



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> max. 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
1 NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			Event:
2 <sup>nd</sup> 16-18 HCP		Vs. Suit	Vs. NT	Players: Greet Vydt 15602 – Johan De Grave 15303	
	Ace	asks count	asks count or unblock		Carl Verhoeven 14155 – Greet Vydt 15602
4 <sup>th</sup> over 1 ♠/♦: 11-14 HCP	King	asks on/off	asks on/off		Carl Verhoeven 14155 – Johan De Grave 15603
over 1 ♥/♠: 12-15 HCP	Queen	asks on/off	asks count or unblock		<b>SYSTEM SUMMARY</b>
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	top	QJ(x) - top	GENERAL APPROACH AND STYLE
2 <sup>nd</sup> weak (non vulnerable) - at least 5 card	10	KJ10 - top	AJ10 - KJ10 - top		5 card major
weak to intermediate (vulnerable) - at least 6 card	9	K109 - Q109 - top	A109 - K109 - Q109 - top		longer minor
2 NT = Michaels (lower suits)	8	K98 - Q98 - J98 - top	K98 - Q98 - J98 - top		1 NT opening: 14-16 HCP
4 <sup>th</sup> 12-15 HCP + ≥ good 6 card					2-over-1 response: game force
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2 <sup>nd</sup> cue over 1 ♥/♠ = ≥ 5 card other major + ≥ 5 card minor		Partner's Lead	Declarer's Lead	Discarding	2 ♣ weak ♦ or strong hands
1 ♣ - 2 ♣ = 5-4 ♥+♠ / 1 ♠/♦ - 2 ♦ = ≥ 5 ♥ + ≥ 5 ♠	Suit: 1 <sup>st</sup>	lo/hi = on/off	lo/hi = even/odd	Roman	2 ♦ weak ♥ or strong hands
jump cue = asking stopper for 3 NT	2 <sup>nd</sup>	lo/hi = even/odd		lo/hi = even/odd	2 ♥ weak ♠ or strong hands
4 <sup>th</sup> cue = 2 suiter with higher suit	3 <sup>rd</sup>	lavinthal			2 ♠ 5 card ♠ + ≥ (3)4 card minor
jump cue = asking stopper for 3 NT	NT: 1 <sup>st</sup>	lo/hi = on/off	lo/hi = even/odd	Roman	2 NT pre-empt ♣ or 2 suiter ♣ + x or NT strong ♣ suit
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) <i>Paco</i>	2 <sup>nd</sup>	lo/hi = even/odd		lo/hi = even/odd	3 ♣ pre-empt ♦ or 2 suiter ♦ + x or NT strong ♦ suit
<i>against strong nt</i> <i>against weak nt</i>	3 <sup>rd</sup>				3 ♦ pre-empt ♥ or 2 suiter ♥ + x
dbl = ≥ 5 card ♣ or majors penalty	OTHER SIGNALS (INCLUDING TRUMPS)				3 ♥ pre-empt ♠ or 2 suiter ♠ + x
2 ♣ = ≥ 5 card ♦ ≥ 5 card ♦ or majors	Trump: Lavinthal				3 ♠ gambling
2 ♦ = ≥ 6 card ♥/♠ idem	Smith: low = encouraging				3 NT pre-empt ♠/♦
2 ♥/♠ = 5 card ♥/♠ idem					4 ♠/♦ pre-empt ♥/♠ without side value
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)					4 ♥/♠ pre-empt ♥/♠ with side value or 2-suiter ♥/♠ + minor
over multi: dbl = NT 13-15 or ≥ 19 HCP or other strong hands					
over weak 2, muiderberg and 3 level opening:	<b>DOUBLES</b>				
dbl = informative (→ 2 NT = 0-7 HCP or GF)	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES	
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 ♥					
1 ♣ - 1 ♦ = ≥ 5 card ♠	4 <sup>th</sup>	≥ 8 HCP + shape		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
1 ♣ - 1 ♥/♠ = two suiter with ≥ 4 card ♥/♠		or any ≥ 16 HCP		1 ♦ opening frequently with 4 card ♦ + 5 card ♣	
1 ♣ - 1 NT = minors				1 ♠ opening frequently with 3 ♣ + 4 ♦ (3343)	
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1 x - pass - 1 y - 1 NT = 5/4 unbid suits + max. 13 HCP	
1 x - dbl - 1 y = ≥ 4 card + forcing 1 round	support doubles			1 x - pass - 1 y - 2 x = ≥ 5/5 unbid suits / 2 y = natural	
1 ♠/♦ - dbl - inverted minor (2 NT = 0-6 HCP)	responsive doubles				
1 ♥/♠ - dbl - Bergen / transfer	competitive doubles			Psychics: rare	
1 x - 1/2 y – Rubensohl (transfers)				Often weak openings in 3rd hand if NV	

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 ♣ 1 ♦		3	4 ♥	9-22 HCP	T-walsh 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 and short trials 2 ♣/♦ = checkback over 1 level rebid	1 ♣/♦ - dbl - inverted minor (2 NT = 0-6 HCP) 1 ♥/♠ - dbl -1 NT/2♣/2♦/2♥ = transfer ♣/♦/♥/♠ 1 x - 1/2 y - Rubensohl over 3 <sup>rd</sup> & 4 <sup>th</sup> hand opening: inverted Drury 1 ♥/♠ - 2 NT = ≥ 5-5 minor
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 = GF + ≥ (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		
1 NT				14-16 HCP 5 card major / 6 card minor / 5422 / 4441 possible	2 ♣ = non forcing Stayman 2 ♠/♥/♠/NT = transfer 3 ♣/♦ = 4441 black/red singleton 3 ♥/♠ = short with ≥ 5/4 minor 4 ♣ = two suiter majors 4 ♠/♥ = transfer ♥/♠		1 NT - 2 x - Rubensohl 1 NT - dbl - transfer
2 ♣	x			weak ♦ or NT 19-20 / 25-26 HCP or strong suit (not GF) or strong non-autonomous suit (GF) or 2 suiter (GF) / 5 ♥ + 4 x (GF)	2 ♥ = relay (distribution) 2 ♣ = non forcing 2 NT = relay (force)	over 2 NT rebid: 3 ♣ = Romex Stayman 3 ♠ = minor slam try 4 ♣ = weak two suiter majors 4 ♦ → 5 ♣ = weak transfer	weak 2 = 5/7 card possible weak 2 in 4 <sup>th</sup> hand = 10-12 HCP + 6 card
2 ♦	x			weak ♥ or NT 21-22 / 27+ HCP or strong suit (GF) / 5 ♠ + 4 x (GF)	2 ♠ = relay (distribution) 2 NT = relay (force)		
2 ♥	x			weak ♠ or NT 23-24 or NT strong ♣/♦ suit + 9-10 top tricks or strong 3 suiter 19-24 HCP	2 NT = relay (distribution) 3 ♣ = relay (force)		
2 ♠	x	5		5 card ♠ + ≥ 4 card minor (6)7-11 HCP	2 NT = GF relay (distribution) 3 ♣ = pass or correct to 3 ♦ 3 ♦ = transfer ♥ 3 ♥ = invitation for 4 ♠		5332 possible in 3 <sup>rd</sup> hand
2 NT	x			pre-empt ♣ or 2 suiter ♣ + x (4/5 losers) or NT strong ♣ suit with side stoppers			
3 ♣	x			pre-empt ♦ or 2 suiter ♦ + x (4/5 losers) or NT strong ♦ suit with side stoppers			
3 ♦	x			pre-empt ♥ or 2 suiter ♥ + x (4/5 losers)			
3 ♥	x			pre-empt ♠ or 2 suiter ♠ + x (4/5 losers)			
3 ♠	x			gambling NT			
3 NT	x	8		pre-empt ♠/♦			
4 ♣	x			pre-empt ♥ without side value			
4 ♦	x			pre-empt ♠ without side value			
4 ♥				pre-empt ♥ or 2-suiter ♥ + minor			
4 ♠				pre-empt ♠ or 2-suiter ♠ + minor			
4 NT	x			2 suiter minors			
<b>HIGH LEVEL BIDDING</b>							
Roman key card Blackwood (41-30) - Exclusion Blackwood (41-30) - DIPO/RIPO Over dbl: bid = 1st control / rdbl = 2 <sup>nd</sup> control / pass = no control							