

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS Natural

1/1, 2/1 forcing

Resp: 2♣:ART raise or Hx or strong, cue = clubs

1NT OVERCALL

15-18, Syson

JUMP OVERCALLS

3-10HP, (could be stronger with passed partner)

Usually 6-card, but NV can be 5-card

Reopen: 12-16HP, 6 card

DIRECT & JUMP CUE BIDS

JUMP CUE asks stop

CUE = two-suiter

(1♣)-2♣♦ natural

VS. NT

X=strong

2♣ Both majors

2♦ Long ♦ or ♠

2M: 5+ card + 4+ card minor

2NT: Both minors

VS. PREEMPTS

T/O double

4m: 5+m and 5+M

VS. ARTIFICIAL STRONG OPENINGS

Very aggressive NV vs 1♣

1NT: minors or majors, 1♦:rubbish: 4 card (+minor)

2♣♦♥♦ natural or short (3-suiter)

(1♣)-X: Strong, (1♣)-1♦: spades

OVER OPPONENTS' TAKEOUT DOUBLE

Transfer

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5th	Low=odd
Notrump	ATT	Low=odd
Subsequent	3/5th	

AQ: ATT (low=ENC), K: UB/count (low=EVEN)

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(+)	AK(+)
King	AK(+),KQ(+)	KQTx(+), AKJx(+)
Queen	QJ(+),KQ(+)	QJ(+),KQ(+)
Jack	(H)JT(+),Jx	(H)JT(+),Jx
10	(H)T9+, Tx	(H)T9+,Tx
9	9x, H98x	9x(+), H98(+)
Lo-X	[H/x]x(xx)S(x)	Hx+S
Hi-X	Sx	S+, xS+

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low=ENC	Low=EVEN	Low=ENC
2 Suit	Low=EVEN		Low=EVEN
3			
1	Low=ENC	Low=EVEN	Low=ENC
2 NT	Low=EVEN		Low=EVEN
3			

Signals:

2nd trick: Reverse Smith: low = I like opening lead

DOUBLES

TAKEOUT DOUBLES

Offshape OK if 16+

MISCELLANEOUS DOUBLES/REDOUBLES

Support doubles

WBF CONVENTION CARD

CATEGORY: Red

NCBO: Belgium

EVENT: All

PLAYERS:

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SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

5- card M, 5-card ♦ or (4441)

2/1 FG

1♣: NAT or BAL, TRF responses

1NT: (14)15-17

Most 11HCP hands are opened

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Most 11HP BAL are opened with 1♣, TRF responses

2♣: 8-9 tricks or FG two-suiter or BAL 22-23 or weak 5+♦

2♦: 5-10HP, (5)6♦ or (5)6♣, or FG any

2♥: 5-10HP, 5♥ 3+♣

2♠: Both minors weak

3-level preempts frequently on 6-card, NV vs V 5-card 0-7HP

1♥-1♣: 0-4 spades

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

HP can be adjusted according:

honors in sort suits, distributions, ...

Various transfers in competitive situations

PSYCHICS: Almost never

OPEN	ART	MIN CRDS	NEG. DBL	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE& PASSED HAND BIDDING
1♣		2(1)	4♥	Natural or BAL 11-14/(17)18-19 any (5332) possible, usually not 5M even (5422) or 4441 (bad ♦)	1♦: 4+♥, 1♥: 4+♠ (4+HP) 1♣: ♦ or no 4 card major or BAL 2♣: LIM+ 5+ card, 1NT: 11-12BAL 2♦: 6M, 2♥: 5♣4+♥ 4-9, 2♣: 5♣4+♥ 9-11	trf accept:3(4)-card, XYZ[1]	
1♦		4	4♥	UNBAL: 5+ or 4♦(441)	2♣:FG(R), 2♣: lim fit	1♦-1M, 1NT: 6♦ or any 16+ 1♦-1M, 2♦: ♦+♥	
1♥		5	4♦		1♣: 0-4♣, 1NT:5+♣, 2♣:FG(R), 2♦FG 3♣♦: 6+ INV, 2NT: LIM+ raise	1♥-1♣,1NT: 4♣ or any 16+	Drury
1♠		5	4♥		2♦♥: FG, 1NT: up to 12HP, 2♣: FG(R) 3♣♦: 6+ INV, 2NT: LIM+ raise	1M-1x,3m: 5-5 12-15HP, Gazilli[3] 1M-1x,2NT: 6-4 16+	Drury
1NT			3♠	(14)15-17 (5422),(6322) possible	2♣ (R), 3♣ (R)[4] 2♦♥ TRF 2♣: range ask/♣, 2NT: ♦ or both minors 3♥♣: short (31)(45), 3♦: 5-5M INV+		Rubensohl
2♣	✓	0		5-10HP, (5)6 card ♦ or BAL 22-23 BAL 26-27 or 8-9 tricks or FG 2-suiter	2NT: relay 2♦ P/C	3♣:weak, 3♥♣: max good 3-card. 2♥ pup to 2♣: FG♥ or NT 26-27	
2♦	✓	0		5-10HP (5)6 ♥/♠ or BAL 24-25 or FG hand	2♥♣:P/C, 2NT: relay 3♣: asks in ♥, 3♦: asks in ♠	3♣/♦:min ♥/♠, 3♥/♠:max ♠/♥ 1st:0-1, 2nd: 2, 3rd: 3-4, 4th: 5-6	(X)-XX: PUP to 2♥
2♥		5	-	5-10HP, 5♥ 3+♠	2NT (R)[2]		
2♠	✓	0	-	Weak both minors	2NT (R)		
2NT				(19)20-21	3♣ (R)[4] 3♦♥: TRF 3♣: both minors	see [4] TRF accept no fit (2NT-3♦,3♣:5 card)	
3♣♦	(5)6			3-10HP, (0-7 NV vs V)			
3♥♠	(5)6			3-10HP, (0-7 NV vs V)			
3NT				Gambling			
4♣♦	7						
4♥♠	7						
4NT				Both minors			
6♣				Asks for ♣Q			
HIGH LEVEL BIDDING				ADDITIONAL NOTES			
RKCB 41/30/2 no trump Q/2+ trump Q, Mixed controls				[1]: XYZ: After 1-1-1: 2♣: PUP to 2♦ (=to play 2♦ or any INV) / 2♦:ART FG			
After M fit: 3NT non-serious				[2]: 2♥-2NT: 3♣:4♣, 3♦:35(41), 3♥/♠:35(50), 3NT:35(32) after 3♣: 3♦ asks: 3♥: short diamonds, 3♣: short clubs, 3NT: 4522			
				[3]: Gazilli: 1M-1♣/NT, 2♣: (Best minor OR 16+) - 2♦:(any 8+), 2♥ (3+), 2M (11-15), 2NT(any 5-4, 16+)			
				[4]: After 1/2NT-3♣: 3♦: 1 or 2 4-card M, 3♥: no 4/5M, 3♣: 5-card, 3NT: 5♥.			