



# WBF Convention Card

**NBO (Country):** Netherlands

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## SYSTEM SUMMARY

5 card major, 1♦ = 5+ card (except 4441), 1♣ = 2+ card  
1 NT = 15-17

## GENERAL APPROACH AND STYLE:

1-openings are 11+hcp  
Inverted minors  
1M – 2 NT inv+ with fit  
2C & 2NT opening = always strong  
2D = MULTI (weak 6 card M or strong), 2H/S = 5+5+  
3NT-opening = GAMBLING (with at most a Q in a side suit)  
**1NT opening:** 15-17 (possible 5M, 6m, 2254/2245)  
**2 over 1 Response:** GF

## SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2D = multi with strong options  
2H/S = 5+5+

## 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

**Psychics:** Seldom

## DEFENSIVE AND COMPETITIVE BIDDING

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

**Style:** 8-17 p.; the less points, the better the suit

**Responses:** new suit is constructive but not forcing

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

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

**2<sup>nd</sup> position:** 15-18

**Responses:** System on

**4<sup>th</sup> position:** after 1m: 11-14, after 1M: 12-16

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

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

**Style:** weak: in red 6+card, in green can be rather light (5+card)

**Responses:** raise is usually unbalanced

**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; 1H-2H=S+C; 1S-2S=H+C

**Responses:** natural

**Reopening:**

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

**Strong & Weak:** Multi Landy

Double against weak 1NT = 13+

Double against strong 1NT = 6+ minor or 5+minor and 4Major

**Reopening:** same

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

Leaping Michaels

After weak two: 2NT = 15-18

After weak two and double by partner: Lebensohl

### VS. ARTIFICIAL STRONG OPENINGS

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: |                |                   |

## L E A D S

| Lead  | vs. Suit             | vs. NT                 |
|-------|----------------------|------------------------|
| Ace   | AK(+), Ax            | AKQ(+), AKJ(+), Ax     |
| King  | AK, KQ(+), Kx        | KQJ(+), KQ10(+), Kx    |
| Queen | QJ(+), Qx            | QJ10(+), QJ9(+), Qx    |
| Jack  | (H)J10(+), Jx        | (H)J10(+), J108(+), Jx |
| 10    | (H)109(+), 10x       | (H)109(+), 10x         |
| 9     | 9x, Q98(xx), J98(xx) | 9x, Q98(xx), J98(xx)   |

## SIGNALS IN ORDER OF PRIORITY

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

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

Lavinthal in opponents trump suit

## DOUBLES

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

**Style:** normal

**Responses:** natural

**Reopening:** 8+

### SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Support x and xx

Lightner double

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 take-out or showing values

| Opening | Artificial | HCP           | Neg. Double | Description                           | Response  | Subsequent Auction  |
|---------|------------|---------------|-------------|---------------------------------------|---|---|
| 1♣      | 2+         | 11+           | 4♥          | 2+♣ (may have 4♦)                     | 2♣ = inverted; 2♦ = 6-9 and 5+♣, 2M = 8-11 and good 6-suit; 3x = splinter           | 1♣-1x-1NT-2♣/2♦=CBS<br>Trnsfrs after 1♣-1x-2NT  |
| 1♦      | 4+         | 11+           | 4♥          | 5+♦ or 4441                           | 2♦ = inverted; 2M = 8-11 and good 6-suit; 3♣ = 6-9 and 4+♦, 3M = splinter           | 1♦-1x-1NT-2♣/2♦=CBS<br>Trnsfrs after 1♦-1x-2NT  |
| 1♥      | 5+         | 11+           | 4♦          | 5+card ♥                              | 1NT=NF, 2♣= GF (can be with fit), 3/4♥ = preempt, 2 NT = inv+ 3+card fit            | 1♥-2NT-3x = shortness   |
| 1♠      | 5+         | 11+           | 4♥          | 5+card ♠                              | 1NT=NF, 2♣= GF (can be with fit), 3/4♠ = preempt, 2 NT = inv+ 3+card fit            | 1♠-2NT-3x = shortness   |
| 1NT     |            | 15-17         | 4♥          | Possibly semi-balanced                | Stayman, transfers, 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♥/♠ = good 5+card suit, 3♣/♦ = good 6+card suit                          | Natural   |
| 2♦      | yes        | 5-10 / strong | 4♥          | Weak 6M, 22-24 bal or 21+ 4441/5440   | 2♥ = pass/correct; 2♠ = pass with spades, bid 3/4♥ with hearts; 2 NT = strong relay | 2♦-2NT-3♣=min+♥;<br>3♦=min+♠;3♥=max+♠;<br>3♠=max+♥  |
| 2♥      | 5+         | 5-10          | 4♦          | 5+♥ 4+ any                            | 2♠ = pass/correct; 2NT = strong relay(13+); 3X = good suit, GF                      | natural   |
| 2♠      | 5+         | 5-10          |             | 5+♠ 4+ minor                          | 2NT = strong relay (13+); 3♣ = pass/correct; 3x = good suit, GF                     | natural   |
| 2NT     |            |               |             | 20-21 balanced                        | Puppet stayman, transfers, 3♠=minors, 4♣/♦ = ♥/♠, 4♥/♠ = RKCB ♣/♦                   | natural   |
| 3♣      | (6)7+      |               |             | Preempt                               | 3♦ = asking for 3 card M (can be SI with ♣), 3M = GF good suit                      | natural   |
| 3♦      | (6)7+      |               |             | Preempt                               | 3M = GF good suit, 4♣ = SI with ♦   | natural   |
| 3♥      | (6)7+      |               |             | Preempt                               | New suit = GF good suit, but 4m is cue for ♥  | natural   |
| 3♠      | (6)7+      |               |             | Preempt                               | New suit = GF good suit, but 4m is cue for ♠  | natural   |
| 3NT     | yes        |               |             | Gambling                              | 4♣=pass/correct; 4♦=strong, ask for shape; 4M = to play                             | 3NT-4♦-4M=short;<br>4NT = 7222; 5♣=short♦<br>5♦=short♣  |
| 4♣/♦    | (7)8+      |               |             | Preempt                               | New suit = good suit, GF  | natural   |
| 4♥/♠    | (7)8+      |               |             | Preempt                               |   | natural   |
| 4NT     | yes        |               |             | preempt with minors                   |   |   |
| 5♣      | (7)8+      |               |             | Preempt                               |   | <p style="text-align: center;"><b>HIGH LEVEL BIDDING</b></p> cuebids (we are often first showing shortness)<br>4NT = Blackwood 1430 when we found fit, otherwise quantitative<br>5x = Voidwood 3014, asking for aces outside the void<br>5 in trump suit = asking for good trumps, general invite or asking for missing cue.<br>DOPI ROPI |
| 5♦      | (8)9+      |               |             | Preempt                               |   |   |
| 5♥      | (8)9+      |               |             | Preempt                               |   |   |
| 5♠      | (8)9+      |               |             | Preempt                               |   |   |
| 5NT     | yes        |               |             | Preempt with minors                   |   |   |