

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Usually 5-card
New suit ... F 1 rnd 1-level, NF 2-level (w/o jump)
Simple cue bid forcing .. with or without fit
Jump cue ... 4-card support, invite
Jump raises pre-empt
4 th pos cue = Ghestem 2-suiter
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 in 2 nd .. system on
10-14 in 4 th after 1C/D/H .. opps suit F
12-16 in 4 th after 1S .. system on
Unusual after 2 bid suits from opps
If passed hand 5m + 4M
JUMP OVERCALLS (Style; Responses; Unusual NT)
6-11 pts
Modified Ghestem 2-suiters..constructive
Reopen: Intermediate in 4th
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Modified ghestem
Jump cue in opps M asks stop
VS. NT (vs. Strong/Weak; Reopening; PH)
Agst 13+ NT .. DBLE = S+?, or str-S, or str Bal (LIONEL)
2C = C+H, 2D = D+H, 2NT = minors
Agst weak NT (14 max) .. LIONEL in 2 nd : Landy in 4th
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL = T/O or bal 13-15 or Strong .. trans leb principles
Bid Opps weak suit = T/O --> trans lebensohl
World convention 4m after 2/3 level preempts
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
After 1C .. DBLE = C+H, 1D = D+S, 2-level Roman
After 1C-1D, DBLE = D+S, 1NT = C+H
OVER OPPONENTS' TAKEOUT DOUBLE
Redouble = 10+
New suit 2-level NF.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1-3-5	1-3-5	
NT	1-3-5 (sometimes 4 th)	1-3-5	
Subseq	same	same	
Other: Deblock card agst NT can be K or Q = Card above deblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, AKxx	same	
King	KQ, KQTx	AKJT(x) deblock	
Queen	QJx, QJTx	KQT9(x) deblock	
Jack	JTx, JTxx(x)	same	
10	KJTx, KJTxx(x)	same	
9	9x	same	
Hi-X	Xx	same	
Lo-X	xxX(x), xxxxX	xxXxx	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	HI - ENC	HI - EVEN	LO - distribution
Suit 2	HI - EVEN	Lavinthal	HI - distribution/Lav
3	Lavinthal		LO - Lavinthal
1	HI - ENC	HI - EVEN	LO - distribution
NT 2	HI - EVEN	Lavinthal	HI - distribution/Lav
3	Lavinthal		LO - Lavinthal
Signals (including Trumps):			
Generally distribution, can be suit pref with Lavinthal principles			
Lavinthal in trumps .. not compulsory			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
11+ with classic shape			
After weak-2s ...-> transfer leb principles			
After [1M] - X - [2M] -2NT scrambling			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Neg DBLE to 4D			
Most low level DBLES are T/O			
Game try DBLE when no space otherwise comp or resp			
Support DBLES for Majors (to 2S)			
Last train bids			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Nederland
PLAYERS: Paul Cardwell 01550139
Jan Verhees 08742054
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Natural
4-card suits
2 over 1 forcing one complete round
1NT 15-17 (can have 5M or 6m)
Short and Help suit trials
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2C weak majors
2M weak M + m
2D multi
Other CONVENTIONS used:
Lionel / Landy
Modified Truscott
Modified Ghestem
Support Doubles
Transfer Lebensol after WJO's
Leaping Michaels
Multi-Landy agst Gambling 3NT
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHES: No situations

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		4 (3)	4D	11+ pts Can be 3 in 3rd/4 th 11-14pts	Inverted minors 2m = 11-15pts, 3m = weak 2NT = 16+ with fit	1m – 3m : Roman stops 1m – 2m : jump = spl, 3NT – 18/19	No inverted after competitive Truscott after DBLEs
1♦		4	4D	same	Same as 1C 1D - 3C = inv C	Others stops	
1♥		4	4D	10+ pts	1M – 3M weak 1H–2S or 1S–2NT = limit or bal inv; or 16+ with fit	After garozzo next bid relay	Truscott after DBLEs
1♠		4	4D		1M – 3NT = 12-15 bal, 4+ support 1M – 3m = inv m		1M – 3NT also after DBLE
INT		(1)2	4D	15-17 .. 5 card M, 6 card m poss	2D/H/S = transfers, 4D/H = transfers, 4S = minors 2C stayman relay --> next rnd 3M = 4M+5OM 3H/S = short GF, 3 crd OM	Minor suit asking 3C after stayman sequence 1NT-2C-2H-2S... F 1rnd Breaking transfer seq 4-card support	1NT – [3Y] – X = negative
2♣	*	0		Both Ms 6-10pts 22-23 bal / 26-27 bal Strong H or S 1 or 2-suits	2NT GF relay 2D NF relay (includes invites) 3C/D to play	2C-2NT: 3C min; 3D max 5-5; 3H/S=max S/H	2C – [X] - ?...P=C, 2D=D, XX=relay
2♦	*	0		6 card H or S, 6-10pts 24-25 bal / 28+ bal Strong C or D 1 or 2 suits	H/S bids pass or correct, 3C/D = to play 4C = transfer to M 4D = bid M	2D-2NT: 3C = min-->3D asks 3D=med H; 3H=med S; 3S= max H; 3NT= max S	2D - [X] - ? ..P = 1H + D
2♥		5		6-10 pts 5(6)H 4+m	2NT relay ; 3D = asks about OM	3D-> 3H 0/1 OM, 3S 2OM+C, 3NT 2OM+D	
2♠		5		6-10 pts 5(6)S 4+m	3C pass or correct		
2NT				20-21 bal	3C = asks 4/5 M; 3D/H = transfers 3S = bid 3NT .. can be ST with 1 or both minors	Minor suit asking 4C after 2NT-3C-?-sequence	
3♣		6		Pre-empt reasonable suit	New suit F		
3♦		6		Pre-empt reasonable suit	New suit F		
3♥		6		Pre-empt	As above		
3♠		6		Pre-empt	As above		
3NT				Gambling in minor	4C pass or correct		
4♣		7		Pre-empt			
4♦		7		Pre-empt			
4♥		6		Pre-empt			
4♠		6		Pre-empt			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						RKCB 14/03	Lightner Doubles
5♥						1 st /2 nd Cue bids...splinters	KICKBACK for the minors
5♠						Exclusion BW	
						DOPI ROPI (steps)	
						Specific King asking	