OVERCALLS (Style: Responses: 1/2 Level; Reop	pening)
Style: Natural, 5+-card, good color	
Responses: Natural; cue = forcing	
Reopening: natural 5+-card; 1NT = 15-17 HP	
Dbl = take-out; later bid = 17+ HP	
1NT OVERCALL (2 nd /4 th Live; Responses; Reoper	ning)
2 nd & 4 th position: 15-18 HP	
Answers: same as on 1NT-opening	
JUMP OVERCALLS (Style; Responses; Unusual N	NT)
Style: 1-suited: weak 6+-card	
2-suited: Michaels	
Responses: natural	
Unusual NT = 2 lowest unbid colors	
DIRECT & JUMP CUE BIDS (Style; Response; R	eopen)
Style: Michaels	
Jump: asks stopper for 3NT	
Responses: natural	
Reopening: same	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Strong NT : $color = color$ and a higher $color$; $Dbl = si$	
Weak NT: $color = color$ and a higher $color$; $Dbl = 14$	+ HP
Reopening: same	
Passed hand: same	
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bi	ids)
Natural; Dbl = opening	
Cue: asks for stopper	
VS. WEAK 2's	
Color = Natural, 5+-card and opening	
2NT = 15-18 HP; 3NT = to play	
Dbl = take-out or 17 ⁺ HP	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 & o	or 2#
Natural	

2 level support can be weaker than 6 HP 3-level support can be weaker than 10 HP

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	small promises; top of seq.	small promises; top of seq.		
NT	small promises; top of seq.	small promises; top of seq.		
Subseq.				

LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	Attitude	
King	Count	Count	
Queen	Top of sequence	Top of seq. or $AQJx(x)$	
Jack	Top of sequence	Top of seq. or $(A)(K)J10x(x)$	
10	Top of sequence	Top of seq. or $(A)(K)(Q)(J)109(x)$	
9	Top of sequence or nothing	Top of sequence or nothing	
Hi-x	Probably 2-card	Probably 2-card	
Lo-x	Probably interested	Probably interested	

SIGNALS IN ORDER OF PRIORITY					
	Partner's Lead	Declarer's Lead	Discarding		
Suit	Italian; Lavinthal	-	Italian; Lavinthal		
NT	Italian; Lavinthal	-	Italian; Lavinthal		

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: natural 10⁺ HP Responses: natural Reopening: natural

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Penalty Dbl: if 2 majors are bid and after intervention over 1NT

W B F CONVENTION CARD

Westrand 1 – Belgium

PLAYERS: Boeykens - Huybrecht - Wijnant - Wauters

SYSTEM SUMMARY

Majors of 5 , Diamonds of 4

2♣ and 2 ◆ = some sort of Multi

2major = Puiderberg

RKC Blackwood Lebensohl

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

Reverse Drury

Pulti – Puiderberg (2-openings)

Michaels

Lebensohl (over 1NT and weak-2's):

Minor Suit Asking

Puppet Stayman

SPECIAL FORCING PASS SEQUENCES

OTHER IMPORTANT NOTES

4NT = RKC Blackwood (5 keycards)

5 = 1/4 - 5 = 0/3 - 5 = 2 - 5 = 2 + Q - trump

5NT = Blackwood Kings (without King of trump)

6 = 1/4 - 6 = 0/3 - 6 = 2

5	IF). OF	Ľ					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL	DESCRIPTION	RESP	ONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 &	X	2	X	11-19 HP	Natural			
1 •		4	X	11-19 HP	Natural			
1♥		5	X	11-19 HP	Natural; 2♣/♦ = Rever			
1 🖈		5	X	11-19 HP	Natural; 2♣/♦ = Rever	se Drury		
1NT	X	2		11-14 HP when not-vulnerable, 15-17 HP when vulnerable (any 5-card possible)	- 2♣ = Stayman - 2♦/♥ = Jacoby - 2♠ = ask min/max - 2NT = transfer for minor - 3♣ = Puppet Stayman		Supper-accepts on Jacoby 3♣ = Minor Suit Asking	
2*	X	0	X	- 7/8 tricks with unknown trump - 20-22 HP, divergent NT-distribution - length in ◆ and < 11 HP	- 2 ♦ = relay		On 2♦: pas / bid suit or 2NT On 2NT: 3♣/♦ = weak	
2 •	X	0	X	- 9/10 tricks with unknown trump - 23 ⁺ HP and NT-distribution - length in ♥ or ♠, < 11 HP	- 2♥ = relay - 2NT = forcing		On 2♥: pas / correct 2♠ / bid suit or NT On 2NT: *3♣/♦ = weak ♥/♠ (min.) *3♥/♠ = weak ♠/♥ (max.)	
2♥	X	5	X	No opening, 5 ⁺ ♥ and 3 ⁺ ♣/♦	- 2NT = forcing - 3♣ = asks for minor		On 2NT: $*3 . + \min$ = min. + minor $*3 . + \min$ = max. + minor $. + \min$	
24	X	5	X	No opening, 5 ⁺ ♠ and 3 ⁺ ♣/♦	- 2NT = forcing - 3♣ = asks for minor		On 2NT: * 3♣/♦ = min. + minor * 3♥/♠ = max. + minor ♣/♦	
2NT		2	X	20-22 HP	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠			
3.		7	X	pre-empt	New color = forcing			
3♦		7	X	pre-empt	New color = forcing			
3♥		7	X	pre-empt	New color = forcing			
3♠		7	X	pre-empt	New color = forcing			
3NT	X	0	X	Gambling	Pas with stops; 4. asks to bid color			
4 .		8	X	pre-empt	New color = forcing			
4♦		8	X	pre-empt	New color = forcing			
4♥		8	X	pre-empt	New color = forcing			
4 🖍		8	X	pre-empt	New color = forcing			
4NT	X	0	X	2-suited ♣ and ♦	Best minor			
5 .		9	X	pre-empt			HIGH LEVEL BIDDING	
5♦		9	X	pre-empt		D1P0 and R1P0 after intervention on 4NT Blackwood		
5♥		9	X	pre-empt				
5 ^		9	X	pre-empt				