

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC CONVENTION CARD	
OVERCALLS - General style (80/10) 5 cards suit Responses: NATURAL Cue = Fit Jump cue = 4 cards fit Responses: 1/1 forcing; 2/2 limit; 2/1 not forcing; 3/2 not forcing		OPENINGS LEADS 3rd / 3rd NT 3rd / 3rd Attitude Other: As ask signal K asks count		SYSTEM STYLE Natural GREEN Strong club BLUE Artificial RED Highly Unusual YELLOW	
TAKE-OUT DOUBLE - General style Response: 4/7 natural; 4/10 jump (1 cue) 4 NT point After weak 2 openings: response: 2 NT 80/10 pts; Cue = 11 pts		VS suit contracts AK EQ QJ T9 AKs EQs QJs T9s AKs QJ98 Q9s AKJTs KJTs KJTs Jx AKQJs KJTs KJTs xxt AKJN QJTs JTs xxt KJAs Kxxxs Jxxs xxxxx		SYSTEM SUMMARY GENERAL APPROACH AND STYLE NATURAL 5 CARDS M 1♣ = 3 cards + 1♠ = 3 cards + inverted raise Specialized 2 levels opening's Preempt classic except 3NT 1NT opening = 15-17 2 over 1 Response: forcing → 2NT	
INT OVERCALL 2nd pos 15/18 IRCP Same as opening 4th pos 10/14 HCP Same as opening		SIGNAL WHEN FOLLOWING OR DISCARDING 1 = odd numbers of cards D = discouraging 2 = even numbers of cards E = encouraging 11 = when reply used S = suit preference		OPENINGS & RESPONSES THAT MAY REQUIRE DEFENCE	
JUMP OVERCALL WEAK INTERM STRONG BRIDGE Vul Non Vul Responses: 2NT Forcing		CARD SIGNALS HIGH LOW ORB EVEN S On partner's lead 2(D) U On partner's lead 1(E) I On declarer's lead 2 T On declarer's lead 1 Discarding 2 1 (E) On partner's lead 2(1) 1(E) On declarer's lead 2 1 Discarding 2 1 (E)		OPENINGS 2♣ Semi forcing or weak with both M 2♦ Forcing game or weak ♠ or ♣ (multi) 2♥ Weak 5♥+4♥m (6-10 HP) 2♠ Weak 5♠+4♠m (6-10 HP) 3 NT 1 Closed suit 4♣ or 4♦ Preempt 4♥ or 4♠ Natural 4 NT 2 minors suits	
UNUSUAL NT 2 lowest suits Responses		SIGNAL IN TRUMP BUT LAVINIAL Signals with high cards in NT First trumps discard (odd-E)		DESCRIPTION SPECIAL FORCING PASS SEQUENCES 2 NT = FI opposite 6 suit Escaping from 1 NT double by transfer (Lebersohl) New minor suit in competitive bidding NP at level 2 1 m 1 NT 2♣ = ask Major 1 x 2 NT 2 suits 1 m 1♥ double = 4♣	
DIRECT CUE-BID STYLE 3♦-5X GIBSTDM Responses		OTHER SIGNALS Suits with high cards in NT First trumps discard (odd-E) LAVINIAL		SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES May be light with classic shape Response cue promises rebid	
VS NT Responses 2♣ Landy 2♠ multi 6♦ or ♠ 2♥ = 5♥+4♥m 2♠ = 5♠+4♠m Double at least same range as open After pass double = 1 minor suit		SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES 1♣ double = weak + both M 1♦ INT = 2 m suits 2♣ double = ♣		VS PREEMPTS Over weak 2 M: Cue = 2 m suits 4♣ = ♣ + O.M. 4♦ = ♦ + O.M. VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS	

WBF SUPPLEMENTARY SHEET

Annexe – Lebensohl

1 NT 2D/H/S 2NT Lebensohl

a) 1NT 2H
pass
3C relay
2NT

3D : to play
3H : 4S without H stop
3NT : no 4S, no stop in H
pass
2NT
3D : to play
3S : 4H without S stop
3NT : no 4H, no stop in S

b) 1NT 2S
3C relay

c) 1NT 2D
pass
3C relay
2NT

3D : 4H or/and 4S without D stop
3H/S : invitation
3NT : no 4H/S, no stop in D

Annexe – Roudi

1C/D 1H/S

1NT 2C roudi

2D min., 3 cards in H/S

2H/S min., 3 cards in H/S

2AM max., 3 cards in H/S

2NT max., no 3 cards in H/S

WBF SUPPLEMENTARY SHEET

Annexe – 2D

2D 2H : to play 2H or 2S

2S : to play 2S or 3H or more

4C / 4D : to play 4H or 4S (transfer for 4C)

2NT : strong relay

3C : 8-10 with H

3D : 8-10 with S

3H : 6-7 with H

3S : 6-7 with S

3NT, 4C, 4D, 4H and 4S strong (after 3NT baron style)

Annexe – 2NT on 1H/S

1H/S

3H/S preempt

1H/S

3NT shortness in aM

1H/S

4C/D shortness in C/D

1H/S

2NT 4 cards fit and at least limit

3C

12-14 HP + one shortness (relay by step)

3D

15-17 HP + one shortness (relay by step)

3AM

18+ HP

3H/S

minimum

3NT

15-17 HP-bal.

4X

5 + 5 – 12-14 HP

4H/S to play

<i>Annexe 20 Truscot development after</i>		
1 NT	2♠	
2 X		
a)	1 NT	2♠
	2♦	relay : ask distribution
	2 NT	4 3 3 3 minimum
	3♠ = 5 cards in ♠	3♦ relay ask for doubleton by step
	3♦ = 5 cards in ♦	3♥ relay ask for doubleton by step
	3♥ = 4♠ + 4♦ + 3♥	
	3♠ = 4♠ + 4♦ + 3♥	
	3 NT = 4 3 3 3 maximum	
b)	1 NT	2♠
	2♥	relay : ask distribution
	2 NT	4 3 3 3 minimum
	3♠ = 4 cards in ♠	3♦ relay ask for tripleton by step
	3♦ = 4 cards in ♦	3♥ relay ask for tripleton by step
	3♥ = 5 cards in ♥	3♠ relay ask for doubleton by step
	3♠ = 4 cards in ♠	4♠ relay ask for doubleton by step
	3 NT = 4 3 3 3 maximum	
c)	1 NT	2♠
	2♥	relay
	3♦ = 4 cards in ♦	3♥ relay ask for tripleton by step
	3♥ = 4 cards in ♥	3♠ relay ask for tripleton by step
	3♠ = 5 cards in ♠	4♠ relay ask for doubleton by step
	3 NT = 4 3 3 3	4♠ ask for power by step