

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		WBFC CONVENTION CARD	
<b>OVERCALLS</b> - General style (80/10) 5 cards suit Responses: NATURAL Cue = Fit Jump cue = 4 cards fit Responses: 1/1 forcing, 2/2 limit, 2/1 not forcing, 3/2 not forcing		<b>OPENINGS LEADS</b> 3rd / 3rd NT NT Other: As ask, signal K asks count		<b>SYSTEM STYLE</b> Natural GREEN Strong club BLUE Artificial RED Highly Unusual YELLOW	
<b>TAKE-OUT DOUBLE</b> - General style Response: 4/7 natural, 8/10 jump (1 cue) 4 NT point After weak 2 openings: response: 2 NT, 8/10 pass, Cue = 11 pts		<b>VS suit contracts</b> AK, EQ, JT, T9 AKs, EQs, JT9s, T9s AKs, EQs, JT9s, 98s AKTAs, KJTAs, KJT9s, 9s AKQAs, KQTAs, KQT9s, 9s AKs, QTAs, TAs, 98s KAs, KAs, HAs, HAs, HAs, HAs		<b>SYSTEM SUMMARY GENERAL APPROACH AND STYLE</b> NATURAL 5 CARDS M 1♣ = 3 cards + 1♠ = 3 cards + inverted raise Specialized 2 levels opening's Preempt classic except 3NT 1NT opening = 15-17 2 over 1 Response: forcing → 2NT	
<b>INT OVERCALL</b> 2nd pass 15/18 HCP Same as opening 4th pass 10/14 HCP Same as opening		<b>SIGNAL WHEN FOLLOWING OR DISCARDING</b> 1 = odd numbers of cards D = discouraging 2 = even numbers of cards E = encouraging 11 = when reply used S = suit preference		<b>OPENINGS &amp; RESPONSES THAT MAY REQUIRE DEFENCE</b>	
<b>JUMP OVERCALL</b> WEAK INTERM STRONG Vul X Non Vul X Responses: 2NT Forcing		<b>CARDS</b> HIGH LOW ORB EVEN S On partner's lead 2(D) (E) U On partner's lead 2 (E) I On declarer's lead 2 1 T Discarding 2 1 (E) On partner's lead 2(D) (E) On declarer's lead 2 1 Discarding 2 1 (E)		<b>OPENINGS</b> 2♣ Semi forcing or weak with both M 2♦ Forcing game or weak ♠ or ♣ (multi) 2♥ Weak 5♥+4'm (6-10 HP) 2♠ Weak 5♠+4'm (6-10 HP) 3 NT 1 Closed suit 4♣ or 4♦ Preempt 4♥ or 4♠ Natural 4 NT 2 minors suits	
<b>UNUSUAL NT</b> 2 lowest suits Responses:		<b>SIGNAL IN TRUMP</b> BUT LAVINIAL Signals with high cards in NT First trumps discard (odd-E)		<b>DESCRIPTION</b> SPECIAL FORCING PASS SEQUENCES 2 NT = FI opposite 6' suit Escaping from 1 NT double by transfer (Lebersohl) New minor suit in competitive bidding NP at level 2 1 m 1 NT 2♣ = ask Major 1 x 2 NT 2 suits 1 m 1♥ double = 4♣	
<b>DIRECT CUE-BID</b> STYLE 3♠-5X GIBSTDM Responses:		<b>OTHER SIGNALS</b> LAVINIAL Signals with high cards in NT First trumps discard (odd-E)		<b>SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES</b> May be light with classic shape Response cue promises rebid	
<b>VS NT</b> Responses:		<b>VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS</b> Over weak 2 M, Cue = 2 m suits 4♣ = ♣ + O.M., 4♦ = ♠ + O.M.		<b>SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES</b> May be light with classic shape Response cue promises rebid	
<b>2♠ Landy 2♠ multi 6' ♠ or ♥</b> Responses: 2 NT FORCING		<b>VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS</b> Over weak 2 M, Cue = 2 m suits 4♣ = ♣ + O.M., 4♦ = ♠ + O.M.		<b>SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES</b> May be light with classic shape Response cue promises rebid	
<b>2♥ = 5♥+4'm 2♠ = 5♠+4'm</b> Double at least same range as open After pass double = 1 minor suit		<b>VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS</b> Over weak 2 M, Cue = 2 m suits 4♣ = ♣ + O.M., 4♦ = ♠ + O.M.		<b>SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES</b> May be light with classic shape Response cue promises rebid	
<b>VS PREEMPTS</b> Over weak 2 M, Cue = 2 m suits		<b>VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS</b> Over weak 2 M, Cue = 2 m suits 4♣ = ♣ + O.M., 4♦ = ♠ + O.M.		<b>SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES</b> May be light with classic shape Response cue promises rebid	
<b>4♣ = ♣ + O.M., 4♦ = ♠ + O.M.</b> VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS		<b>VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS</b> Over weak 2 M, Cue = 2 m suits 4♣ = ♣ + O.M., 4♦ = ♠ + O.M.		<b>SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES</b> May be light with classic shape Response cue promises rebid	
<b>1♣ double = weak + both M</b> <b>1♠ INT = 2 m suits</b> <b>2♣ double = ♣</b>		<b>VS ARTIFICIAL STRONG 1♣ OR 2♠ OPENINGS</b> Over weak 2 M, Cue = 2 m suits 4♣ = ♣ + O.M., 4♦ = ♠ + O.M.		<b>SPECIAL, ARTIFICIAL, AND COMPETITIVE DOUBLES</b> May be light with classic shape Response cue promises rebid	



# WBF SUPPLEMENTARY SHEET

## Annexe – Lebensoh!

1 NT 2D/H/S 2NT Lebensoh!

a) 1NT 2H 2NT  
 3C relay  
 pass  
 3D : to play  
 3H : 4S without H stop  
 3NT : no 4S, no stop in H

b) 1NT 2S 2NT  
 3C relay  
 pass  
 3D : to play  
 3S : 4H without S stop  
 3NT : no 4H, no stop in S

c) 1NT 2D 2NT  
 3C relay  
 pass  
 3D : 4H or/and 4S without D stop  
 3H/S : invitation  
 3NT : no 4H/S, no stop in D

## Annexe – Roud!

1C/D 1H/S  
 1NT 2C roud!  
 2D min., 3 cards in H/S  
 2H/S min., 3 cards in H/S  
 2AM max., 3 cards in H/S  
 2NT max., 3 cards in H/S

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### Annexe – 2D

2D            2H : to play 2H or 2S

2S : to play 2S or 3H or more

4C / 4D : to play 4H or 4S (transfer for 4C)

2NT : strong relay

3C : 8-10 with H

3D : 8-10 with S

3H : 6-7 with H

3S : 6-7 with S

2NT, 4C, 4D, 4H and 4S strong (after 3NT baron style)

### Annexe – 2NT on 1H/S

1H/S

3H/S preempt

1H/S

3NT shortness in aM

1H/S

4C/D shortness in C/D

1H/S

2NT 4 cards fit and at least limit

3C

12-14 HP + one shortness (relay by step)

3D

15-17 HP + one shortness (relay by step)

3AM

18+ HP

3H/S minimum

3NT 15-17 HP-bal.

4X 5 + 5 – 12-14 HP

4H/S to play

<i>Annexe 20 Truscot development after</i>		
1 NT	2♠	
2 X		
a)	1 NT	2♠
	2♦	relay : ask distribution
	2 NT	4 3 3 3 minimum
	3♠ = 5 cards in ♠	3♦ relay ask for doubleton by step
	3♦ = 5 cards in ♦	3♥ relay ask for doubleton by step
	3♥ = 4♠ + 4♦ + 3♥	
	3♠ = 4♠ + 4♦ + 3♥	
	3 NT = 4 3 3 3 maximum	
b)	1 NT	2♠
	2♥	relay : ask distribution
	2 NT	4 3 3 3 minimum
	3♠ = 4 cards in ♠	3♦ relay ask for tripleton by step
	3♦ = 4 cards in ♦	3♥ relay ask for tripleton by step
	3♥ = 5 cards in ♥	3♠ relay ask for doubleton by step
	3♠ = 4 cards in ♠	4♠ relay ask for doubleton by step
	3 NT = 4 3 3 3 maximum	
c)	1 NT	2♠
	2♥	relay
	3♠ = 4 cards in ♠	3♥ relay ask for tripleton by step
	3♥ = 4 cards in ♥	3♠ relay ask for tripleton by step
	3♠ = 5 cards in ♠	4♠ relay ask for doubleton by step
	3 NT = 4 3 3 3	4♠ ask for power by step