WBF Convention Card

Category: GREEN
NBO (Country): Belgium – Sandeman I
Event: All
Players: Dirk Logghe (23695) – Rene Laenen (12112)

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, ½ Level, Reopening)

Style: natural, on 1 level can be 4 cards
Responses: 2NT INV+ with 4+ card ; fit jumps

Reopening: natural

1NT OVERCALL (2nd /4th Live; Responses, Reopening)

2nd position: 15-17(18)HCP or 2 lowest suits
Responses: system on, TRF opps' suit shows 3-suiter

4th position: 11-14HCP, doesn't need a stopper
Responses: system on, TRF opps' suit shows 3-suiter

JUMP OVERCALLS (Style, Responses, Unusual NT)

Style: 2M : Weak; 3m : 6+m 10-12 HCP
Responses: natural (3NT may suggest a sacrifice)
Unusual notrump: 2NT: highest remaining suits (55+)
Reopening: same

DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)

Style: 1X-2X = highest + lowest (55+)

Responses: natural
Reopening:

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

Dbl = strong
Multi Landy

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

3m-4♣ = 5M + 5om
3m-4♦ = 5-5M
3M-4m = 5OM + 5m

VS. ARTIFICIAL STRONG OPENINGS

vs strong 1♣/♦: Dbl = 44+M ;

OVER OPPONENTS' TAKE OUT DOUBLE

natural

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3rd/5th (flexible)	3rd/5th (flexible)
NT	4th (flexible)	3rd/5th (flexible)
Subseq		
Other:	Coded 9/10's, A asks ATT, K asks deblock/count	

L E A D S

Lead	vs. Suit	vs. NT
Ace	AK+, Ax	AK+, Ax
King	AK+,KQJ+,KQ+, AKJ+	AK+,KQJ+,KQ+, AKJ+
Queen	QJ+, Qx, KQT, KQJ+	QJ+, Qx, KQT, KQJ+
Jack	JT+, QJ9+, QJT+	JT+, QJ9+, QJT+
10	AJ10x,KJ10x,109x, Tx	AJ10x,KJ10x,109x, Tx
9	A109,K109,Q109,98x	A109,K109,Q109,98x

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	High = E	High = S (Even)	Italian
2ND			
3RD			
NT: 1ST	High = E	High = S (Even)	Italian
2ND			
3RD			

Suit preference signals in free signaling situations

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Style : standard

Responses: Standard, GOOD/BAD
Reopening: standard

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Most doubles are for takeout

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

5 card Majors, 5 card ♦, strong NT

2 over 1 Response: 1M-2♣ relay;

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
1♣ = at least 1+♣
2♣ = artificial strong
1m-2♦ = 3-7HCP, 6+M or strong

1NT intervention: natural or 5-5 lowest unbid suits

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES THAT DOESN'T FIT ELSEWHERE

Judgement before system

Psychics: rare

Opening	Art.	Min.	Neg. Dbl	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		1	7♠	Value of 12+HCP	2♦ = 6+M, 3-7HCP/Strong ; 2M=6+M,8-10HCP ; 2NT GF BAL 12+-15/18+ ; 3NT GF BAL 16-18 Raises: 3♦/M SPL	2-way checkback (even after intervention) 1♣-1M-2NT = 3-way Transfers after double	1♣-2NT is invitational
1♦		5	7♠	Value of 12+HCP	1NT = 3+♣, F1 ; 2♦ = 6+M, 3-7HCP/GF ♣ ; 2M=6+M,8-10HCP 2NT GF BAL 12+-15/18+ ; 3NT GF BAL 16-18 Raises: 2♣ inverted ; 3♣=6-9HCP/SPL ; 3♦=0-5HCP ; 3M=SPL	2-way checkback (even after intervention) 1♦-1M-2NT = 3-way Transfers after double	1♦-2NT is invitational
1♥		5	7♠	Value of 12+HCP	1♠ denies 5♠; 1NT = 5+♠; 2♣ relay ; 2♦ nat GF except rebid Raises: 2♥ constr ; 2NT=INV+ 4+♥; 3♣=6-9 4+♥ ; 3♦=9-11 4♥+$; 3♥=PRE ; 3♠=void SPL ; 3NT/4m=SPL ♠/m	2-way checkback (even after intervention) ; Gazzilli Transfers after double	2♣ Reversed Drury 2NT mixed raise 2♠/3m mini SPL
1♠		5	7♥	Value of 12+HCP	1NT semi forcing ; 2♣ relay ; 2♦=5+♥ ; 2♥=5+♦; 3♣=6+♣INV Raises: 2♠=constr ; 2NT=INV+ 4+♠; 3♦=6-9 4+♠ ; 3♥=9-11 4♠+$; 3♠=PRE ; 3NT=void SPL ; 4m/♥=SPL	Gazzilli Transfers after double	2♣ Reversed Drury 2NT mixed raise 3m/♥ mini SPL
1NT			7♠	14+-17HCP (semi)BAL	2♣ Stayman ; 2♦ TRF 5+♥ ; 2♥ TRF 5+♠, 2♠: :Min/Max or TRF ♣; 2N : 55m; 3♣ TRF ♦ ; 3♦ INV 6+M ; 3M SPL with 3OM ; 4m TRF ; 4M signoff	1NT-2♣-...-2♠ = INV+ 5♠4♥ 1NT-2♦-2♥-2♠ = INV+ 5♥4♠ 1NT-2♠-...-3♦ asks # controls	
2♣	**X**	0		Artificial strong Bal 24+	2♦ = waiting ; 2♥ = NEG 5-5any; 2♠ = POS 5♠-5X ; 2NT = POS 55, no ♠		
2♦	**X**	0		WK, 5+♥ SF one suiter; 22-24HCP	2NT relay (usually strong) ; 3♥ PRE	3♣ 5 ; 3♦ 6 min ; 3NT 6 max 3OM after 2♥: 3♥ 6 med ; 3♠ 6 max <3♠ after 2♠: 3♥ 6 med/max ; 3♠ 6 med 3♥	
2♥		5		weak with ♥+♠ NV: 44	2NT relay (usually strong), 3x = to play 3M/4M = To Play		
2♠		5		WK, 5+♠	2NT relay (usually strong) ; 3♠ PRE	3♣ 5 ; 3♦ 6 min ; 3NT 6 max 3OM after 2♥: 3♥ 6 med ; 3♠ 6 max <3♠ after 2♠: 3♥ 6 med/max ; 3♠ 6 med 3♥	
2NT				20-22HCP (semi)BAL (5 card M possible)	3♣ stayman ; 3♦/♥ TRF ; 3♠ minor suit stayman ; 4m SI om ; 4M = SI 6M-4m ; 4NT quantitative ; 5m signoff		
3m		6		V: 11-13HCP, NV124: 10-12HCP NV3: 4-12HCP	3♦ = Relay, asks for 3 card M		
3M		7		PRE	3♥-3♠ and 3♠-3N are relay		
3NT	**X**			Good PRE ♥ or ♠	4♣ SI Relay ; 4♦ bid your M	After 4♣: 4NT=no 2 losers RKC;	
4X		7		PRE	4♥-4♠ = Kickback RKC	**HIGH LEVEL BIDDING**	
4NT	**X**			Minors		1st and 2nd round controls ; frivolous 3NT RKC 1430 ; Kickback RKC 1430 with ♥ fit ; Next Bid: Q/K ask Kickback Turbo for minors fit	