

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Ghestem
World Convention
1 NT in 4 th seat (10 – 16 pts)
INT OVERCALL (2nd/4th Live; Responses; Reopening)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak jump overcall
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi defence meaning
X = ♣ or ♦ and ♥
♣ = ♦ or ♥ and ♠
♦ = ♥ or ♠ and ♣
♥ = ♠ or ♣ and ♦
♠ = ♠ and ♦ ; 2 NT = ♥ and ♣
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
World Convention
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3th -5th	3th -5th	
NT	4 th best or sequence (see below)	3th -5th	
Subseq	Highest of seq. or highest op middle in the seq. (see below)		
Other: 2 nd best of a "bad" serie (e.g. J-8-6-3)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx	Idem	
King	AK/KQxxx/AKxxx	Idem or 4 th best	
Queen	KQxx/QJxx	Idem or 4 th best	
Jack	J-10-9 or highest of midde in a serie	Idem or 4 th best	
10	Top of nothing or highest of midde in a serie	Idem or 4 th best	
9	Top of nothing or highest of midde in a serie	Idem or 4 th best	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small = on	Count (reverse distr.)	Italian/lavinthal
Suit 2	Small = on	Count (reverse distr.)	Italian/lavinthal
3	Small = on	Count (reverse distr.)	Italian/lavinthal
1	Small = on	Count (reverse distr.)	Italian/lavinthal
NT 2	Small = on	Count (reverse distr.)	Italian/lavinthal
3	Small = on	Count (reverse distr.)	Italian/lavinthal
Signals (including Trumps):			
Small = on ; discarding Italian/lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Till 2 ♠			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support doubles			
After opening 1 ♥ / ♠ - x ops – in transfert up to 2 ♥ / ♠			

W B F CONVENTION CARD
CATEGORY: Divison III D
NCBO: RBBF (Belgium)
PLAYERS: Vanderborcht Willy
Van der Meer Griet
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majors 5 – diamonds 4
1 NT round foring and 2/1 game forcing on 1 ♥ / ♠ opening
1 NT opening 15 – 17
T-Walsh
RKC 41/30 except in case of ♣ 30/41
Bergen Raises
Multi defence
Rubensohl
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
After opening 1 ♣ / ♦ - bid ops – in transfert up to 1 ♠
After opening 1 ♥ / ♠ - x ops – in transfert up to 2 ♥ / ♠
After opening 1 x – 1 NT ops – multi defence except x = penalty
SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE

1 NT opening OPS – x (♣ or ♦ and ♥) multi-defence
Opening Ptnr – 1 NT ops – x =penalty, other bids multidefence

IMPORTANT NOTES
Double deux
PSYCHICS: occasionally

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2	2♠	11 – 19 pts	T-Walsh (even on 2 level) – inverted minors Transferring to next suite If ops bid on 1-level -> in transfert up to 1♠	Accept transfert as from 3 card	
1♦		4	2♠	11 – 19 pts	Inverted minors (except 2 NT = 10/11) If ops bid on 1-level -> in transfert up to 1♠		
1♥		5	2♠	11 – 19 pts	1 NT RF 2♥ = 8/11 pts Bergen Raises If ops x after opening -> in transfert up to 2♦		
1♠		5	2♠	11 – 19 pts	1 NT RF 2♠ = 8/11 pts Bergen Raises If ops x after opening -> in transfert up to 2♥		
INT				15 – 17 pts	Jacoby – smolen – stayman can be weak 2♠ = limit hand or transfert♣	2 NT if 15 otherwise 3♣ if 16/17	
2♣	x		2♠	Weak with ♦ (6 card) 0-6 non vul	2♦ = relay (waiting bid)	Pass if weak♦ 2♥: GF or 2 suiter (5/4 or 5/5 with♥) 2♠: GF or 2 suiter (5/5 with♠) 2 NT: 22/23 3♣/♦/♥/♠ = SGF	
				GF bi-suiter with 1 maj NT 22/23 or 26/27 SGF unknown suite GF♥ (missing key cards♥)	2 NT strong relay	Mini/mini max/maxi	
2♦	x		2♠	Weak with♥ (min 5) or GF hands 0-6 non vul	2♥ = relay	Pass if weak♥	
					2 NT= strong relay	3♣: min & singleton or void 3♦: max and short♠ or no singleton/void 3♥: min and no singleton/void 3♠: max and singleton/void♣ 3NT: max and singleton/void♦	

2♥	x	4	2♠	Weak both majors (4/4) Can be very weak	2♠: to play		
					2 NT: relay	3♣: min 3♦: max and 4/4 3♥: max longer ♠ 3♠: max longer ♥ 3 NT: 5/5 no void 4♣/♦: max and void in ♣/♦	
2♠		5		Weak spades (min 5 card) Can be very weak	2 NT: relay 3♣: pass or correct 3♦: transfert ♥: strong hand 3♥: transfert ♠: strong hand 3 NT: to play	3♣: min & singleton or void 3♦: max and short ♥ or no singleton/void 3♥: min and no singleton/void 3♠: max and singleton/void ♣ 3NT: max and singleton/void ♦	
2NT				Balanced hand 20/22	Niemeyer – 3♠ asking minors 3 NT = 5 card ♠ and 4 card ♥	Accepting transfert = no fit	
3♣		5		Weak (non vul 0-6)			
3♦		5		Weak (non vul 0-6)			
3♥		5		Weak (non vul 0-6)			
3♠		5		Weak (non vul 0-6)			
3NT	x	7		Gambling 3 NT			
4♣	x			Namyahs			
4♦	x			Namyahs			
4♥							
4♠							
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						Namyahs	
5♥							
5♠							