

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Natural (max 17/18 pt), Always minimum 5-card
1 level : 8 pt
2 level : 10 pt
INT OVERCALL (2nd/4th Live; Responses; Reopening)
DIRECT OVERCALL: 16-18 pt
LAST HAND: 11-14 pt
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Unusual NT
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels cuebid
VS. NT (vs. Strong/Weak; Reopening)
Natural
Double = penalty
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd / 5 th	3 rd / 5 th	
NT	4 th	3 rd / 5 th	
Continuation	Distribution		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace			
King			
Queen			
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = encouraging		Odd = encouraging
Suit 2			
3			
1	High = encouraging		Odd = encouraging
NT 2			
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At least 9 pt.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Lead directing			
Support			

W B F CONVENTION CARD
CATEGORY: NAT. 3
NCBO:
PLAYERS:
Stefan Scheers (29361)
Michael Whysall (32365)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, longest minor
INT = 15-17 pt
Double Deux (2-way check-back Stayman)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: semi forcing; 23-24 HP;
2♦: Multi : Weak ♥/♠ or strong
2♥/♠: Muiderberg (weak 5-card and 4+ card minor)
2NT: 20-21 pt
3♣/♦/♥/♠: preempt
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		12-22 pt	Inverted minors, splinters Jump to other suit = weak 6+-card		
1♦		3		12-22 pt	Inverted minors, splinters Jump to other suit = weak 6+-card		
1♥		5		10-22 pt	2♥/♠ = 6-9 HP fit 3♥/♠ = 10-11 HP fit	After 2NT: 3♣ = 12-13 HP / 3♦ = 14-15 HP 3♥ = 16-17 HP / 3♠ = 18+ HP	
1♠		5		10-22 pt	4♥/♠ = 12-13 HP fit 2 NT = 14+ HP fit Jump to other suit = weak 6+-card Splinters		
INT				15-17 pt ; 5-card ♥/♠ possible	2♣: Niemeijer; 2♦/♥: Jacobi ; 2NT = invite 2♠: transfer ♣ / 3♣: transfer ♦		
2♣	X			SF : 8 tricks in suit NT : 22-23pt	2♦ = relay; 2♥/♠: 8pt AND 5k ♥/♠; 2NT : forcing relay		
2♦	X			Weak 6+ card ♥/♠ OR : 9+ tricks in suit OR : NT 24+ pt	2♥: relay ; 2♠: invite for ♥ 2NT : forcing relay		
2♥		5		Weak, 5-card AND 4+card ♦/♣	2NT : forcing relay ♥ = barrage		
2♠		5		Weak, 5-card AND 4+card ♦/♣	2NT : forcing relay ♠ = barrage		
2NT				20-21 pt ; 5-card ♥/♠ possible	Niemeijer / Jacobi		
3♣		7		Preemt			
3♦		7		Preemt			
3♥		7		Preemt			
3♠		7		Preemt			
3NT							
4♣		7		Preemt			
4♦		7		Preemt			
4♥		7		Preemt			
4♠		7		Preemt			
4NT							
5♣				Preemt		HIGH LEVEL BIDDING 4NT : RKCB (41 – 30 – 52 – 52 + queen) 5NT : to play (not to ask kings)	
5♦				Preemt			
5♥				Preemt			
5♠				Preemt			