



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			<div></div>	
2 nd normal - max. 17/18 HCP - 4 card possible		Lead	In Partner's Suit			
	Suit	3 rd /5 th	3 rd /5 th			
	NT	attitude	3 rd /5 th			
4 th max. 15 HCP - 4 card possible	Subsequent	attitude				
	Other:	Kantar: 8/9/10 = top or 2 higher				
					Category:	Green
					NCBO:	Belgium
					Event:	1st division
1 NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS			Players:	Block Frank 10340 – De Grave Johan 15603
2 nd over 1 ♥/♠: 4 card other major + ≥ 5 card minor		Vs. Suit	Vs. NT		SYSTEM SUMMARY	
	Ace	asks count	asks count or deblock			
over 1 ♠/♦: 4 card major + ≥ 5 card other minor		King	asks on/off	asks on/off	GENERAL APPROACH AND STYLE	
4 th over 1 ♠/♦: 11-14 HCP - <i>resp.</i> Rubensohl	Queen	asks count	asks on/off or deblock			
	over 1 ♥/♠: 12-15 HCP - <i>resp.</i> Rubensohl	Jack	top	QJ(x) - top	5 card major	
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	KJ10 - top	AJ10 - KJ10 – top	≥ 3 card minor	
2 nd weak		9	K109 - Q109 - top	A109 - K109 - Q109 - top	T-Walsh	
	2 NT = Michaels (lower suits)	8	K98 - Q98 - J98 or	K98 - Q98 - J98 - top	1 NT Opening: 14 – 16 HCP	
1 ♠ - 2 ♦ = majors					2-over-1 Response: game force	
4 th 12-15 HCP + ≥ good 6 card						
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
2 nd cue over 1 ♥/♠ = Michaels (other major and a minor)		Partner's Lead	Declarer's Lead	Discarding	2 ♣ weak 4+/4 ♥/♠+ or strong hands	
	Suit: 1 st	lo/hi = on/off	trump: Lavinthal	Italian	2 ♦ multi	
1♦ - 2♦ = majors	2 nd	lo/hi = even/odd	lo/hi = even/odd	lo/hi = even/odd	2 ♥/♠ 5 card ♥/♠ + ≥ 3 card minor	
jump cue = asking stopper for 3 NT	3 rd	Lavinthal			3 NT Gambling	
4 th cue = 2 suiter with higher suit	NT: 1 st	lo/hi = on/off	Smith (low)	Italian	4 ♠/♦ preempt ♥/♠	
	jump cue = asking stopper for 3 NT	2 nd	lo/hi = even/odd	lo/hi = even/odd	lo/hi = even/odd	4 ♥/♠ good 4 ♥/♠
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) <i>Paco</i>	3 rd					
<i>against strong nt</i>	<i>against weak nt</i>					
dbl = ≥ 5 card ♣ or majors	penalty	OTHER SIGNALS (INCLUDING TRUMPS)				
2 ♣ = ≥ 5 card ♦	≥ 5 card ♦ or majors					
2 ♦ = ≥ 6 card ♥/♠	idem					
2 ♥/♠ = 5 card ♥/♠	idem					
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)						
over multi: dbl = NT 13-15 or ≥ 19 HCP or other strong hands						
over weak 2, muiderberg and 3 level opening:						
dbl = informative (→ 2 NT = 0-7 HCP or GF)						
World convention, 4 ♠ = ♠ + other major						
4♦ = ♦ + other major						
VS. ARTIFICIAL STRONG OPENINGS						
1 ♠ - dbl = ≥ 5 card ♥						
1 ♠ - 1♦ = ≥ 5 card ♠						
1 ♠ - 1 ♥/♠ = 2 suiter with ≥ 4 card ♥/♠						
1 ♠ - 1 NT = minors						
OVER OPPONENTS' TAKEOUT DOUBLE						
1 ♠/♦ - dbl - inverted minor (2 NT = very weak)						
1 ♥/♠ - dbl - Bergen (3 ♠ = 7-9 / 3 ♦ = 10-11 / 2 NT = GF)						
1 x - dbl - 1 y = ≥ 4 card + forcing 1 round						
					Psychics: rare	

