DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS					W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE						
Subject to vulnerability; 2lvl sound					In Partner's Suit		CATEGORY: Green
Reopening = intermediate strength ~15; 3lvl weaker and longer suit			2 <sup>nd</sup> , 4 <sup>th</sup> , MUD		CT, or top of nothing		NCBO: Australia
Simple raises, cue raises, mixed raises (jump raises weak)	l		2 <sup>nd</sup> , 4 <sup>th</sup> , MUD		CT, or top of nothing		PLAYERS: Dagmar <u>Neumann</u> – Maurits <u>van der Vlugt</u>
Change of suit by ADV at 1 and 3 lvl is F1R, 2 lvl is NF	Subseq		İ		same		EVENT (Mixed/Transnational)
Opp bid and raise a suit, 2NT = 2 places to play	Other: O	verlead a	all (A asks ATT	, K asks CT)			
	Vs NT: ur	derlead	asks for unblo	ock			
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						SYSTEM SUMMARY
2 <sup>nd</sup> : 15-18	Lead		Vs. Suit		Vs. NT		
4 <sup>th</sup> : 11-14. System on. 2N = 18-19	Ace	Ace		A, AKx, Ax(+) asks ATT			GENERAL APPROACH AND STYLE
	King	King				sksUB, KQxx, KQJx,	Natural, 2 over 1, 5-crd majors, semi-forcing 1NT
	Queen		AQJx, QJxx		same, or KQT9 UB		1NT = (14+) 15-17
	Jack	Jack		A/KJTx, JTxx		or QJ98 UB	Weak 2s <b>♦, ♥, ♠</b> 5+ NV, 6 VUL
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10		A/K/QT9x, T9xx, Tx			♣ = 2+, 1 • promises 4
Jumps weak: aggressive FAV, wide-ranging opp passed partner	9		9x		same		
Unusual NT (lower unbid)	Hi-X		Xx, xXx(+)		Xx, Xxx		
	Lo-X		4 <sup>th</sup> from H (not partner suit)		HxxX(+), xxxX(+) partner		
Reopen: intermediate, 2NT=18-19 Bal	SIGNALS	IN ORDI	ER OF PRIORIT	ГҮ			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partne	r's Lead	Declarer's Lead	ł	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1m-2m: 5+5+ MM, any strength (not compulsory)	1	REV A	TT or CT REV CT		REV ATT		2 almost GF, strong bal 22+
1M-2M: 5+oM, 5+m, any strength (not compulsory)	Suit 2	REV pr	esent CT REV present C		Т	REV present CT	2-way checkback
1x-3x: stopper ask	3 REV CT		Γ REV CT				Fit showing jumps in competition (suit interference)
	1	. Same a	as above	Same as above	9	Same as above	Very aggressive pre-empts 1st/3rd seat fav
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2						Lebensohl over weak 2's and NT interference
DBL= Pen (from top of NT range), next dbl (see NOTE 1)	3	1					Blackout after Reverse
2C=4+4+MM, rest natural	Signals (ii	Signals (including Trumps):					Help suit game tries
PH reopening DBL =sS 4	UDCA – reverse attitude and reverse count – predominantly reverse count						
	Frequent suit preference, incl. if singleton in dummy;						
	First lead	First lead, reverse count if can't beat dummy					
		DOUBLES					
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBL	ES (Style; Res	ponses; Reope	ning)		
DBL=T/O. Lebensohl vs weak 2 (see NOTE 2)	Take Out	Take Out and Negative to 4♠					
Leaping & non-leaping Michaels (see NOTE 3)	X of 2 ♦ I	X of 2 ♦ Multi = 13-15 bal or strong hand					
2/3NT natural (see NOTE 4 re. responses to 3NT)							
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣							SPECIAL FORCING PASS SEQUENCES
vs strong 1.: DBL=MM, 1NT = mm, rest natural, aggressive	SPECIAL,	ARTIFIC	IAL & COMPE	TITIVE DBLS/RI	DLS		Penalty pass situations, forcing to 2 of our suit or suit agreement
	Support Doubles to 2lvl						
	RDBL of doubled cue = first round control						
OVER OPPONENTS' TAKEOUT DOUBLE	RDBL of doubled NT contract = suggests doubt					IMPORTANT NOTES	
System on, RDBL=good hand, next DBL=PEN.							
							PSYCHICS: n/a

	ı	OF	THRU				
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1*		2	4 🆍	11+ HCP, 2+*	1x=Natural, 1NT=6-9, no M, INVERTED m, 2 • =5+ * 10-12, 2M=6+M 6-8(9), 2NT=10-12, 3 * = 4-9 3x=Splinter, 3NT=13-15 bal, 4M=To Play 1 * : 2 * GF, continuations stopper showing	1 - 1x-1x-1x-1May have 1 or 2 four-card MM 1 - 1x-1y=promises an unbalanced hand 1 - 1 - 1 - 1 - 1 - 1 - 4 = 4SF	Passed Hand: 1m - 2m = 10+HCP Interference:
1•		4	4♠	11+ HCP, 4+◆	INVERTED m, 2 ◆ = 4+ ◆ GF, 3 ♣ = 5+ ♦ 10-12, 2M=6+M 6-8(9), 2NT=10-12, 3 ◆ = 4-9 (NV-V), 3x=Splinter, 3NT=13-15, 4M=To Play 1 ◆ : 2 ◆ GF, continuations stopper showing	1 ♦ -1 ♥ -1 ♠ promises an unbalanced hand	1m (x) 2/3m = 4-9 HCP (subject to distribution and vulnerability)
1♥		5	4 🌲	11+ HCP, 5+♥	1NT=5-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦=5+♦ GF, 2♥=3(4) ♥ 6-9, 2♠=3♥ limit raise, 2NT= GF 4+ raise, 3♣=4♥ 6-9, 3♦=4♥ limit raise, 3♥=4+♥ 0-5 vul dependent, 3♠/4♣/4♦=8-11 splinter in ♠/♣/♦, 3NT=4333 shape 12-15, 4♠ and 5m to play	1M − 2NT responses: $3 * = \min$ , $3 * = n$ on min BAL, then $3 * / 3 * / 3$ NT/ $4 * = N$ LMH shortage 3 * / 3 * / 3NT = $* / * / o$ M shortage with extras 3 * = non-serious	Passed Hand:  1M-2♣ = nat, NF  Over suit interference: Fit Showing Jumps
1.		5	4 🏟	11+ HCP, 5+♠	1NT=5-12 NF, 2♣=2+♣ GF (clubs or BAL), 2♦/♥=NAT GF 5+, 2♠=3(4) ♠ 6-9, 3♥=3♠ limit raise, 2NT= GF 4+ raise, 3♣=4♠ 6-9, 3♦=4♠ limit raise, 3♠=4+♠ 0-5 vul dependent, 3NT/4♣/4♦=8-11 splinter in ♥/♣/♦, 4♥ and 5m to play	1 ♥-1 ♠-2 ♣-3 ♦ = 4SF, 5/5 distribution, could be S/T After 1m-1M-2M- 2NT (Invite+ inquiry): 3x min, 4 min, 4M max BAL, 4x = SPL max +4M After 1m-1M-2M- 3x = help suit trial	
INT			4 🏟	(14)15-17 HCP may have 5cM, 6cm, 5422, or a singleton	2♣=Stayman, Smolen, promises 4M, 2♦/2♥=TRF, 2♠=♣'s or Range Ask, 2NT=♦TRF 3♣=5cM ask, 3♦=GF 5-5+ Minors 3♥/♠ =(31)(54) GF, 4♣/4♦= two-under TRF to play or KC, 4M=to play, 4NT=Quant	1NT-2♣; 2♦-2♥/♠ = garbage Stayman 1NT-2♣; 2♥-2NT = 4♠ invite 1NT-2♣; 2♥-3m = 4♠ + 5m GF TRF > superaccepts After 4lvl TRF, 4NT=RKCB, 5y=EKCB	1N (x) > XX single suited, 2y this plus higher X of Stayman/TRF – bid shows stop/3crd support
2*	Х	0	4 🖍	GF or 22+BAL	2 ◆=waiting, 2M NAT HHxxx(+), 3m NAT HHxxxx(+)	2♣- 2♦-2♥-2♠ = Kokish: Big balanced hand or H 2♣- 2♦-3♥ = Hearts,2♥-2♠-3♥ = 5+♥ + 4♠	2♣ (2y/x) x/xx = ≤5 HCP
2 <b>♦</b> 2 <b>♦</b> 2 <b>♦</b>		(5) 6	X = pens	Weak 2 (5+= NV)	New suit NF (NV), F1R (VUL). 2NT ASK	2x-2NT (NV): 3♣=Min 5crd, 3♣=min 6crd, 3♥=max 5crd, 3♠=max 6crd. 2x-2NT (VUL): 3x=shortness (max if above suit)	They overcall x = pens
2NT				20-21 BAL	3♣=Simple Stayman, 3♦/3♥=TRF, 3♠=minor suit Stayman 4♣/4♦/4♥/4♠=two-under TRF, 4NT=Quant	2NT-3♣; 3♠-3M=Smolen; After 3lvl TRF, 4NT=QUANT After 4lvl TRF, 4NT=RKCB 2NT-4M - 4NT = to play	
3*/◆		(6) 7	X = pens	Weak 3 (aggressive NV, FAV)	New suit F1R (3lvl) 4M = to play	After new suit F1R: 3z = stopper, 3N = no support and no stopper below 3N, 4z support and cue	
3NT	Х			1 <sup>st</sup> /2 <sup>nd</sup> : Gambling (solid m, little side values)	4♣/5♣= Pass or Correct 4M = to play	HIGH LEVEL BIDDING  RKCB 1430, 5N=even KC plus void, 6y = odd KC plus trump suit = no Q, 5N = Q but no K; RKC interference	·
4 <b>*/</b> ◆ 4 <b>∀/</b> ♠		7+	X = pens	Preempt		EKCB 0,1,1+Q,2,2+Q  Non-serious 3NT  1st and 2nd round cues, Last Train, 5N = pick a slam  Lightner Doubles; our cue doubled, redouble if usefu  Forcing Pass situation > pass and pull	



# WBF Standard Card Supplementary Sheet

## Note 1: When we double their weak 1NT (13-15 or less)

(1N)	Χ		equal+ points, upper range their NT
(1N)	X (P)	P 2y	values; now all doubles are penalties weak hand (worst case 2C = 3+, if 4333, could have higher longer suit)
(1N)	X (XX)	P 2y	<ul> <li>a) (XX) = happy to play; suggests they have the majority of points, we bid no clear bid suit</li> </ul>
		P 2y	b) (XX) = puppet to 2C values; now all doubles are penalties weak hand (worst case 2C = 3+, if 4333, could have higher longer suit)
(1N)	X (trf*)	Χ	X shows values; sets up penalty doubles
(1N)	X (2L)	X 2y 3y 3y	2L is natural > take out (can't double or pass for values, only instance of t/o) 5+ suit, NF no jump, constructive jump, GF

## Note 2: Lebensohl (better minor) over their weak Two's

If partner's t/o double forces a response at the 3 level - via 2N is the weaker hand, both promise 4cd suit only. If we have two ways to show an invitational hand – via 2N shows 4cd suit, direct 3 lvl bid shows a 5cd suit.

(2♠) X (/)	2N	3m		forced relay, better minor
			Р	to play
		3♣	3♦/♥	to play
	3у			natural, invite (8-11)
	3♣			natural, (0-11)!
(2♦) X (/)	2M			to play
	3M			5+ Major, invit
	2N	3.	3M	4 Major, invit.
	3♦			GF, no Major
(2♠) X (/)	3♠			GF, no 4 Hearts
	2N	3.	3♠	GF, with 4 Hearts (slow shows)
	2N	3♣	3N	GF, with 4 Hearts plus Spade topper



#### **Note 3: Leaping and Non-Leaping Michels**

If they pre-empt at the two level (weak two's and multi); good hand, four or five losers, forcing

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(2♦) 3♦ stopper ask
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4. 5+C plus 5+ of a Major (4D asks which one; 4H/S to play)

4 ◆ 5+/5+ both Majors

(2M) 3M stopper ask

4m 5+m plus 5+ other Major

(2 ♦ \*) 2/3y natural

4. 5+C plus 5+ of a Major (4D asks which one; 4H/S to play)

4 ◆ 5+D plus 5+ of a Major (4H = p/c)

If they pre-empt at the three level; or pre-emptors partner raises to the three level; forcing

(3♣) 4♣ both majors

4◆ Diamonds and a major

(3♦) 4♣ Clubs and a major

4 ♦ both majors

(3M) 4. Clubs and other major

4 Diamonds and other major

#### Note 4: Responses to 3N overcalls over their weak Threes

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(3y) 3N 4. Stayman
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4 ◆ no Major > 4M = 5cdM; 4N = to play

4M 4cd Major > 4N = to play

4♥ 4+ Hearts > 4S = 4 Spades, not 4 H, implies shape

4 **♦ / ♥ / ♠ /**4N

**Transfers** 

Transfer to openers Major asks for partners better Minor

Transfer to openers minor 3 suited mild slam tray

(3y) 3N (X) System Off

XX forces 4C for single suited hand

4♣/♦ that suit and a higher ranking suit

4♥ both Majors

### Note 5: Specific meanings of Doubles

1♣ (1♦) 1M 4+ M

**1**♣ (**1**♦) X 4/4 in the Majors

1m (1♥) X/1♠ 4/5+Spades

1m (1♠) X/2♥ 4+ Hearts / 5+ Hearts, 10+ HCP

Support Doubles are mandatory up to 2 level of responders Major.

Game Try Xs take priority over all other Xs.

After penalty interest shown by double or redouble, all subsequent doubles are penalty. Also if we pass out for penalty where we have shown values. Applies to overcalls: they double, we redouble = values. Next X = pen.

(1. X (1y) X shows that suit

2y natural