

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style: 6-16 Hp – (4) 5 krt;
Responses: raising NF; cue-bid 10+
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15 – 18 ; responses : same as 1NT
4 th : 9 – 14 ; responses: same as 1NT
JUMP OVERCALLS (Style; Responses; Unusual NT)
Not-vul: 0 – 12; vul : 8+
Unusual 2NT: 2 lowest not mentioned colors
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
(1♣/1♦) - 2♣/2♦ : Michael's cue: both maj
(1♥/1♠) - 2♥/2♠ : Michael's cue: the other maj + unknown min Response: 2 NT asks min
Jump cue asks stop
VS. NT (vs. Strong/Weak; Reopening;PH)
Vs strong NT: x = long minor; 2♣ = majors; 2♦ = long major; 2♥/2♠ = 5 crd maj + min
Vs weak NT : x = 14 +
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
2 NT = 15 18
Dbl = good opening
Worldconvention
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X = majors; 1NT = minors; 2♣ = to play
OVER OPPONENTS' TAKEOUT DOUBLE
1 level = forcing; redbl = 10+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	3 rd -5 th	
NT	small promising	3 rd -5 th	
Subseq	small promising		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	calls for attitude	calls for attitude	
King	calls for distribution	calls for distribution	
Queen	QJx(xx)	QJx(x)	
Jack	J10(xx)	J10(xx)	
10	Top of nothing or Kantar	Idem	
9	Top of nothing or Kantar	idem	
Hi-X	Top of nothing or even nr cards	idem	
Lo-X	3 rd -5 th	Small promising	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small encouraging	Reverse distribution	Italian,Lavinthal
Suit 2	L/H even nr crds		
3			
1	Small encouraging	Reverse distribution	Italian,Lavinthal
NT 2	L/H even nr crds		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ or 17+			
Responses: jump from 8+; cue is forcing			
Reopening: 11+			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support dbl and rdbl			

W B F CONVENTION CARD
CATEGORY: Nat III
NCBO: Belgium
PLAYERS: Frank Cole 10702
Raf Bahbout 25830
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
♣ = 2+crd ♦ = 4+crd ♥/♠ = 5+crd
2 over 1 : GF
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = weak♦, semi-GF color, GF bicolor, or NT 22-23 or 26-27, or GF color (bad color)
2♦ = GF color or NT 24-25 or 28+ or (5) 6crd maj 6-10HP
2♥ = both Maj 6-10
2♠ = Muiderberg 1 st or 2 nd hand, or random
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS:seldom

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11 +	T-Walsh ; inverted minors ; double deux Jump = weak or strong	4th color = GF if answer on level 3	idem
1♦		4	4♥	11 +	inverted minors ; double deux ; jump = weak	idem	idem
1♥		5	4♦	11+	1NT = forcing 1 round 1♥-2♥ = 8-10 with 3crd trump 2 ZT = 12+ with 4crd trump 3♣ = 7-9 / 3♦=10-11/ 3♥ =0-6 met 4cr trump		1NT natural 2♣=inverted drury
1♠		5	4♦	11+	Idem as 1♥ opening		Idem as 1♥
1 NT				15-17 – 5crd ♥/♠ possible, 6crd minor possible	Weak Staymanrelais – 4 transfers 3♣ = Niemeyer	Opponent bidding : Rubensohl	idem
2♣	X			semi GF color, or weak ♦, or GF bicolor, or GF ♥/♠ bad color or NT of 22-23 or 26-27	2♦ = relay 2 NT strong relay asking diamond strength Niemeyer after 2 NT rebid	After 2♦ relay , 2♥ = GF bicolor with ♥, or GF ♥ with bad color, or NT 26-27 After 2♦ relay , 2♠ = GF bicolor with ♠, or GF ♠ with bad color After 2♦ relay , 3♣/♦/♥/♠ = semi GF	idem
2♦	X			GF color or NT 24-25 or 28+ or (5)6 crd maj 6-10	2♥ = relay 2NT strong relay		idem
2♥		4/4 M		6-10 both Maj	2 ZT= relay		idem
2♠		5M		1st and 2 nd hand = Muiderberg, 3rd or 4th hand random 5crd	2 ZT= relay		
2NT				20-21	3♣ = Niemeyer		idem
3♣		(6)7		Preempt			idem
3♦		(6)7		Preempt			idem
3♥		(6)7		Preempt			idem
3♠		(6)7		Preempt			
3ZT		7		Gambling – closed minor suit	4♣ = p/c ; 4♦ = name suit ; 5♣ = pas of 5♦		
4♣		(7)8		Preempt			
4♦		(7)8		Preempt			
4♥		(7)8		To play			
4♠		(7)8		To play			
4ZT	X			Bicolore minor			
5♣				To play			
5♦				To play			
						HIGH LEVEL BIDDING	
						RKC 41-30 – 2 – 2+Q trump; with ♣ contract 30-41	

5♥				To play		DOPI (x=30-pass=41 etc) -ROPI ; – splinters – mixed controles	
5♠				To play			