



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> normal - max. 17/18 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	3 <sup>rd</sup> /5 <sup>th</sup>	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	
				Event:	
1 NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)		LEADS			Players: Somers Chris 13138
2 <sup>nd</sup> over 1 ♥/♠: 4 card other major + ≥ 5 card minor		Vs. Suit	Vs. NT		Janssens Hubert 11956
over 1 ♣/♦: 4 card major + ≥ 5 card other minor	Ace	asks count	asks count or unblock		
4 <sup>th</sup> over 1 ♣/♦: 10-14 HCP	King	asks on/off	asks on/off		
over 1 ♥/♠: 12-16 HCP	Queen	asks count	asks count or unblock		
JUMP OVERCALLS (Style; Responses; Unusual NT)		Jack	top	QJ(x) - top	<b>SYSTEM SUMMARY</b>
2 <sup>nd</sup> weak	10	KJ10 - top	AJ10 - KJ10 - top		GENERAL APPROACH AND STYLE
2 NT = Michaels (lower suits)	9	K109 - Q109 - top	A109 - K109 - Q109 - top		5 card major
1 ♣ - 2 ♦ = 2 suiter majors	8	K98 - Q98 - J98 - top	K98 - Q98 - J98 - top		1D = 4+ cards
4 <sup>th</sup> 12-15 HCP + ≥ good 6 card					1 NT opening: 14+/17 HCP
DIRECT AND JUMP CUE-BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			2-over-1 response: game force
2 <sup>nd</sup> cue over 1 ♥/♠ = Michaels (other major and a minor)		Partner's Lead	Declarer's Lead	Discarding	<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
1 ♦ - 2 ♦ = 2 suiter majors	Suit: 1 <sup>st</sup>	lo/hi = on/off	trump: smith/lav	negative/count	2 ♣ weak ♦ or strong hands
jump cue = asking stopper for 3 NT	2 <sup>nd</sup>	lo/hi = even/odd	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		lavinthal	2 ♥ weak ♥ + ♠
jump cue = asking stopper for 3 NT	NT: 1 <sup>st</sup>	lo/hi = on/off	smith (low=pos)	negative/count	2 ♠ 10-13 both minors
VS. NT (Vs. Strong/Weak; Reopening; Passed Hand) Lionel	2 <sup>nd</sup>	lo/hi = even/odd	lo/hi = even/odd	lo/hi = even/odd	
2 ♣ = C + H	3 <sup>rd</sup>			lavinthal	
2 ♦ = D + H	OTHER SIGNALS (INCLUDING TRUMPS)				
2 NT = 2 suiter minors					
Double = Sp or S + other suit					3 NT gambling without side ace or king
H/2S = natural					4 ♣ pre-empt ♣ or ♥
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)					4 ♦ pre-empt ♦ or ♠
over multi: dbl = NT 13-15 or ≥ 19 HCP or other strong hands					4 ♥ pre-empt ♥ with side values or 2 suiter H + other
over weak 2, muiderberg and 3 level opening:	<b>DOUBLES</b>				4 ♠ pre-empt ♠ with side values or 2 suiter ♠ + x
dbl = informative (→ 2 NT = 0-7 HCP or GF)	TAKEOUT DOUBLES (Style; Responses; Reopening)				<b>SPECIAL FORCING PASS SEQUENCES</b>
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			<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
1 ♣ - 1 ♥/♠/NT = two suiter colour/rank/mixed		or any ≥ 16 HCP			1 ♦ opening possible with 4 card ♦ + 5 card ♣
2X = long or short (3 suiter)					1 ♣ opening possible with 3 ♣ + 4 ♦
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
1 ♣/♦ - dbl - inverted minor (2 NT = very weak)		support doubles			Psychics:
1 ♥/♠ - dbl - transfers + fit showing jumps		responsive doubles			
		competitive doubles			

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 minors 1 ♦ - 3 ♣ = inviting ≥ 6 card ♣	3 <sup>rd</sup> and 4 <sup>th</sup> suit forcing 2 ♣/♦ = checkback over 1 level rebid (double 2)	1 ♣/♦ - dbl - inverted minor (2 NT = very weak)
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 = game force + ≥ (3)4 card support 3 ♣/♦/♥ = fit showing + limit 3 ♥/♠ = weak + ≥ 4 card support 3 NT = 12-15 HCP + 4-3-3-3	Transfers after 1M – D	over 3 <sup>rd</sup> & 4 <sup>th</sup> hand opening: inverted Drury
1 NT				14+/17 HCP 5 card major / 6 card minor / 5-4 card possible	2 ♣ = non forcing Stayman 2 ♦/♥/♠/NT = transfer 3 ♣/♦ = minor 2suiter (to play/GF) 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 strong NT or 1suiter SF & GF or 2 suiter game force	2 NT = relay → min./max. HCP/suit	over 2 NT rebid: 3 ♣ = Puppet Stayman 3 ♠ = minor slam try 4 ♣ = 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 strong NT or GF minor or GF major (autonomous suit)	2 NT = relay → 3 ♣/♦ = min. ♥/♠ → 3 ♥/♠ = max. ♠/♥			
2 ♥	x		weak ♥ + ♠	2 NT = relay → 3 ♣ = min. → 3 ♦ = max. + equal length ♥/♠ → 3 ♥/♠ = max. + longer ♥/♠ → 4 x = max. + short x			
2 ♠	x			Both minors 10-13 HCP	2 NT = relay 3 ♣/3 D : to play		
2 NT	x			20-21 HCP	Puppet +transfers 3S = minors		
3 ♣	x			pre-empt	New suit forcing		
3 ♦	x			pre-empt			
3 ♥	x			pre-empt			
3 ♠	x			Pre-empt			
3 NT	x	8		gambling without side ace or king			
4 ♣	x			pre-empt ♣ or ♥			
4 ♦	x			pre-empt ♦ or ♠			
4 ♥				pre-empt ♥ with side values or 2 suiter ♥ + x			
4 ♠				pre-empt ♠ with side values or 2 suiter ♠ + x			
4 NT	x			2 suiter minors			
<b>HIGH LEVEL BIDDING</b>							
Roman key card Blackwood (41-30-2) - Mixed 1 <sup>st</sup> and 2 <sup>nd</sup> round control bidding - Splinters - Dopi/ropi - Josephine over dbl: bid = 1st control / rdbl = 2nd control / pass = no control							