



WBF Convention Card

Category: Red
NBO (Country): Belgium
Event: All
Players: Gert Vandyck (25628) – Frederick Staelens (24418)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

Precision. 1♠ = 16+. 1♦ = 10-15, usually 2+♦
 1NT 14-16 (15-17 in 3rd V & 4th)
 All limited openings can be light in 3rd seat
 Aggressive preempts when NV
 High card requirements are subject to discretion.

2 over 1 Response: 2/1 FG after 1M; 2/1 F2NT after 1♦

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
 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 1st seat: 3X = 0-7, 5+X
 Transfers in competition, switch after 1♦-(1♠) and 1M-(2/3/4♣)

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 DOESN'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.

Psychics: light 3rd seat openings

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3 rd /5 th (flexible)	3 rd /5 th (flexible)
NT	3 rd /5 th (flexible)	3 rd /5 th (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 ST	UDCA	UDCA	O/E
2 ND	S/P	S/P	S/P
3 RD			UDCA
NT: 1 ST	Same	Same	Same
2 ND			
3 RD			

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.

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

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 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 1♠: 2♠ = NAT

After nebulous 1♦: 2♦ = NAT; 3♦ = 5+♠, 5+♥ STR

VS. NT (vs. Strong / Weak; Reopening; PH)

Strong: Woolsey (DBL = 4M, 5+m OR strong)
Weak: Multi Landy
Reopening: same
Passed Hand: Woolsey

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 or 5+♠, 5+♦ STR
 Other jumps = strong. NT = nat

VS. ARTIFICIAL STRONG OPENINGS

vs strong: DBL = Majors 44+, 1NT = Majors 55+,
 2NT = minors, rest = natural

OVER OPPONENTS' TAKE OUT DOUBLE

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

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 rd	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 rd	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 rd	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 rd V or 4 th (semi)BAL	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 rd	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 rd	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, usually 6-card Can be aggressive NV	2NT (R); 3♥ PRE; new suit F1; 4m ASK;	After 2NT: 3♣ MAX; 3♦ MED; 3♥ MIN; 3♠/3N/4♣ void ♠/♦/♣ S/T;	
2♠		(5)6	/	4-10, usually 6-card Can be aggressive NV	2NT (R); 3♠ PRE; new suit F1; 4m ASK;	After 2NT: 3♣ MAX; 3♦ MED; 3♠ MIN; 3♥/3N/4♣ void ♥/♦/♣ S/T;	
2NT			X	19-20; 20-21 3 rd V or 4 th (semi)BAL	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 st 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 st and 2 nd 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; XRKC 1430; various meanings for 5NT according to the situation: general try/pick a slam/GSF/...	