



DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style, Responses, ½ Level, Reopening)</b>
<b>Style:</b> natural, on 1 level can be 4 card
<b>Responses:</b> cue=INV+ w/ 4+card M; cue-1=INV+ w/ 3crd M; fit jumps; fit non-jumps; SPL in OPPT suits
<b>Reopening:</b> natural
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses, Reopening)</b>
<b>2<sup>nd</sup> position:</b> 15-17(18) (Raptor with passed hand)
<b>Responses:</b> system on
<b>4<sup>th</sup> position:</b> 11-14, no stopper required
<b>Responses:</b> system on
Sandwich: 15-17(18) (other 2 suits with passed hand)
<b>Responses:</b> cue of responder's suit = stayman
<b>JUMP OVERCALLS (Style, Responses, Unusual NT)</b>
<b>Style:</b> WK according to vulnerability and seat
<b>Responses:</b> natural (3NT may suggest a sacrifice)
<b>Unusual notrump:</b> 1m-2NT=5+♥5+om; 1M-2NT=5+♦5+oM;
<b>Reopening:</b> constructive; 2NT shows a STR BAL hand
<b>Exceptions:</b> After short/polish (1♣)-2♦=5+♣, 5+♥; After nebulous (1♦)-2♥=5+♣, 5+♥ NF; (1M)-3♣=5+♣ 5+♦
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> 1m-2m=5+♣, 5+♥; 1M-2M=5+♣ 5+oM;
Jump cue at 3-level asks stopper
<b>Responses:</b> 2NT asks <b>Reopening:</b> Michaels
<b>Exceptions:</b> After short/polish (1♣)-2♣=NAT
After nebulous (1♦)-2♦=NAT; 3♦=5+♣, 5+♥ STR
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong:</b> X=15+ or good lead; 2♣=majors; 2♦=♦+M, 2M=NAT
<b>Weak:</b> same, except X might be a bit lighter
<b>Reopening:</b> X=5+♣/♦ or majors, 2m=m+M, 2M=NAT
<b>Passed Hand:</b> as reopening
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
X = T/O
3m-4♣ = 5+om, 5+M
3m-4♦ = 5+♣, 5+♥
3M-4m = 5+m, 5+oM
Other jumps = strong. NT = nat
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
vs strong 1♣/♦: X = majors 44+, 1NT = majors 55+, 2NT = minors, rest = natural
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Over 1m-(X)-?: TRFs starting from RDBL; Over 1M-(X)-?: TRFs starting from 1NT, RDBL=values, jumps=fitjumps;

LEADS AND SIGNALS			
<b>OPENING LEADS AND SIGNALS</b>			
Lead	In Partners' suit		
Suit	3 <sup>rd</sup> from even lowest from odd	3 <sup>rd</sup> /5 <sup>th</sup> or Sxx if supported	
NT	1 <sup>st</sup> or 2 <sup>nd</sup> from 3 or 4 small, 2 <sup>nd</sup> /4 <sup>th</sup> from strength/length	3 <sup>rd</sup> /5 <sup>th</sup> or Sxx if supported	
Subseq	Attitude	Attitude	
Other:	A/Q asks ATT, K asks CT/UB; STD honor leads		
L E A D S			
Lead	vs. Suit	vs. NT	
Ace	AK(+), Ax; ATT	AK(+), AKJ(+), Ax; ATT	
King	KQ(+), Kx, AK; CT	KQ109, KQJ, Kx; CT/UB	
Queen	QJ(+), Qx, Qx; ATT	QJ(+), KQx(+), Qx; ATT	
Jack	J10(+), Jx	J10(+), (A/K)J10(+), Jx	
10	H109(+), Tx	H109(+), H10x, 109+, 10x	
9	H98+, 9x	H98(+), H9x, 98+	
Hi-x	Sx; HxSx; HxSxxx	SSx(x), HSx, Sx	
Lo-x	HxS; HxxxS; xxxS; xxS	HxxS(+), xxxSx(+)	
SIGNALS IN ORDER OF PRIORITY			
Partner's Lead	Declarer's Lead	Discarding	
Suit: 1 <sup>st</sup>	Lo=ENC	Lo=Even	O/E
2 <sup>nd</sup>	S/P	S/P	S/P
3 <sup>rd</sup>			STD CT
NT: 1 <sup>st</sup>	Same	Same	Same
2 <sup>nd</sup>			
3 <sup>rd</sup>			
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			
<b>TAKEOUT DOUBLES (Style, Responses, Reopening)</b>			
<b>Style:</b> Most DBL are T/O. High level DBL will be passed more often			
<b>Responses:</b> 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: 2m = FG / pick M; 3m = INV 44M			
<b>Reopening:</b> standard			
<b>SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES</b>			
Support X through 2 of partner's suit. Support XX.			

WBF Convention Card
<b>Category:</b> Red
<b>NBO (Country):</b> Belgium (Riviera 2) / Netherlands (Goirle 1)
<b>Event:</b> All
<b>Players:</b> 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
<b>2/1 Response:</b> 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
<b>Openings:</b>
1♣ = 11-14 BAL or NAT, 15+ (4)5+♣, 18+ any (F1)
2♦ = 0-7 5+M (NF)
2NT = 5-5 minors, WK
3NT = good 4M PRE
2♣- 2NT multi-way response (may be WK w/ fit)
1♣ - (any) - 1M - (any) - 2♦ = ART STR (18+, 3+M), answers:
2♥=4M, 7-10 (no 5m usually); 2♠=4M, 11+; 2N=5+M, 11+;
3m=4M5m, 9-11; 3♥=5M, 7-10 unbal (3♠ asks for shortness);
3♠=(5332), 7-10; 3N=(6322), 7-10; 4x=6 cards, 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, Swedish LEB after 1♣/1N opening.
Transfers/switch in other contested auctions
<b>Psychics:</b> 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; 2♦=INV+; 2M=WK 6+M; 3♣=NAT G/T; 2N=INV; 3♦=Mixed	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 (3♣=Wolff); 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; 4♠ xx44		
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			Good PRE ♥ or ♠	4♣ TRF your M; 4♦ bid your M; 4M/4NT/5m ASK		
4X		7		PRE	4♥-4♠ RKC	<b>HIGH LEVEL BIDDING</b>	
						1 <sup>st</sup> and 2 <sup>nd</sup> round controls; frivolous 3NT with ♠ fit; frivolous 3♠ with ♥ fit; RKC 1430 with ♠ fit; Kickback 4♠/♥/♦ RKC 1430 with ♥/♦/♣ fit; PRKC 01122; XRC 1430; 4N last train for ♣; 5♣ last train for ♦; various meanings for 5NT according to the situation: general try/pick a slam/GSF/...	