

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
2 <sup>nd</sup> normal - max. 17/18 HCP - 4 card possible			Lead	In Partner's Suit	
		Suit	3 <sup>rd</sup> /5 <sup>th</sup>	3 <sup>rd</sup> /5 <sup>th</sup>	
		NT	attitude	3 <sup>rd</sup> /5 <sup>th</sup>	
4 <sup>th</sup> max. 15 HCP - 4 card possible		Subsequent	attitude	attitude	
		Other:	Kantar: 8/9/10 = top or 2 higher		
					Category: Green
					NCBO: Belgium
					Event:
1 NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			Players: Corneille Peeters - 12689
2 <sup>nd</sup> over 1 ♣/♦/♥/♠: 15 + HCP – resp. Stayman			Vs. Suit	Vs. NT	Anthony Vanden Bosch - 28990
		Ace	asks on/off	asks on/off	
		King	asks count	asks count	
4 <sup>th</sup> over 1 ♣/♦: 11-14 HCP - resp. Rubensohl		Queen	asks count	asks count or unblock	<b>SYSTEM SUMMARY</b>
over 1 ♥/♠: 12-15 HCP - resp. Rubensohl		Jack	top	QJ(x) - top	GENERAL APPROACH AND STYLE
JUMP OVERCALLS (Style; Responses; Unusual NT)					5 card major
2 <sup>nd</sup> weak		10	KJ10 - top	AJ10 - KJ10 - top	≥ 2 card minor
2 NT = Michaels (lower suits)		9	K109 - Q109 - top	A109 - K109 - Q109 - top	1 NT opening: 14-16 HCP
1 ♣ - 2 ♦ = 2 suiter majors		8	K98 - Q98 - J98 - top	K98 - Q98 - J98 - top	2-over-1 response: game force
4 <sup>th</sup> 12-15 HCP + ≥ good 6 card					<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			1 ♣ / ♦ / ♥ / ♠ - dbl / 1y > transfer
2 <sup>nd</sup> cue over 1 ♥/♠ = Michaels (other major and a minor)			Partner's Lead	Declarer's Lead	Discarding
1 ♣ - 2 ♣ = 5 - 4 ♥ + ♠ / 1 ♠ / ♦ - 2 ♦ = 5 - 5 ♥ + ♠		Suit: 1 <sup>st</sup>	lo/hi = on/off	trump: lavinthal	Italian
jump cue = asking stopper for 3 NT		2 <sup>nd</sup>	lo/hi=even/odd	lo/hi=even/odd	lo/hi=even/odd
4 <sup>th</sup> cue = 2 suiter with higher suit		3 <sup>rd</sup>	lavinthal		
jump cue = asking stopper for 3 NT		NT: 1 <sup>st</sup>	lo/hi = on/off	Smith	Italian
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand)		2 <sup>nd</sup>	lo/hi=even/odd	lo/hi=even/odd	lo/hi=even/odd
against strong NT	against weak NT	3 <sup>rd</sup>			
Multi – Defense	Multi – Defense	OTHER SIGNALS (INCLUDING TRUMPS)			
dbl = ♣ or ♦ and ♥	dbl = penalty				2 ♣ weak 2 ♦ or strong hands
2 ♣ / ♦ / ♥ / ♠ / NT special	2 ♣ / ♦ / ♥ / ♠ / NT idem				2 ♦ weak 2 ♥ or ♠ or strong hands
					2 ♥/♠ 5+ card ♥/♠ + ≥ (3) 4 card minor
					2 NT weak ♣ + ♦
					3 NT gambling
					4 ♣/♦ pre-empt ♥/♠ without side values
					4 ♥/♠ pre-empt ♥/♠ with side values
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)					
over multi: dbl = NT 13-15 or ≥ 18 HCP or other strong hands					
over weak 2, muiderberg and 3 level opening:		<b>DOUBLES</b>			<b>SPECIAL FORCING PASS SEQUENCES</b>
dbl = informative (→ 2 NT = 0-7 HCP or GF)		TAKEOUT DOUBLES (Style; Responses; Reopening)			
world convention (4 ♣ = ♣ + major – 4 ♦ = ♦ + major)		2 <sup>nd</sup>	≥ 10 HCP + shape		
VS. ARTIFICIAL STRONG OPENINGS			or strong NT (≥ 16 HCP)		
1 ♣ - dbl = ≥ 5 card ♥					<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
1 ♣ - 1 ♦ = ≥ 5 card ♠		4 <sup>th</sup>	≥ 8 HCP + shape		1 ♦ opening frequently with 4 card ♦ + 5 card ♣
1 ♣ - 1 ♥/♠ = 2 suiter with ≥ 4 card ♥/♠			or any ≥ 16 HCP		1 ♣ opening frequently with 3/4 ♣ + 4 ♦ (3343)
1 ♣ - 1 NT = minors					1 x-pass-1 y-1 NT = ≥ 5/4 card unbid suits + max. 13HCP
OVER OPPONENTS' TAKEOUT DOUBLE		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1 x - pass - 1 y - 2 x = 2 suiter unbid suits
1 ♣/♦ - dbl - inverted minor (2 NT = 0-6 HCP) // transfer		support doubles			
1 ♥/♠ - dbl - Bergen // transfer		responsive doubles			
		competitive doubles			Psychics: rare

OPENING BID DESCRIPTIONS							
Opening	Tick if Art	Min No Crds	Neg Dbl Thru	Description	Responses	Subsequent Auction	Modifications over competition and with passed partner
1 ♣		2	4 ♥	9-22 HCP	T-walsh on 1 ♣ inverted minor 1 ♣ - 2 NT = 0-6 HCP + ♣ fit 1 ♠ - 3 ♣ = inviting ≥ 6 card ♣ 1 ♣ - 2 ♦/♥/♠ = weak or GF ♥/♠/♦	3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing long and short trials 2 ♣/♦/NT = checkback over 1 level rebid	1 ♣/♦ - dbl - inverted minor (2 NT = 0-6 HCP) 1 ♣/♦ - dbl/1y > transfer
1 ♦							
1 ♥		5	4 ♥	9-22 HCP	1 NT = 1 round forcing over 1 <sup>st</sup> and 2 <sup>nd</sup> hand 2 ♥/♠ = 8-10 HCP + 3(4) card support 2 NT = game force + ≥ (3)4 card support 3 ♣ = 7-9 HCP + ≥ 4 card support 3 ♦ = 10-11 HCP + ≥ 4 card support 3 ♥/♠ = 0-6 HCP + ≥ 4 card support 3 NT = 12-15 HCP + 4-3-3-3		over 3 <sup>rd</sup> & 4 <sup>th</sup> hand opening: inverted Drury 1 ♥/♠ - 2 NT = ≥ 5-5 minor 1 ♥/♠ - dbl/1y – transfer
1 ♠							
1 NT				14-16 HCP 5 card major / 6 card minor / 5-4 card possible	2 ♣ = non forcing Stayman 2 ♦/♥/♠/NT = transfer 3 ♣/♦/♥/♠ = singleton/ renonce 4 ♣ = 2 suiter majors 4 ♦/♥ = transfer ♥/♠	2 ♠/3 ♣ = minor suit ask	1 NT - 2 x - Rubensohl 1 NT - dbl – ≥ 5 card // other
2 ♣	x			weak ♦ or NT 19-20 HCP / 23-24 HCP / 25-26 HCP or strong autonomous suit (not GF) or strong non autonomous suit (GF) or 2 suiter GF	2 ♥ = relay (distribution) 2 ♠ = non forcing 2 NT = relay (force)	over 2 NT rebid: 3 ♣ = Niemeyer 3 ♠ = minor slam try 4 ♣ = two suiter majors 4 ♦ → 5 ♣ = weak transfer	weak 2 = 5/7 card possible weak 2 in 4 <sup>th</sup> hand = 10-14 HCP + 6 card
2 ♦	x		Multi weak ♥ or ♠ NT 21-22 HCP / 27-28 HCP / 29+ HCP or strong autonomous suit (GF)	2 ♥/♠ pass or correct 2 NT = relay (distribution or force)			
2 ♥	x		5 card ♥ + ≥ 3 card minor ≤ 11 HCP	2 NT = relay (distribution) 3 ♣ = pass or correct to 3 ♦ 3 ♦ = invitation for 4 ♥			
2 ♠	x	5		5 card ♠ + ≥ 3 card minor ≤ 11 HCP	2 NT = relay GF relay (distribution) 3 ♣ = pass or correct to 3 ♦ 3 ♦ = invitation for 4 ♠		
2 NT	x			weak ♣ and ♦	3 ♥/♠ = natural - non forcing		
3 ♣		7		pre-empt ♣			
3 ♦		7		pre-empt ♦			
3 ♥		7		pre-empt ♥			
3 ♠		7		pre-empt ♠			
3 NT	x			gambling			
4 ♣	x			pre-empt ♥ (no values to protect)			
4 ♦	x			pre-empt ♠ (no values to protect)			
4 ♥				pre-empt ♥ (values to protect)			
4 ♠				pre-empt ♠ (values to protect)			
4 NT	x			minor 2 suiter			
<b>HIGH LEVEL BIDDING</b>							
Roman key card Blackwood (41-30) - mixed 1 <sup>st</sup> and 2 <sup>nd</sup> round control bidding - splinters - DIPO/RIPO over dbl: bid = 1 <sup>st</sup> control / rdbl = 2 <sup>nd</sup> control / pass = no control							