DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: natural, on 1 level can be 4 card
Responses: cue INV+ w/ 3 card fit; 2NT same w/ 4+ card;
fit jumps; fit non-jumps; SPL in OPPT suits
Reopening: natural

1NT OVERCALL (2ⁿᵈ/4ᵗʰ Live; Responses, Reopening)
2ⁿᵈ position: 15-17(18) (Raptor with passed hand)
Responses: system on
4ᵗʰ position: 11-14, no stopper required
Responses: system on
Sandwich: 15-17(18) (other 2 suits with passed hand)
Responses: cue of responder's suit = stayman

JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: WK according to vulnerability and seat
Responses: natural (3NT may suggest a sacrifice)
Unusual notrump: 2NT: lowest remaining suits (55+)
Reopening: same
Exceptions: After short/polish 1♣: 2♦ = 5+♠, 5+♥
After nebulous 1♦: 2♥ = 5+♠, 5+♥ NF

DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels (5+♠, 5+♥); Jump cue at 3-level asks stopper
Responses: 2NT asks
Reopening: Michaels
Exceptions: After short/polish 1♣: 2♣ = NAT
After nebulous 1♦: 2♣=NAT; 3♦=5+♠, 5+♥ STR

VS. NT (vs. Strong / Weak; Reopening; PH)
Strong: X=15+ or good lead; 2♣=♥+♠; 2♦=♦+♥/♠, 2M=NAT
Weak: same
Reopening: X=5+♣/♦ or majors, 2m=m+M, 2M=NAT
Passed Hand: as reopening

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
X = T/O
3m-4♣ = 5+om, 5+M
3m-4♦ = 5+♠, 5+♥
3M-4m = 5+m, 5+oM
Other jumps = strong. NT = nat

VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣/♦: X = majors 44+, 1NT = majors 55+,
2NT =minors, rest = natural

OVER OPPONENTS' TAKE OUT DOUBLE
Over 1m-(X)-?: TRFs starting from RDBL; Over 1M-(X)-?:
TRFs starting from 1NT, RDBL=values, jumps=fitjumps;

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3ʳᵈ from even lowest from odd	3ʳᵈ/5ᵗʰ or Sxx if supported
NT	2ⁿᵈ/4ᵗʰ (2ⁿᵈ from xSxx)	3ʳᵈ/5ᵗʰ or Sxx if supported
Subseq	attitude	attitude
Other:	A/Q asks ATT, K asks CT/UB; STD honor leads	

LEADS

Lead	vs. Suit	vs. NT
Ace	AK(+); ATT	AK(+), AKJ(+); ATT
King	KQ(+), AK; CT	KQ109, KQJ; CT/UB
Queen	QJ(+), Qx; ATT	QJ(+), KQx(+), Qx; ATT
Jack	J10(+)	J10(+), (A/K)J10(+)
10	H109(+), Tx	H109(+), H10x, 109+, 10x
9	H98+, 9x	H98(+), H9x, 98+, 9x
Hi-x	Sx;HxSx;HxSxxx	xSx(x), HSx
Lo-x	HxS;HxxxS;xxxxS;xxS	xS,HxxS(+),xxxSx(+)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit:	1ˢᵗ	Lo=ENC	Lo=Even	O/E
	2ⁿᵈ	S/P	S/P	S/P
	3ʳᵈ			STD CT
NT:	1ˢᵗ	Same	Same	Same
	2ⁿᵈ			
	3ʳᵈ			

STD S/P in free signaling situations; STD remaining CT;
Reversed Smith Echo (Lo=ENC) vs NT, unless CT needed;
When singleton in dummy S/P; In trump suit S/P, unless CT needed.

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: Most DBL are T/O. High level DBL will be passed more often
Responses: 1M=0-11 4M/0-6 5+M; 2M=7-10 5M; 3M=6-10 6+M;
4M=9-11 6+M; 1♦/2m=0-11 4+♦/m; 3m=8-11 (5)6+m
X of m: cue-bid = FG / pick M; X of M: cue-bid = FG; X of 2M: LEB
Reopening: standard

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support X through 2 of partner's suit. Support XX.

WBF Convention Card

Category: Red
NBO (Country): Belgium (Riviera 2) / Netherlands (Goirle 1)
Event: All
Players: Gert Vandyck (25628/10925202) - Csaba Daday (32897/10823751)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:
Polish Club. 1NT (14)15-17
3-way 1♣: 11-14 BAL or NAT, 15+ (4)5+♣, 18+ any (F1)
1♣-1♦: 0-7 any/8-11 minor(s)/12+ BAL (F1);
2♣: Precision 10-14 5+♣, 4M or 6+♣
11-14 BAL w/4♦ we can open 1♣ or 1♦, no matter the ♣ holding

2/1 Response: 1M-2♣=ART FG (R), 1M-2(M-1)= CONST 3+M,
1♠-2♦= 9+ 5+♥, 1m-2♣=FG

SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
1♣ = 11-14 BAL or NAT, 15+ (4)5+♣, 18+ any (F1)
2♦ = 0-7 5+M (NF)
2NT = 5-5 minors, WK
3NT = 6-5 majors, WK
2♣- 2NT multi-way response (may be WK w/ fit)

1♣ - (any) - 1M - (any) - 2♦= ART STR (18+, 3+M), answers:
2♥=4, 2♠=5; 2N=4, rightside NT;
3m=4M5m, 7-10; 3♥=6, 7-10;
3♠=6, 11+; 3N+ =splinter, 7-10

SPECIAL FORCING PASS SEQUENCES
Whenever the auction is forcing to a certain level
At 5-level after an INV+ response when red

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
All point ranges can be adjusted in any situation.
Very flexible with (semi)BAL distributions.
Judgement comes before system; we may deviate whenever we want.
With passed partner anything goes.
Non forcing freebids after overcall, TRF LEB after 1♣/1N opening.

Psychics: rarely

Opening	Art	Min	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	X	0	7♥	11-14 BAL/NAT, 15+ (4)5+♣, 18+ ART (F1)	1♦=ART F1: 0-7 any/8-11 minor(s)/12+ BAL; 1M=7+ 4+M; 1NT=9-11 (semi)BAL; 2m=FG 5+m UNBAL; 2M=3-7 6+M; 2NT=FG BAL; 3m=G/T 6+m; 3M=G/T 7+M 2/3 top	After 1♦: 1M=3+M NF; 1NT=18-20; 2♣=NAT 15-20 NF; 2♦=ART FG; 2M/3m=NAT G/T; 2N 21-23; 3M = FG 5+M 5+X; 3N=S/O; 4♣=FG 5+♣5+♦; After 1M: 2♣=NAT F1, 15+; 2♦=ART 18+, 3+M; 2OM=FG 5/6+OM; 2N=18+ 1-2M semi)BAL; 3♦=FG 6+♦; 3X=FG X+♦; 3M=INV 4M 5+♣	
1♦		4	7♥	11-17, 4+♦ (possibly 11-14 5♣4♦)	2♣=FG; 3♣=NAT G/T; 2N=INV;	2-way checkback; 1♦-1M-2N=6♦3M MAX (3♣ wolff); 1♦-1M-3♦= MAX, 6♦0-2M;	
1♥		5	7♦	11-17, 5+♥	1N=semi-F; 2♣ ART FG (R); 2♦ 3+♥ 8+; 2♥ 3+♥ 0-7; 2NT INV+ (3)4+♥; 2♠ /3m G/T NAT; 3♥ mixed;	2-way checkback; 1♥-1♠-2N=6♥3♠ MAX; 1♥-1♠-3♥= MAX, 6♥0-2♠;	2♣=Reversed Drury; 2♦=NAT NF;
1♠		5	7♥	11-17, 5+♠	1N=semi-F; 2♣=ART FG (R); 2♦=9+ 5+♥; 2♥=3+♠ 8+; 2♠=3+♠ 0-7; 2N=INV+ (3)4+♠; 3m/♥ G/T NAT; 3♠ mixed	2-way checkback;	2♣=Reversed Drury; 2♦/2♥=NAT NF;
1NT			7♥	(14)15-17, usually BAL (can have SGL/6crd/5-4/5M)	2♣ Stayman; 2♦/♥/♠/3♣=TRF; 3♦ NAT G/T; 3M=minors, SPL M; 4♣ Gerber; 4♦/♥ TRF M;		
2♣		5	7♥	10-14, 5+♣ 4M or 6+♣	2♦=(R); 2M=6-10, 5+M; 2N=weak raise or 55 FG, 3♣=8-10 3+♣; 3x=NAT G/T	After 2♦: 2M=4+M; 2N=6+♣ good for NT; 3♣=6+♣, bad for NT;	Can be light and/or 5+♣ w/o 4M
2♦	X	0	2/3M: P/C other: pen	0-7 5+♥/♠	2♥/2♠/3♥/3♠ P/C; 2N=(R); 4♣=TRF your M; 4♦=bid your M; 4♥/4♠= NAT	After 2N: 3♣=MAX, 3♦/♥=MIN 5+♥/♠; After 2N-3♣-3♦: 3♥/♠=MAX 5+♠/♥;	
2M		6		8-11, 6-card	2N=(R); new suit is F1;	After 2N: feature showing	
2NT	X			PRE, 5+♣ 5+♦	3♣/♦=preference; 3♥=INQ M; 3♠ PUP 3N; 3N=S/O; 4♣/♦=PRE; 4♥/4♠= NAT; 5♣/♦=S/O;	After 3♥: 3♠/3NT=2♠/2♥, 4m=6m5om11, 4♥=0355, 4♠=3055; After 3♠-3N: 4m=G/T, 5m=S/T;	
3X		6		PRE	New suit is F1; 3♣-4♦ PRKC; 3♦/M-4♣ PRKC;		
3NT	X			65/56 M, ~6-11	4♣=Slam try, 4♦=no pref; 4♥/4♠= NAT		
4X		7		PRE	4♥-4♠ RKC		

HIGH LEVEL BIDDING

1st and 2nd round controls; frivolous 3NT with ♠ fit; frivolous 3♠ with ♥ fit; RKC 1430 with ♠ fit; Kickback 4♠/♥/♦ RKC 1430 with ♥/♦/♣ fit; PRKC 01122; XRKC 1430; 4N last train for ♣; 5♣ last train for ♦; various meanings for 5NT according to the situation: general try/pick a slam/GSF/…