

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
6-18p., sometimes on 4-crd. = forcing 1R.
Answers all forcing 1 round except 1NT.
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17p. (2-level 16-18p.) → Rubensohl
4 th : 12-14p. → Rubensohl
Sandwich: other 2 suits.
JUMP OVERCALLS (Style; Responses; Unusual NT) = weak
Weak, us. 6+.
Reopen: weak
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct cue = Ghesthem
Jumpcue asks stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Multi-Landy (Dbl. = strong or 4crd. M + 5crd. m.)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Dble = opening +
Direct NT = 16-18p. (with Niemeijer), after waitng one round NT = 14-15p.
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
Rdble. = 10+p.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Small promises A/K/Q/(J)	same	
NT	same	Same (or 3-crd.)	
Subseq	same (if necessary)	Same (if necessary)	
Other: MUD			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks +/-	same	
King	Asks length (even/uneven0	same	
Queen	Asks +/-	same	
Jack	promisesJx or J109/8 or AJ10/KJ10	same	
10	Promises10x, 109x(x) or A109/K109/Q109)	same	
9	9x or second from bad suit	same	
Hi-X	Second from bad suit/MUD	same	
Lo-X	Promises A/K/Q/(J)	same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High = + (/even)	(high might be even)	Rom. Lavinthal
Suit 2	High might be even	(same)	same
3			
1	Similar to above	Similar	Similar
NT 2	Similar	Similar	Similar
3			
Signals (including Trumps): not actively			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO-dble = opening with other major or majors 4+/3+			
Over preemptive Two-openings Opp.: after Dble. Partner 2NT is positive, and 3-Suit = weak			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
CATEGORY: i.e. Green / Blue / Red / HUM / Brown Sticker:
NCBO: Belgium
PLAYERS: Gorissen 72158 Röell 71129 Goessens 4410
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2Cl.: weak with diamonds or SF/MF
2D.: Multi
2H.: Weak, 4+/4+ majors
2Sp.: Muiderberg (5crd. Sp. + 4+ minor)
Third hand pre-empts 3-13, other 6-11p.; green vs. red possibly lighter
SPECIAL FORCING PASS SEQUENCES
If agreed to play any level on basis of strength, pass of opponents bids below this level is forcing.
IMPORTANT NOTES
PSYCHICS: Very rare

OPENING	K IFA ART	MIN. NO. OF CAR	NE. DBL THR U				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3+	4H.	11-19, 3+ Cl.	2Cl. Inverted (10+) / 3Cl. = weak	4 th . Suit = MF. If fit in Major then 2NT = general manche-inv.; checkback-Stayman after 1NT-rebid (4 steps incl. 3-fit+4 other Maj.	Supp.(R)dbles. unless other major unbidden.
					Jump = opening + 6crd.; 3lev. Jump = Splinter		
1♦		3+ / 4	4H.	Same	Same	same	Sim. 1Cl.
1♥		5+	4D.	11-19p. 5crd.	1NT = nonforc.; Two-way Bergen raises (6-9 / 9-11); 2NT = 10-11p. or 16+ with 3crd. Support (→ 3NT if 16+ BAL + 3crd. fit); 3NT to play	2NT gen. manche-invite after 1M-2M.	Bergen raises also after intervention
		5+			2/1 = 10+p.		
1♠			4H	same	Same as 1H. (but 1Sp.-2H.= MF)		same
INT			3H.	(14)15-17p., BAL	2Cl. Asks Maj.; 2D-2NT = Trf.; 3Cl. = Niemeijer;	Breaking transfer = max. fit + ctrl.; breaking	Rubensohl; Neg. dble thr. 3H.
					3D/H/Sp. = strong suit; 4Kl.=Gerber, 4NT=quant.; 4D/H.= transfer	trf. via 2NT = max. + 3crd. fit	
2♣	ART		--	Weak 6crd. D or SF 1-Suit or MF 2-suiter or 23-24p. NT	2D. relay; 2NT strong rel. (→ 3D.=very weak, 3NT = pos. weak Diam., others SF); 2H/Sp.=nonforc.	3Cl. Second negative on 2Cl.-2D-2Ha/Sp. Niemeijer after strong NT	
2♦	ART		--	6crd. Maj. or MF suit or 25+NT	2H/Sp. To play if M; 2NT= strong relay (→ 3Cl./D = weak H/Sp; 3H/SP. = MF); 3H/Sp. = preemptive.	Niemeijer after strong NT	After Dble. of 2D.: rdbl. asks suit, pass=D.
					3Cl/D. = nonforc.		
2♥	ART	4+ (+4+ Sp.)	--	4+H = 4+Sp., weak;	Preference/barrages; 2NT = strong relay (→ 3Cl. = min. / 3D/H/S=max 4-4/5-4/4-5 etc.)		
2♠	ART	5	--	5Sp. + 4+minor, weak	2NT strong relay, 3Cl.=for correction; 3D.=invite S 3H. = forcing		After Dble. of 2SP.: Rdbl. Asks minor.
2NT			--	20-22p. BAL (singl. A/K/Q possible)	3Cl=Niemeijer; 3D/H=trf; 3Sp. = solid 6crd C or D or normal trf. To 3NT (→ bidding 4Cl./D after 3NT now is solid 6crd. Suit D. resp. Cl!); 3NT = 5S/4H; 4Cl=Gerber, 4D/H = Trf., 4NT = Quant.		
3♣		6	--	Preempt (loose)			
3♦		7	--	Preempt 7crd.			
3♥		6	--	preempt			
3♠		6	--	Preempt			
3NT				Gambling (solid minor)			
4♣		7	--	preempt			
4♦		7	--	preempt			
4♥		7	--	preempt			
4♠		7	--	preempt			
4NT				Asks specific aces			
5♣						HIGH LEVEL BIDDING	
5♦						RKCB, Josephine, Cue (1 st ./2 nd , but after C/D-fit at 4-level always 1 st); DOPI-ROP	
5♥/♠							