


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	
4 <sup>th</sup>	over 1 ♣/♦: 11-14 HCP - resp. Rubensohl	King	asks count	asks count	<b>SYSTEM SUMMARY</b>
	over 1 ♥/♠: 12-15 HCP - resp. Rubensohl	Queen	asks count	asks count or unblock	GENERAL APPROACH AND STYLE
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	top	QJ(x) - top	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	2-over-1 response: game force
	1 ♣ - 2 ♦ = 2 suiter majors	8	K98 - Q98 - J98 - top	K98 - Q98 - J98 - top	
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
	dbl = ♣ and ♥ or ♥ and ♠	3 <sup>rd</sup>			
	2 ♣ = ♦ and ♥	<b>OTHER SIGNALS (INCLUDING TRUMPS)</b>			
	2 ♦ = ♥ and 2 ♥ = ♠				
	2 ♠ = minors with better ♣				
	2 NT = minors with better ♦				
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 trials 2 ♣/♦/NT = checkback over 1 level rebid 2 SA : good / bad	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				15-17 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 20-21 HCP / 24-25 HCP / 26-27 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 22-23 HCP / 28+ 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 ♣		6+		pre-empt ♣			
3 ♦		6+		pre-empt ♦			
3 ♥		6+		pre-empt ♥			
3 ♠		6+		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							