DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (style; responses; 1/2 level; reopening)

At 1-level: 7–16 HCP and a 5+c suit, or 12–15 with a very good 4c

At the 2-level: 9–16 HCP and a good 5+ card suit.

May occasionally be with fewer HCP if fav. vuln. and good distrib.

Partner's responses to an overcall are natural (new suit is NF, jump in a new suit is invitational, cuebid is 10+ with fit or 12+ HCP without fit, and partner describes their hand with 12+).

1NT OVERCALL (2nd/4th seat; responses; reopening)

2nd and 4th seat: (15)16–18 HCP, semi-balanced, with stopper.

Responses: transfer Lebensohl (2-level weak, 3-level as transfer)

Pass-out seat: 10–13 HCP, balanced with stopper; responses natural.

In sandwich position after 1m-P-1M, 1NT shows both unbid suits (5+c in minor / 4+c in major) and 2NT shows 5+/5+ strong (12+ pts)

JUMP OVERCALLS (style; responses; Unusual NT)

0–9 HCP, 6+ cards. Double-jump overcall is preemptive (7+ cards).

Responses natural. New suit is forcing.

Unusual NT in 2nd and 4th position (not pass-out) shows the two lowest unbid suits, weak (<12 HCP) or strong (≤5 losers).

DIRECT AND JUMP CUE BIDS (style; responses; reopening)

Cuebid in 2nd seat = Michaels. Cuebid of 1min shows both majors.

Cuebid of 1M shows the other major plus an unknown minor.

In 4th seat, after OPP bid two suits: the lowest cuebid shows 5/4 in unbid suits, with 5c in the higher suit; the highest cuebid is natural.

AGAINST NT (against strong/weak; reopening; passed hand)

Against strong 1NT: 2m = nat + M, 2M = nat, X = 1m or both Majs.

Double may also be a sound 2♠ overcall, any strong hand, both minors, or strong with both majors. Same in pass-out seat.

Advancer may pass with 3-card support in the bid suit, unless the higher suit is certainly better; then responder bids it to ask (P/C).

AGAINST PREEMPTS (Doubles; Cue bids; Jump; NT bid)

Bid shows a 5+c (12+ HCP). Jump bid shows strong 6+c (16+ HCP)

2NT is nat (15–18 HCP) with stopper, and DBL shows 12+ HCP and 3 cards in any unbid suit or strong (16+ HCP). Responses: trf LEB.

Against 2♦ Multi: transfer bid + CRASH (see below)

Vs. STRONG ARTIFICIAL OPENINGS such as 1♣ or 2♣

Against strong 1♣ and 2♣: CRASH = X, ♠, NT show two-suited hands (5-5) of same color (X), rank (♠), or shape (NT). ♦ and ♥ are transfer bids and show a one-suited ♥/♠ hand.

OVER OPPONENTS' TAKEOUT DOUBLE

After a 1M opening: fit bids, 2NT and 3NT show fit and strength. Direct support is weak (LOTT); XX = 10+; new suit = free bid (NF)

After a 1♣, 1♦, or 2♣ opening: suits are bid in transfer.

OPENING LEADS AND SIGNALS

OPENING LEAD STYLE

	Lead	In partner's suit
Suit contract	3rd/5th	Count: high/low = even/odd if not supported; otherwise ATT
NT contract	3rd/5th	
Subsequent	Usually count	

Other: In trumps, an honor (Q or lower) shows at least the next higher honor. In NT, an honor (Q or lower) shows 0 or 2 higher honors.

LEADS

Lead	Against suit contract	Against NT contract
Ace	AK-, AKxx of AKxxxx	AK(x+)
King	AKx, AKxxx, KQJ, KQ-	AKJ(x+), KQ10(x+)
Queen	AKQ(x+), KQx(x+), QJ-	AKQ, QJ10, QJ9
Jack	QJx(x+), J10-	KQJ, J109, J108
10	J10x, AJ10, KJ10	AQ10, AJ10, KJ10, 109
9	98x, K98, Q98, J98	A109, K109, Q109, 98
High - X	Probably an even number (doubleton)	
Low - X	Probably a 3- or 5-card suit, sometimes also 4 cards.	

SIGNALS IN ORDER OF PRIORITY

	When partner leads	When declarer leads	Discarding
1	Low = odd	Low = odd	Low = odd
Suit 2	Low = encouraging	Hand distribution	
3	Suit preference		
1	Low = odd	Low = odd	Low = odd
NT 2	Low = encouraging	Hand distribution	
3	Suit preference		

Signals (not applicable to the trump suit):

Honor lead asks third hand for count or attitude.

Hand distribution when declarer plays trumps.

DOUBLES

TAKEOUT DOUBLES (style; responses; reopening)

2nd seat: 11+pt & support for unbid major(s), or 16+ with any distribution.

Resp: 0–8 HCP without, 9–11 HCP with jump, 12+ HCP or 10+ with 4♠4♥ cu bid. 1NT: 6–10 HCP; free bid without jump: 5–8 HCP

4th seat: pass-out 8+ supp for unbid major(s), 13+ any distrib; sandwich 10+

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Negative through 7♠ or strong after opening 1M and right-hand overcall

Responsive DBL after partner's takeout double – Max double when fit exists

Support double also after a transfer bid by third hand

Rosenkranz (X after partner's bid and bids by both OPP = H in partn's suit)

Lead-directing double after opponents' conventional bid

Lightner double

WBF CONVENTION CARD

TEAM NAME: SANDEMAN 3

COMPETITION DIVISION: League 1

PLAYERS with membership number:

Marc Casteleyn (29678)

Koen Vercruysse (29707)

SUMMARY OF BIDDING SYSTEM:

Strong club

GENERAL APPROACH AND STYLE

1♦, 1M, 2♣: 11–16 HCP or, with exceptional distrib., 9+ HCP

1♣: 17+ HCP; 2M: 6+ cards, 12–16 HCP; 1NT: 15–17 HCP.

2NT through 3♥: preemptive in trf, or 6–5, or with a solid major

Responses to 1M: next bid is a relay.

1♦ after 1♣ is either weak (0–6 pts) or 4441 (7+ pts); other bids are natural and GF.

After 1♣ and a GF bid, the following bids are asking bids.

SPECIAL BIDS AGAINST WHICH DEFENSE MAY BE NEEDED

Opening 1m, 1M, 1NT & 2♣: see above.

2♦: 6+M, 0–9 HCP, or 7+♦, not solid, 12–16 HCP

2♥/2♠: 6+, 12–16 HCP (no 4+ side suit)

2NT - 3♥: often preemptive in transfer, but may be a strong 6-5

3♠: 10+ solid unknown suit; 3NT: solid minor + outside honor.

1M response to 1♦ may be very weak (0+ pts)

Trf LEB after interference over 1NT and after our 1NT overcall

XYZ after 1X-1Y-1Z (X=♦ or ♥)

SPECIAL FORCING PASS SEQUENCES

DOPI-ROPI & DEPO

After a clear preemptive bid by opponents at the 4+ level

After any high-level interference following our 1♣ opening

IMPORTANT NOTES

Jump cue bid by responder = Splinter

PSYCHICS:

Very rarely

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	NA	NA	All hands with 18+ HCP and some very distributional hands from 15+ HCP.	1♦: 0–6 HCP or 7+ with 4441; 1♥/1♠/2♣/2♦: 7+ HCP & 5 cards; 1NT: 7+ HCP balanced; 2♥/2♠: 4–6 HCP, 6+ cards	After 1♦, 1♥ is 20+ pts; 1♠ is 16–24 pts with 4+ cards ♠; other bids are natural NF. After a positive response, the following bids are asking bids.	Standard – no special agreements
1♦	X	2	NA	12–14 HCP balanced, or 11–17 HCP unbalanced when no other opening bid fits (catch-all bid). With very exceptional distribution, this may already be from 9+ HCP.	Suit without jump = natural (1M may be weak). 2♥/2♠: 5♠4♥, either 6–9 HCP or 10–12 HCP; 3♣/4♣: 4-5 minors or 5-5 minors, 6–9 pts; 3M or 4M to play; 1NT: 7–11; 2NT: 11–12; 3NT: 13–16 HCP	After 1♥/1♠/1NT: natural After 2♣/2♦: artificial (2♥: balanced, 2♠: splinter, 2NT/3NT: diamond length, 3♣: 3-card fit, 3♦: 6+ cards, 3M: 6♦+5M)	Standard – no special agreements
1♥		4	7♠	11+ to 17 HCP, very exceptionally 9+ HCP, 4+ cards in M. If only 4 cards, then exactly 4 cards in the other major as well.	Next bid is a relay asking for strength and distribution. Other bids are transfers. Jump to 3♣/3♦/3M shows a mini-splinter. 2♠ shows 5-card fit + a void somewhere.	After relay: show strong hands first. After transfer to the other major, 3m shows fit (3+ cards) and is a mini-splinter.	Standard – no special agreements
1♠		4	7♥				
INT				15–17 HCP, (semi-)balanced; possibly 5422 or a 6-card minor; no 5-card major.	Four-suit transfers (2♦, 2♥, 2♠, 2NT); 2♣ asks for a 4-card major, but responder may pass afterward. 3X shows a minor two-suiter; 4♣ is 5-5 majors; 4♦/4♥ is a transfer, GF with a 6+ card major.	After 2♣: 2♦ denies a 4-card major; 2M shows a 4-card major. After 2♠/2NT: 3♣/3♦ denies good support.	Standard – no special agreements
2♣		5		11–17 HCP, 5-card ♣ + 4-card major, or 6+ clubs.	2♥/2♠: 5–9 HCP, to play; 2♦: relay; 2NT: transfer to 3♣, showing strong two-suited hands or weak hands with clubs; 3X: transfer with 6+ cards; 3♠: 6♠4♥	After 2♣-2♦: 2♥ = 4-card major; 2♠ = 14–17 HCP without a 4-card major; 2NT = stoppers; 3♣ = minimum; 3X = 6-5.	Standard – no special agreements
2♦	X	NA		Either 0–9 HCP with 6+ cards in a major, or 11–16 HCP with a good but non-solid 7+ card diamond suit.	2♥/2♠: pass or correct; 2NT relay, asking for strength and suit.	After 2NT = 3m MAX, 3M MIN, 3NT diamonds.	Standard – if weak it could be with only a 5-card suit.
2♥		6		11–16 HCP, one-suited. With exceptional distribution, 9+ HCP.	2♠ relay; 3m/3♥ is a mini-splinter with fit (7–12 DP); 2NT shows 5 spades with or without heart fit.	After relay, show short suit and extra length. After 2NT, 3m is a mini-splinter; otherwise 3M.	Standard
2♠		6		11–16 HCP, one-suited. With exceptional distribution, 9+ HCP.	2NT relay; 3m/3♠ is a mini-splinter with fit (7–12 DP); 3♥ shows 5 hearts with or without spade fit.	After relay, show short suit and extra length. After 3♥: 3♠, 4♥, or 3NT.	Standard
2NT	X	6+♣		Either preemptive in a minor (TRF), or strong 6-5 with 6+ cards bid in trf.	With extras, the transfer is not accepted; responder bids their best suit (F1) or invites opener to game in their suit.	After the transfer, pass if preemptive. Otherwise, a new suit at the 3-level shows 6-5 with 5 losers, and at the 4-level (non-jump) 4 losers. With a solid 7-card major = 3NT.	Standard
3♣	X	6+♦					
3♦	X	6+♥		Either preemptive in a major (TRF), or strong 6-5 with a 6+ card major (TRF), or M AKQxxxx + an honor in a side suit.			
3♥	X	6+♠					
3♠	X	7+?		10+ HCP, solid unknown 7+ card suit	3NT with stoppers; otherwise 4♣ (P/C) or 4♦ (asking)	After 4♦: 4♥/4♠ SPL, 4NT SPL min.; else 5♣	Standard
3NT	X	7+m		Solid minor + honor in a side suit	PASS with stoppers; otherwise 4♣ or 4♦	Natural	Standard
4♣/4♦	X	7+M		Preemptive for 4M so that partner becomes declarer.	4♥/4♠	Standard	Standard
4♥/4♠		7+M		Preemptive, to play	PASS or Kickback, asking for keycards	**HIGH-LEVEL BIDDING**	
4NT	X	66m		Preemptive	Natural, non-forcing	Splinters. 3NT (♠ trump) or 3♠ (♥) is non-serious, asking partner for extras.	
5♣/5♦		8+m		Preemptive (rule of 1/2/3/4)	Natural	Kickback: the suit above trump at the 4-level asks for keycards as in RKB (step 1 = 30, step 2 = 41, step 3 = 2 no Q, step 4 = 2+Q, step 5 = even nr + void, 6X = odd nr + void)	
						Blackwood without an agreed trump suit: 4-0, 1, 2, 3. Specific King Ask via Kickback at the 5-level.	