DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Natural (6 – 16 pts), Always minimum 5-card

1 level: 8 pts

2 level: 10 pts

1NT OVERCALL

Direct Overcall: 16-18 pts

JUMP OVERCALLS)

Weak (6 -10 pts) 6 card minimum

.

Style

System on; except after an overcall of 1NT when bids are natural

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

Multi-Landy except for double for penalty

VS. Pre-empts (Doubles; Cue-bids; Jumps; NT Bids)

Double – take-out

Lebensohl (2NT 0 – 7, requests 3♣)

VS. ARTIFICIAL STRONG OPENINGS

OVER OPPONENTS' TAKEOUT DOUBLE

System On

Redouble – 9+ pts

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3rd / 5th	3rd / 5th
NT	4th	3rd / 5th
Continuation	Distribution	

Other: K for count, A for attitude

If raised top of partner's suit

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AKx(x)	AKQx, AKJx(x)
King	AK, AKx, KQ	KQJ, KQ10x(x)
Queen	QJ(x)	QJ10, QJ9
Jack	J10(x)	J109, J108
10	KJ10(x), AJ10(x), 10x	KJ10(x), AJ10(x), 10x
9	K109, Q109, 9x	A109, K109, Q109, 9x
Hi-X	Even	Even
Lo-X	Odd	Odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low= encouraging	count	Italian
Suit 2			Lavinthal

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Standard also after 1NT – (something) – x take-out

Take out up to and including 3♥

After weak 2 – (X) takeout; responses Lebensohl

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

After x of 1NT by opponents, redouble transfer to ♣, 2 ♣transfer to ♦

etc.

Odd

W B F CONVENTION CARD

CATEGORY Green/Blue National 3 C

TEAM DUA2

PLAYERS:

To be defined

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5-card majors, 4 card♦

1NT = 15-17 pts

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 ♣: Forcing to 2NT

2 ♦ Multi: Weak ♥/♠

2 ♥/♠ Muiderberg (5-card and 4+ card minor, 6 –11pts)

2NT: 20-22 pts

3 level pre-empt

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS: No

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	3♥	12 – 20 pts	New suit lowest bid 6+pts, 1NT 6-10 pts, new suit forcing to 1NT. Walsh (major before minor)		
1♦		4	3♥	12 – 20 pts			
1♥/ 1♠		5	3♥	11-20 pts	3 ♥/♠ = 6-9 pts, 3♣10-11 pts, 3 ♦12-13 2NT 14+ 4 ♥/♠ pre-empt 1 NT = 6 – 10 pts, 2 level responses forcing to 2NT unless major rebid Splinters	Checkback Stayman	
INT				15 – 17 pts (5 card major possible)	2♣ Stayman: 2 ♦/2♥ Transfer 2♠ Jacoby for minors requests 3♣		
2♣	X			Forcing 23+, or game in unspecified suit	2♦ weak relay, positive response shows at least an A and a K.		
2♦	X			Multi: Weak 6+ card ♥/♠	2♥: weak relay; 2♠: invite for ♥ 2NT: forcing relay, minimum 14 pts	After 2NT, 3♣ min with ♥, 3♦ min with ♠, 3 ♥ max with ♠, 3 ♠ max with ♥	
2♥/2♠		5		Muiderberg (6 – 11pts) Weak, 5-card and 4+card ♦/♣	2NT : forcing relay (minimum 14 pts)	After 2NT, 3♣ natural min, 3♦ natural min, 3 ♥ shows ♣ max forcing, 3 ♠ shows ♦ max forcing	
2NT				20 – 22 pts, balanced (5 card major possible)	3♣ Stayman: 3♦/3♥ Transfer		
3 level		7		Pre-empt			
4 level		8		Pre-empt			
						High level bidding	
						4NT RKCB, 5♣, 1 or 4, 5♦ 0 or 3, 5♥ 2 with Queen of trumps, 5 ♠, 2 with Queen of trumps	