

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
solid
1NT= bi-tri-color
Reopening: standard
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : bi-tri-color 8-13HDP
4 th : 8-10HP with or without guard
JUMP OVERCALLS (Style; Responses; Unusual NT)
6c no opening
Reopen: intermediate, 6c,12-15 HP
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1NT: bi (2 highest) or tricolor
2NT: 2 lowest
Cuebid: highest+lowest
VS. NT (vs. Strong/Weak; Reopening;PH)
2 nd : Multi-Landy
4 th : Multi-Landy
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Take out till 4♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: x= openingvalue with clubs
2♣/2♦/2♥/2♠ = 5c +next 5c-2NT:♦+♠, 3♣=♣+♥
1NT: tricolor or bicolour majeur
OVER OPPONENTS' TAKEOUT DOUBLE
Pass=6-8HP-new suit= 0-5HP-1NT=misfit+weak
Redouble=9+ HP
Truscott

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4 th best	count	
NT	4 th best	count	
Subseq	4 th best	count	
Other: Kantar			
Ace demands yes/no- King: count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK AKxx	AK AKxx	
King	AKxx KQxx KQ	AKxx KQxx KQ	
Queen	QJ	QJ	
Jack	JT JT _x Jxx	JT JT _x Jxx	
10	T9 _x Txx AJT _x KJT _x	T9 _x Txx AJT _x KJT _x	
9	9xx KT9 _x AT9 _x QT9 _x	9xx KT9 _x AT9 _x QT9 _x	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H-L	COUNT	H-L
Suit 2			Lavinthal
3			
1	H-L	COUNT	H-L
NT 2			Circular
3			
Signals (including Trumps)			
Lavinthal/circular			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
14+ HDP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Take out after 1♣-1♠/1♦-2♣/1♥-2♦/1♠-2♥			

W B F CONVENTION CARD
CATEGORY:
NCBO:
PLAYERS: 22614 Wim Beukeleirs 20164 Luc Peeters 21166 Dierik Mistiaen
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Acol - Squire
1NT: 12-14
Every change of suite is forcing
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ : 8+ tricks or balanced
2♦: Multi : weak in ♥ or ♠: 6c, no opening gameforcing ♣ or ♦ 21/22 HP balanced
2♥: 5c or 6c ♥ + ♠: 11-16 HDP
2♠: pre-empt in ♣ or ♦ with guard
Splinters
2NT: bicolor minor, max. 7 losers
4♣/♦: South-African Texas
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
With touching colours of 4 we open the highest
PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4		11+HP	Nat/1NT=9-10HP/2NT=15-17 regular/splinter		
1♦		4		11+HP	Nat/1NT=5.5-8.5HP/2NT=15-17 regular/splinter		
1♥		4		11+HP	Nat/1NT=5.5-8.5HP/2NT=15-17 regular/splinter, 3NT= 13/14 HP with 4333		
1♠		4		10-22HP	Nat/1NT=5.5-8.5HP/2NT=15-17 regular/splinter 3NT= 13/14 HP with 4333		
INT				12-14HP	2♣/♦/♥: Jacoby, 2♠: Stayman forcing, 3♣: baron forcing 3: 6c, two top honnors, noting else 4NT: quantitative		
2♣	*			8+ tricks/23+NT	2♦= negative; 2ZT: 6-8 HP		
2♦	*			Weak in ♥/♠ or game forcing in ♣/♦ or 21-22 NT, balanced	2ZT: relay forcing natural/3♦=preempt in M/3♥-♠=NF/4♠=transfer ♦		
2♥		5		5 or 6c + 4♠-11-16HDP	2NT = relay	3♣=single ♦/3♦=s ♣/3♥=4522 min/ 3♠=4522max/4♣=void ♦/4♦= void ♣	
2♠	*			Gambling with guard	3♣=weak/2NT-3♦= F relay/4♣-♦: asks single-void		
2NT	*			Bicolour minors weak	3♣-♦= preference – rest=natural		
3♣				Pre-empt – 7(6)c			
3♦				Pre-empt – 7(6)c			
3♥				Pre-empt – 7(6)c			
3♠				Pre-empt – 7(6)c			
3NT	*			Gambling no guard	4♣: pass or correct- 4♦: F relay		
4♣	*			South African: preempt in ♥	4♦: ask single or void		
4♦	*			South African: preempt in ♠	4♥: ask single or void		
4♥				preempt			
4♠				preempt			
5♣						HIGH LEVEL BIDDING	
5♦						Roman Keycard Blackwood	
5♥						DOPI-ROPI	
5♠						Splinters	
						Exclusion	