 2			High even:higher S/P
3			Low even:lower S/P
1	High=encouraging		Odd → S/P
NT 2			High even:higher S/P
3			Low even:lower S/P
Signals (including Trumps):			
Classical'Lavinthal' signal			
Count after lead of king			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
In 2 nd seat: 11-15HCP and at least 3 cards in other colours or strong (min 16 HCP)			
In 4 th seat: from 8 HCP or strong (min 14 HCP)			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative dbl till 3♣			
Support dbl			
Lead directing dbl after artificial bid			
Responsive dbl			

W B F CONVENTION CARD
CATEGORY: Green
TEAM: Sandeman 3
PLAYERS:
Wens Patrick 29805
Vanhulle Rosine 29704
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majors 5 and longest minor
With two 3-cards minor → 1 ♣
With two 4 cards minor →1 ♦
2 ♣: semi-forcing
2 ♦: game forcing
2 ♥ and 2 ♠:6-10 HCP + ≥ 6-card
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Bergen Raises after 1M-pass-
Lebensohl after 2-level overcall of 1 NT (overcall OPPT)
3NT Gambling
Modified kokish
1NT rebid →Roudi
2 NT rebid →checkback Stayman
2NT opening or rebid (after 2 ♣ and 2 ♦) →Puppet Stayman
SPECIAL FORCING PASS SEQUENCES
Dopi-Ropi
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1♣/1♦		3	3♠	12-19 HCP 4 th seat: rule of 15 Longest minor	Natural Weak jump new suit: 6(+) card and < 6 HCP Inverted minors (note 7)	After 1NT: Roudi After 2 NT rebid: CB 4 th suit forcing	Support and NT = natural New suit is forcing Cue: forcing and asking partner to bid NT with stop
1♥/1♠		5	3♠	11-19 HCP	Natural (2♣/♦ 4 card ♣/♦ possible); Jacoby 2NT, 3♣ = 4c support 6-9HP; 3♦ = 4c support 10-11HCP; 3 support = 4(+) card +< 6HCP Double jump = splinter, fit and ≥12 HCP		Idem as above
1NT				(14)15-17(18) HCP Balanced hand No 5 card Major	2♣: Stayman (can be weak) 2♦, 2♥, 2♠: transfers After bid opponents: Lebensohl		Lebensohl
2♣	X	0		16(+)HCP + 8/9 tricks or 22/23 HCP balanced hand	2♦: relay 2♥/2♠: ≥ 5(+)♥/1♠ and +8HCP	2NT: 22/23 HCP balanced hand →PUP	
2♦	X	0		16(+)HCP + 10(+) tricks or 24/25 HCP balanced hand	2♥: <7HCP, no ace; 2♠:1 Ace; 2NT: ≥ 8 HCP; 3♣: 1 Ace + ≥ 8 HP; 3♦: 2 Aces	2NT: 24/25 HCP balanced hand →PUP	
2♥/2♠				6-10HCP + 6(+)card	2NT: strong relay (15+ HCP) →Ogust (note 8)		
2NT		2		20-21 HCP, balanced hand; 5-card Major is possible	3♣: PUPPET 3♦ and 3♥: transfer for ♥ and ♠ 3♠:transfer for minors	After 2NT-3♣-3♦: 3♥=4c ♠; 3♠=4c ♥ 4♣/4♦: two 4 cards Major with or w/o slam interest	
3♣		7		preemptive			
3♦		7		preemptive			
3♥		7		preemptive			
3♠		7		preemptive			
3NT				Gambling (can be with outside stop)	Pass with stops, otherwise 4♣		
4♣				preemptive			
4♦				preemptive			
4♥				preemptive			
4♠				preemptive			
4NT						HIGH LEVEL BIDDING	
5♣						Splinter, Cuebids	
5♦						In NT contract: Blackwood: 0 or 4, 1, 2, 3	
5♥						In trump suit contract: Roman Key Cards 3041	
5♠							