

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF and SBF Convention Card	
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			 	
2 nd normal - max. 17/18 HCP - 4 card possible		Lead	In Partner's Suit			
	Suit	3 rd /5 th	3 rd /5 th			
	NT	attitude	3 rd /5 th			
4 th 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 nd /4 th Live; Responses; Reopening)	LEADS			Players: Stryckers Leo 13221		
2 nd 15+		Vs. Suit	Vs. NT		Janssens Hubert 11956	
	Ace	asks count	asks count or unblock			
4 th over 1 ♣/♦: 10-14 HCP 2C = relay stayman	King	asks on/off	asks on/off			
over 1 ♥/♠: 12-16 HCP 2C = relay stayman	Queen	asks count	asks count or unblock		SYSTEM SUMMARY	
JUMP OVERCALLS (Style; Responses; Unusual NT)	Jack	top	QJ(x) - top		GENERAL APPROACH AND STYLE	
2 nd weak	10	KJ10 - top	AJ10 - KJ10 - top		5 card major	
2 NT = Michaels (lower suits)	9	K109 - Q109 - top	A109 - K109 - Q109 - top		1D = 5+ cards or 4D441	
1 ♣ - 2 ♦ = 2 suiter majors	8	K98 - Q98 - J98 - top	K98 - Q98 - J98 - top		1 NT opening: 14+/17 HCP	
4 th 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 nd cue over 1 ♥/♠ = Michaels (other major and a minor)		Partner's Lead	Declarer's Lead	Discarding	2 ♣ weak ♦ or strong hands	
1 ♦ - 2 ♦ = 2 suiter majors	Suit: 1 st	lo/hi = on/off	trump: smith/lav	italian		
jump cue = asking stopper for 3 NT	2 nd	lo/hi = even/odd	lo/hi = even/odd	lo/hi = even/odd	2 ♦ weak ♥/♠ or strong hands	
4 th cue = 2 suiter with higher suit	3 rd	lavinthal		lavinthal	2 ♥ weak ♥ + ♠	
jump cue = asking stopper for 3 NT	NT: 1 st	lo/hi = on/off	smith (low=pos)	italian	2 ♠ 10-13 or GF both minors	
VS. NT (Vs. Strong)	2 nd	lo/hi = even/odd	lo/hi = even/odd	lo/hi = even/odd		
2 ♣ = majors reopening = natural	3 rd			lavinthal		
2 ♦ = major one suiter reopening = natural	OTHER SIGNALS (INCLUDING TRUMPS)					
2 NT = 2 suiter minors						
Double = 15+ reopening = majors						
2H/2S = muiderg style reopening = natural					3 NT gambling without side ace or king	
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 ♦ or ♠	
over weak 2, muiderg and 3 level opening:	DOUBLES				4 ♥ pre-empt ♥ with side values or 2 suiter H + other	
dbl = informative (→ 2 NT = 0-7 HCP or GF)	TAKEOUT DOUBLES (Style; Responses; Reopening)				4 ♠ pre-empt ♠ with side values or 2 suiter ♠ + x	
world convention (4 ♣ = ♣ + major - 4 ♦ = ♦ + major)	2 nd ≥ 10 HCP + shape				SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	Or too strong for simple overcall					
1 ♣ - dbl = ≥ 5 card ♥						
1 ♣ - 1 ♦ = ≥ 5 card ♠	4 th ≥ 8 HCP + shape					
1 ♣ - 1 ♥/♠/NT = two suiter colour/rank/mixed	or any ≥ 16 HCP				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2X = long or short (3 suiter)						
OVER OPPONENTS' TAKEOUT DOUBLE	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			1 ♣ opening possible with 3 ♣ + 4 ♦		
1 ♣/♦ - dbl - inverted minor (2 NT = very weak)	support doubles					
1 ♥/♠ - dbl - transfers + fit showing jumps	responsive doubles			Psychics:		
	competitive doubles			Practically non existent		

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 ♦		2	4 ♥	9-22 HCP	T-walsh inverted minors 1 ♦ - 3 ♣ = inviting ≥ 6 card ♣	3 rd and 4 th suit forcing 2 ♣/♦ = checkback over 1 level rebid (double 2)	1 ♣/♦ - dbl - inverted minor (2 NT = very weak) 1C – 1D -X=4+H 1H=4+S 1S no 4card M
1 ♥ 1 ♠		5	4 ♥	9-22 HCP	1 NT = 1 round forcing over 1 st and 2 nd 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 rd & 4 th 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 th 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 or GF	2 NT = relay 3 ♣/3 D : to play		
2 NT	x			20-21 HCP	Puppet +transfers 3S = a minor 4C/4D = both minors to play/game forcing		
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			

HIGH LEVEL BIDDING

Roman key card Blackwood (41-30-2) - Mixed 1st and 2nd round control bidding - Splinters - Dopi/ropi - Josephine
over dbl: bid = 1st control / rdbl = 2nd control / pass = no control