

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/ 3 card fit; 2NT same w/ 4+ card; 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
<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> 2NT: lowest remaining suits (55+)
<b>Reopening:</b> same
<b>Exceptions:</b> After short 1♣: 2♦ = 5+♠, 5+♥
After nebulous 1♦: 2♥ = 5+♠, 5+♥ NF
<b>DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)</b>
<b>Style:</b> Michaels (5+♠, 5+♥); Jump cue at 3-level asks stopper
<b>Responses:</b> 2NT asks
<b>Reopening:</b> Michaels
<b>Exceptions:</b> After short 1♣: 2♣ = NAT
After nebulous 1♦: 2♦ = NAT; 3♦ = 5+♠, 5+♥ STR
<b>VS. NT (vs. Strong / Weak; Reopening; PH)</b>
<b>Strong:</b> Woolsey (DBL = 4M, 5+m OR strong)
<b>Weak:</b> Multi Landy
<b>Reopening:</b> same
<b>Passed Hand:</b> Woolsey
<b>VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)</b>
X = T/O
3m-4♣ = 5+om, 5+M; 3m-4♦ = 5+♠, 5+♥
3M-4♣ = 5+♣, 5+oM OR 5+♣, 5+♦ STR; 3M-4♦ = 5+♦, 5+oM
3M-4M = STR, long m; 3M-4NT = minors
Other: jumps = NAT; 3NT = To Play; 4NT = 2-suited
<b>VS. ARTIFICIAL STRONG OPENINGS</b>
<b>vs strong:</b> DBL = Majors 44+, 1NT = Majors 55+, 2NT = minors, rest = natural
<b>OVER OPPONENTS' TAKE OUT DOUBLE</b>
Transfers if we open 1♦ or 1M. Jump raises are weak. After 1M fit jumps and 2N INV+ w/ fit. After 1♦-(X)-2N = minors WK

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> (flexible)	3 <sup>rd</sup> /5 <sup>th</sup> (flexible)	
NT	3 <sup>rd</sup> /5 <sup>th</sup> (flexible)	3 <sup>rd</sup> /5 <sup>th</sup> (flexible)	
Subseq	attitude	attitude	
Other:	Combine leads, A asks ATT, K asks unblock/count		
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AK+, Ax	AK+, Ax	
King	AK, AK+, KQ+, AKJ+	AK+, KQ+, AKJ+	
Queen	KQ, QJ+, Qx, KQT+, KQJ+	QJ+, Qx, KQT+, KQJ+	
Jack	QJ, JT+, QJ9+, QJT+	JT+, QJ9+, QJT+	
10	AJT+, KJT+, T9+, Tx	AJT+, KJT+, T9+, Tx	
9	AT9+, KT9+, QT9+,98+, 9x	AT9+, KT9+, QT9+,98+, 9x	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit:1 <sup>ST</sup>	UDCA	UDCA	O/E
2 <sup>ND</sup>	S/P	S/P	S/P
3 <sup>RD</sup>			UDCA
NT: 1 <sup>ST</sup>	Same	Same	Same
2 <sup>ND</sup>			
3 <sup>RD</sup>			
Suit preference signals in free signaling situations			
Reversed Smith Echo vs NT, unless count needed.			
When singleton in dummy S/P			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: standard			
Responses: Standard, Jumps invitational (but preemptive over XX)			
X of m: cue-bid = GF / pick M; X of M: cue-bid = GF; X of 2M: LEB			
Reopening: standard			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support X through 2 of partner's suit. Support XX.			
X of suit previously bid (by either player) = don't lead.			
P/X inversion in high level forces (usually after 1♣ opening).			
Game try X. X and XX as part of Ace-asking interference.			

WBF Convention Card
<b>Category:</b> Red
<b>NBO (Country):</b> Belgium
<b>Event:</b> All
<b>Players:</b> Gert Vandyck (25628) – Frederick Staelens (24418)
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE:</b>
Precision. 1♠ = 16+. 1♦ = 10-15, usually 2+♦
1NT 14-16 (15-17 in 3 <sup>rd</sup> V & 4 <sup>th</sup> )
All limited openings can be light in 3 <sup>rd</sup> seat
Aggressive preempts when NV
High card requirements are subject to discretion.
<b>2 over 1 Response:</b> 2/1 FG after 1M; 2/1 F2NT after 1♦
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
<b>Openings:</b>
1♠ = 16+, artificial, any distribution
1♦ = 10-15, 2+♦ (or stiff honor)
2♦ = 10-15, 3-suited short ♦
1♦-(P)-2♥/♠ = 5♠ 4+♥ less than INV / INV
1♦-(P)-3♣ = minors, less than INV
3NT = good 4M PRE
NV vs V 1 <sup>st</sup> seat: 3X = 0-7, 5+X
Transfers in competition, switch after 1♦-(1♠) and 1M-(2/3/4♣)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Whenever the auction is forcing to a certain level
At 5-level after an INV+ response when red
<b>IMPORTANT NOTES THAT DON'T FIT ELSEWHERE</b>
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.
<b>Psychics:</b> light 3 <sup>rd</sup> seat openings



Opening	Art.	Min.	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	X	0		16+ ART, F1 All points can be adjusted in any situation	1♦ 0-7 any; 1M FG 5+M; 1NT 8-11/16+ (semi)BAL; 2m FG 5+m UNBAL; 2♥ 14-15 (semi)BAL/12+ any 4441; 2♠ 8-11 any 4441; 2NT 12-13 (semi)BAL; 3X INV 7+X	After 1♣-1♦: 1M NAT F1; 1NT BAL; 2m NAT NF; 2♥ Kokish; 2♠ FG 55+m; 2NT 21-22 BAL; 3X sets; 3NT to play	1NT 8-10 BAL
1♦	X	(1)2	X	10-15, 2+♦ (stiff A/K possible) Can have longer ♣ Can be light in 3 <sup>rd</sup>	1M (3)4+M F1; 1NT NAT NF; 2m 10+ 4+m; 2♥/♠ 5+♠ 4+♥ WK/INV; 2NT NAT INV; 3♣ minor P/C; 3X NAT; 3NT to play; 4m PRE, 4M to play	2-way checkback; 1♦-1M-2NT 6+♦ 0-2/4M; 1♦-1M-3♦ 6+♦ 3M; After 1♦- 2m: 2♥ 11-13 BAL; 2♠ fit w/ S/S	Invites are lighter
1♥		5	X	10-15, 5+♥ Can be light in 3 <sup>rd</sup>	1NT semi-F; 2♣ FG (R); 2♦ NAT FG; 2♥ CONST; 2♠ WK; 2NT INV+ w/ fit (usually 4+♥); 3m INV NAT; 3♥ mixed; 3♠ ART 11-14 any singleton SPL; 3NT 11-14 void ♠ SPL; 4m 11-14 void m SPL; 4♥ to play	2-way checkback; 1♥-1♠-2NT MAX 6+♥3+♠ / 45(40); After 1♥-2m: ART; After 1♥-2NT: 3♣ ART FG; 3♦ ART GT; 3♥ to play; 3♠/NT/4♣ void S/T	2♣ Reversed Drury; 2♦ ART 5♠-2♥; 2♥ 0-8; Fit jumps; Invites are lighter
1♠		5	X	10-15, 5+♠ Can be light in 3 <sup>rd</sup>	1NT semi-F; 2♣ FG (R); 2♦/♥ NAT FG; 2♠ CONST; 2NT INV+ w/ fit (usually 4+♠); 3m/♥ INV NAT; 3♠ mixed; 3NT ART 11-14 any singleton SPL; 4x 11-14 void x SPL; 4♠ to play	After 1♠-2m: ART; 1♠-2♥-2♠ doesn't promise 6; After 1♠-2NT: 3♣ FG; 3♦ GT; 3♠ to play; 3♥/NT/4♣ void S/T	2♣ Reversed Drury; 2♦ ART 5♥-2♠; 2♠ 0-8; Fit jumps; Invites are lighter
1NT			X	14-16; 15-17 in 3 <sup>rd</sup> V or 4 <sup>th</sup>	2♣ Stayman; 2♦/♥ TRF; 2♠ size ask (INV/WK ♣/S/T ♦); 2NT puppet Stayman; 3♣ PUP 3♦ (WK ♦/S/T ♣); 3♦ FG ♦, SPL M; 3M 5-5/6-4mm SPL M; 3NT to play; 4♣/♦ TRF M; 4M to play	After 1NT-2♣-...: 3♣ PUP 3♦ to show S/S; 3♦ PUP 3♥ to show 4M6m	
2♣		(5)6	X	10-15, 6+♣ Can be light and/or 5♣ in 3 <sup>rd</sup>	2♦ (R); 2M 5+M F1; 2NT INV+ 4+♣; 3♣ WK raise; 3♦/M GF, 4+♣, S/S (SPL); 3NT to play; 4♣ PRE; 4♦ RKC ♣; 4M/5♣ to play	After 2♣-2♦: 2♥ 4M; 2♠ MIN w/ 2 ♣ top honors or MAX with S/S; 2NT MAX w/ 2 top honors ♣ w/o S/S; 3♣ MIN w/o 2 ♣ top honors; 3♦/M 5 card	2NT/3♣ good/bad raise 2♣-2♦-2M NAT 2♣-2♦-2NT MAX no 4M 2♣-2♦-3♣ MIN no 4M
2♦	X	0	/	10-15, 3-suited, short ♦ 4405, 4414, 3415, 4315 Can be light in 3 <sup>rd</sup>	2M to play; 2NT (R); 3♣ to play; 3♦ INV 6+♦; 3M INV 5+M; 3NT to play; 4♣ INV; 4♦ pick a Major; 4M to play; 5♣ to play	2♦-2♥-2♠ 4=3=1=5; After 2♦-2NT: 3♣ MIN; 3♦ MAX 4414; 3M MAX 3M4OM; 3NT MAX 4405	Invites are lighter
2♥		(5)6	/	4-10, 6-card usually Can be aggressive NV	2NT (R); 3♥ PRE; new suit NF	3♣ 5; 3♦ MIN; 3♥ MED; 3♠ MAX <3♠; 3NT MAX 3♠	
2♠		(5)6	/	4-10, 6-card usually Can be aggressive NV	2NT (R); 3♠ PRE; new suit NF	3♣ 5; 3♦ MIN; 3♥ MED/MAX <3♥; 3♠/NT MED/MAX 3♥	
2NT			X	19-20; 20-21 3 <sup>rd</sup> V or 4 <sup>th</sup>	3♣ Muppet Stayman; 3♦/♥ TRF; 3♠ m suit Stayman; 3NT to play; 4♣/4♦/4♥/4♠ 2-under TRF S/T; 4NT QUANT; 5m to play	After 3♣: 3♦=4M; 3♥=no 4M; 3♠=5♠; 3NT=5♥	
3X		(5)6	/	PRE according to vul & seat 5-card possible in 1 <sup>st</sup> FAV	New suit is NF after 1st seat FAV opening, otherwise 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	HIGH LEVEL BIDDING	
4NT	X		/	Both minors, usually 6-6		1 <sup>st</sup> and 2 <sup>nd</sup> round controls; frivolous 3NT; frivolous 3♠ with ♥ fit; RKC 1430; Kickback RKC 1430 with ♥ fit; Kickback Turbo with m fit; minorwood if jump to 4m; modified Mulberry; PRKC 01122; XRKC 1430; various meanings for 5NT according to the situation: general try/pick a slam/GSF/...	