| DEFENSIVE AND COMPETITIVE BIDDING | LEADS AND SIGNALS | WBF Convention Card |
|---|---|---|

## DEFENSIVE AND COMPETITIVE BIDDING

### OVERCALLS (Style, Responses, ½ Level, Reopening)

**Style:** approx. 5–17 hcp; the less points, the better the suit

**Responses:** NS: NF.

**Reopening:** Jump in new suit is 10–14 and 6+card suit.

### 1NT OVERCALL (2nd /4th Live; Responses, Reopening)

**2nd position:** 15–18

**Responses:** System on

**4th position:** after 1m: 11–14, after 1M: 12–16

**Responses:** Range-check stayman and transfers

### JUMP OVERCALLS (Style, Responses, Unusual NT)

**Style:** weak: V: 6+card, NV can be very light (5+card)

**Responses:** standard

**Unusual notrump:** 2 NT = 5+5+ lowest remaining suits

### DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)

**Style:** 8–17 in green, 10–17 in red; (1m)–2m=H+S, (1H)–2H=S+C; (1S)–2S=H+C

**Responses:** other two suits or 2NT are used to show fit.

### VS. NT (vs. Strong / Weak; Reopening; PH)

**Strong & Weak:** Multi Landy: 2C=majors, 2D=1 major, 2M=5M 4+m, 2NT=minors

Double against weak 1NT (13–15) = 13+
Double against strong 1NT (14–16) = 6+m or 5+m and 4M

**Reopening:** same

### VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

Leaping Michaels (only with a jump or as a cuebid)

After weak two: 2NT = 15–18

After weak two and double by partner: Transfer–Lebensohl

### VS. ARTIFICIAL STRONG OPENINGS

Dbl = majors. 1NT = minors. Otherwise natural.

### OVER OPPONENTS' TAKE OUT DOUBLE

Rdbl = showing points (usually 10+)

## LEADS AND SIGNALS

### OPENING LEADS AND SIGNALS

| | Lead | In Partners' suit |
|---|---|---|
| Suit | 4th + attitude | 4th + attitude |
| NT | 4th + attitude | 4th + attitude |
| Subseq | Attitude | Attitude |
| Other: | | |

### LEADS

| Lead | vs. Suit | vs. NT |
|---|---|---|
| Ace | AK(+), Ax | AKQ(+), AKJ(+), Ax |
| King | AK, KQ(+), Kx | KQJ(+), KQ10(+), Kx, AKJ10 |
| Queen | QJ(+), Qx | (A)QJ(+), QJ9(+), Qx, KQ109, KQJ9 |
| Jack | (H)J10(+), Jx | (H)J10(+), Jx |
| 10 | (H)109(+), 10x | (H)109(+), 10x |
| 9 | 9x, Q98(xx), J98(xx) | 9x, (H)98(xx) |

### SIGNALS IN ORDER OF PRIORITY

| | Partner's Lead | Declarer's Lead | Discarding |
|---|---|---|---|
| Suit:1ST | Attitude (low=enc) | Count (low=even) | Odd=enc, Even can be lavinthal |
| 2ND | Count | | |
| NT: 1ST | Attitude (low = enc) | Oddball (high=enc) | Odd = enc, Even can be lavinthal |
| 2ND | Count | | |

If partner leads an honour → attitude (in spec situations Lavinthal)

Lavinthal in opponents trump suit, Oddball in NT (high=enc)

### DOUBLES

#### TAKEOUT DOUBLES (Style, Responses, Reopening)

**Style:** normal

**Responses:** natural

**Reopening:** 8+

#### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Support x and xx

Lightner double or against slam asks highest suit outside trump.

Double in competitive bidding on 2/3 level shows interest to bid game if there is no space for other bid showing interest

Competitive auctions: most doubles are T/O or showing values

## WBF Convention Card

**Category:** GREEN

**NBO (Country):** THE NETHERLANDS

**Event:** All

**Players:** Magdaléna TICHÁ & Lennie van den HEUVEL
NED10746739 & NED6991071

### SYSTEM SUMMARY

5 card major, 1♣ = 2+ card, 1♦ = 5+ card (except 4441),
V: 1NT=14+-17 NV: 1NT=11–14 but NV/V 10–14 may be unbal

### GENERAL APPROACH AND STYLE:

1-level openings are 10+hcp

Inverted minors

1M - 2 NT inv+ with fit

2C & 2NT opening = always strong

2D= 4–9 hcp (5)6+ card M or strong, 2H/S = 4–9 hcp 5+4+

3NT-opening = Gambling

**1NT opening:** V: 15–17 NV: 11–14, but NV/V 10–14 may be unbal

**2 over 1 Response:** GF

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

V: 1NT=14+-17 NV: 1NT=11–14 but NV/V 10–14 may be unbal

2D = multi with strong options

V: 2H = 5+H 5+other, 2S = 5+S 5+minor except 3rd seat

NV: 2H = 5+H 4+other, 2S = 5+S 4+minor

### SPECIAL FORCING PASS SEQUENCES

In competitive bidding where our line showed clear majority of points, pass requires double or overbidding opps

### IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

Transfer–Lebensohl in competitive situations e.g. after intervention over our 1NT, after weak jumps or after weak two's.

NV/V (preemptive) openings can be very light (from zero points)

Psychics: **Seldom**

| Op. | Artificial | HCP | Neg. Double | Description | Response | Subsequent Auction | Passed hand |
|-----|-----------|-----|-------------|-------------|----------|-------------------|-------------|
| 1♣ | 2+ | 10+ | 4♥ | 2+♣ (may have 4♦) | 2♣ = 10+ 4+♣; 2♦ = 6-9 5+♣, 2M = 7-11 6+M; 3♣ = 0-5 5+♣, 3x = splinter, 4♣/4♦ = solid 7♥/♠ | 1♣-1x-1NT-2♣/2♦=two-way CBS<br>Transfers after 1♣-1x-2NT | |
| 1♦ | 4+ | 10+ | 4♥ | 5+♦ or 4441/1444 | 2♦ = 10+ 4+♦; 2M = 7-11 6+M; 3♣ = 6-9 4+♦, 3♦ = 0-5 4+♦, 3M = splinter | 1♦-1x-1NT-2♣/2♦=two-way CBS<br>Transfers after 1♦-1x-2NT | |
| 1♥ | 5+ | 10+ | 4♦ | 5+card ♥ | 1NT=NF, 2♣= GF (can be with fit), 3/4M = preemptive (flexible), 2 NT = 7-14+ 3+card fit, jump to new suit = 7-11 6+card, double jump to new suit = splinter. | 1M-2NT-3♣ = relay | 2-way Drury |
| 1♠ | 5+ | 10+ | 4♥ | 5+card ♠ | | 1M-2NT-3x = shortness | 2-way Drury |
| 1NT | | 14+-17<br>11-14 | 4♥ | V: 14+-17, NV: 11-14 but NV/V: 10-14, may be unbalanced | Stayman, transfers (4x), 3♦ = asks 5M, 3♥/♠ = shortness, 5+4+ in minors; 4♣/♦= ♥/♠, 4♥/♠ = RKCB ♣/♦ | Smolen | |
| 2♣ | yes | strong | 4♥ | SF/GF major, GF minor or 24+ balanced | 2♦=relay, 2♥/♠ and 3♣/♦ = good 5+card suit | 2♣-2♦-3M = 4M6♦;<br>2♣-2♦-2M-2NT=relay | |
| 2♦ | yes | 4-9 or strong | 2♥ | Weak 6M, 22-23 bal or 20+ 4441/5440 | 2♥ = pass/correct; 2♠ = pass with spades, correct to ♥ with hearts; 2 NT = strong relay | 2♦-2NT-3♣=min+♥; 3♦=min+♠;<br>3♥=max+♠;3♠=max+♥ | |
| 2♥ | 5+ | 4-9 | | 5+♥ 4+ other | 2♠ = pass/correct; 2NT=strong relay(13+); 3♣=asks single, 3♦=game/slam invite with fit | Natural | |
| 2♠ | 5+ | 4-9 | | 5+♠ 4+ minor | 3♣ = pass/correct; 2NT = strong relay (13+); 3♦=game/slam invite with fit | Natural | |
| 2NT | | 19-21 | | (19)20-21 balanced | Puppet stayman, transfers, 3♠=minors, 4♣/♦= ♥/♠, 4♥/♠ = RKCB ♣/♦ | Natural | |
| 3♣ | (5)6+ | | | Preempt | 3♦ = asks 3 card M, can be SI with ♣ (BUT NF if NV/V), 3M = GF good suit (NF if NV/V) | Natural | |
| 3♦ | (5)6+ | | | Preempt | 3M = GF good suit (NF if NV/V), 4♣ = SI with ♦ | Natural | |
| 3♥ | (5)6+ | | | Preempt | 3♠ = GF good suit (NF if NV/V); 4m is cue and SI for ♥ | Natural | |
| 3♠ | (5)6+ | | | Preempt | 4m is cue and SI for ♠ | Natural | |
| 3NT | yes | | | Gambling (solid minor) flexible in 3rd/4th seat | 4♣/5♣=pass/correct; 4♦=strong, asks for shape; 4M = to play, 4NT asks strength/length | 3NT-4♦-4M=short;<br>4NT =7222; 5♣=short♦<br>5♦=short♣ | |
| 4m | (6)7+ | | | Preempt | 4M = to play | Natural | |
| 4M | (6)7+ | | | Preempt | Non-cue | Natural | |
| 4NT | yes | | | preempt with minors | **HIGH LEVEL BIDDING** | | |
| 5♣ | (7)8+ | | | Preempt | cuebids (we often first show shortness) | | |
| 5♦ | (8)9+ | | | Preempt | 4NT = Blackwood 1430 when we found fit, otherwise quantitative | | |
| 5♥ | (8)9+ | | | Preempt | 5x = Voidwood 3014 | | |
| 5♠ | (8)9+ | | | Preempt | 5 in trump suit = asks for good trumps, general invite or asks for missing cue. | | |
| 5NT | yes | | | Preempt with minors | DEPO REPO after intervention over 4NT or when voidwood is doubled. | | |