

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Normally constructive, except after pas by partner
1♥/♠: 5+c ♥/♠ & 8-15 AHP
1♦: 5+c ♦ & 4k ♠ with 8-15 AHP or 6+c ♦ with 12-15 AHP
2♣/♦: 5+c ♣/♦ & 4c ♥/♠ with 10-15 AHP or 6+c ♣/♦ with 12-15 AHP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 54+c in lowest remaining colours & 8-15 AHP
4 <sup>th</sup> : 10-14 AHP, possibly without stop
After two colours by opps: DBL = 44c in other colours, 1NT = 55+c in other colours, 2♣ = 5+c lowest colour + 4c in highest colour (all 10-15 AHP) & 2NT = 55+c in other colours with 16+ AHP
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6c with 8-11 AHP (possibly weaker after a pas by partner)
2NT: 55+c in lowest remaining colours & 10-15 AHP
Level 3: preemptive (6+c)
Reopen: same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣/♦ – 2♣/♦: 5+c ♥ & 4+k ♠ with 10-15 AHP
1♥/♠ - 2♥/♠: 55+c ♠ or ♥ + ♣ or ♦ with 10-15 AHP
Always: can be weaker after a pas by partner
1X – 3X: gambling (asks for stop in X)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong: DONT & DBL with 6+c (2♠ with 6+c ♠ & 8-11 AHP)
Weak: DBL = 14+ AHP & balanced; 2X = 12+ AHP with 54+c:
2♣ (♦ & ♥/♠), 2♦ (♥ & ♣/♠), 2♥ (♣ & ♠) & 2ZT (♣/♦)
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural + 2NT = 16-18 AHP & 3NT = 19-22 AHP, both with stops
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
2♦ till 3♣: 6+c & 8-15 AHP, DBL with 16+ AHP
1ZT: 44+c ♣/♦ with 10-15 AHP
2♣: 44+c ♥/♠ with 10-15 AHP
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
RDBL = 9-11 AHP & two other 4+c

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Second - fourth	Second - fourth	
NT	Second - fourth	Second - fourth	
Subseq	Second - fourth	Second - fourth	
Other: In colour of partner: possibly third from 3c with A, K or Q			
Below: Q1 indicates 1 from QJT, J23 indicates 2 or 3 from JT9 and so on			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	2-c or 4+c with A	AK + Q23	
King	Promises A or 2-c	AK + Q1 or KQ + J23	
Queen	Promises K or 2-c	KQ + J1 or QJ + T23 or AQ + J23	
Jack	Promises Q or 2-c	QJ + T1 or JT +923	
10	Promises J or 2-c	Promises internal series	
9	Promises J or T or 2-c	Promises J or 10 or 2-c	
Hi-X	Second – fourth or 2-c	Second – fourth or 2-c	
Lo-X	Second – fourth or 2-c	Second – fourth or 2-c	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	On/off (low/high)	On/off first colour	Italian
Suit 2	Distribution	Distribution high/low	Distribution
3		Lavinthal	
1	On/off (low/high)	On/off first colour	Italian
NT 2	Distribution	Distribution high/low	Distribution
3		Lavinthal	
Signals (including Trumps):			
On/off first colour, next Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Till 4432 with 12+ AHP or 5+c with 16+ AHP or balanced with 15+ AHP			
Reopening till 4432 with 10+ AHP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DBL for start on artificial bid or on 3NT contract (start colour bid or ♠)			
Support DBL			
Competitive DBL			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: RBBF, Belgium</b>
<b>PLAYERS: 18307 Erik Demeulemeester</b>
<b>18325 Bert Van der Stockt</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, 4-card diamonds
Weak NT = 12-14 AHP (in 3th hand: 12-13 AHP VUL or 8-13 AHP NV)
2♣ to 2♠ opening: possibly weak (8-11 AHP)
Rebidding NT: possibly not mentioning 4c ♥/♠
After a pas by partner preemptive bids can be weaker: NV against VUL from 0 AHP, equal VUL from 6 AHP & VUL against NV from 8 AHP
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Weak NT = 12-14 AHP (in 3th hand: 12-13 AHP VUL or 8-13 AHP NV)
2♣: weak 44+c ♥/♠, 5440/4441 with 16-19 HP or strong
2♦: multi 6c ♥/♠ with 8-11 AHP or strong
2♥/♠: 5c ♥/♠ with 8-11 AHP without 4+c in ♠/♥
2ZT: 20-21 AHP till 5431
3ZT: gambling
3♣ till 3♠ opening: 7+c (possibly 6c after pas by partner)
Wereldconventie: 55+c with 16+ AHP
2X & 2ZT overcall after 1X opening: 55+c & 10-15 AHP, except after 1♣/♦ where 2♣/♦ promises 5+c ♥, 4+c ♠ & 10-15 AHP
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
AHP = HP + sum of lengths of two longest colours - 8
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	12-20 AHP	Walsh, jump with 5+c ♦/♥/♠ & 0-4 HP, 2♣ with 44+k ♥/♠ & 0-4 HP, 1♦ waiting bid	Rebid NT if balanced (even with 4c ♥/♠) Checkback Stayman after NT rebid	Always apply law of total tricks
1♦		4	4♥	12-20 AHP	Fit bids after 1X: 3♣ with 12+ AHP & 0c, 3♦ with 8-11 AHP & 0c, 3♥/♠ with 4+c & 0-4 HP, 2NT with 16+ AHP, 3NT with 12-15 AHP & stops in other colours, 2X with 6-9 DP, splinters with 1c & 12-15 AHP, 2♣ all other hands with 10+ DP	Possibly bid support with 3+c Typically ask for explanation by next bid in a colour After 2♣/♦/♥ rebid 2X with 12-13 AHP, else show distribution and strength	Bidding after previous pas always promises maximum for non-bidding hand
1♥		5	4♥	12-20 AHP			
1♠		5	4♥	12-20 AHP			
INT	x		4♥	12-14 AHP	Stayman, Jacoby		
					2♠ till 3♥ is weak in transfer with 0-10 HP & 6+c		
2♣	x			44+c ♥/♠ 8-11 AHP, 4441/5440 16-19 HP or 21+ AHP or 8+ tricks	2♥ preference ♥ if partner is weak, else 2♦	If weak: 2NT with 14+ AHP, 3♣/♦ with 6+c ♣/♦ & 14-15 AHP	
2♦	x			6c ♥/♠ 8-11 AHP, 4441/5440 20+ HP or 21+ AHP of 8+ tricks	2NT with 14+ AHP, 2♠ with 3+c ♥ & 4-9 AHP, else 2♥	After 2X – 2NT: 3♣/♦ with 8-9 AHP, 3♥/♠ with 10-11 AHP	
2♥	x	5		5c ♥, 3-c ♠ & 8-11 AHP	2NT with 14+ AHP, 2♠/3♦ with 6+c ♠/♦ & 14-15 AHP, 3♥ with 4+c ♥ & 4-9 AHP, 3♣ asks preference ♣/♦	Similar + 3NT with 10-11 AHP & 5332	
2♠	x	5		5c ♠, 3-c ♥ & 8-11 AHP	2NT with 14+ AHP, 3♦/3♥ with 6+c ♦/♥ & 14-15 AHP, 3♠ with 4+c ♠ & 4-9 AHP, 3♣ asks preference ♣/♦	Similar + 3NT with 10-11 AHP & 5332	
2NT	x			Balanced till 5431 with 20-21 AHP	Puppet Stayman, Jacoby, 3NT: 5c ♠, 4c ♥ & 3-8 AHP, 3♠: 54+c ♣/♦ & 9+ AHP, 4X slam try with 9+ AHP	Refuse Jacoby with 1c Slam try: 4♣	
3♣		7		7+c with 5-6 tricks & NV or	Add tricks, try for game with 5+c & 16+ AHP		
3♦		7		7+c with 6-7 tricks & VUL			
3♥		7		Possibly 6c after pas - pas			
3♠		7					
3NT	x			Gambling: 7k ♣/♦ with AKQ and no other A, K or Q	Pas if 3 colours stopped, else 4♣ (pas/4♦: preference), 4♦ slam try, 4♥/♠ to play, 5♣ (pas/5♦: preference)	After 4♦ bid 4NT with 7222, else bid first 1-c	
4♣		7		8+k with 6-7 tricks & NV or	Add tricks		
4♦		7		8+k with 7 tricks & VUL or			
4♥		7		7k with 7 tricks & NV			
4♠		7					
4NT							
5♣		8		8+k with 7 tricks, NV against VUL	Add tricks	HIGH LEVEL BIDDING	
5♦		8				Extended RKC	
5♥						DOPI/ROPI	
5♠						Wereldconventie with 55+c & 16+ AHP (if NV against VUL also with 0-9 HP after pas by partner)	