

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)	
2 nd position: 15-17(18) (Raptor with passed hand)	
Responses: system on	
4 th 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	
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)	
Style: Michaels	
Responses: 2NT asks	
Reopening: Michaels	
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	
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	

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		
L E A D S			
Lead	vs. Suit	vs. NT	
Ace	AK+, Ax	AK+, Ax	
King	AK+,KQ+, AKJ+	AK+,KQ+, AKJ+	
Queen	QJ+, Qx, KQT+, KQJ+	QJ+, Qx, KQT+, KQJ+	
Jack	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.			

WBF Convention Card	
Category: Red	
NBO (Country): Belgium	
Event: All	
Players: Gert <u>Vandyck</u> (25628) – Frederick <u>Staelens</u> (24418)	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
Precision. 1♠ = 16+. 1♦ = 10-15, usually 2+♦	
1NT 14-16 (15-17 in 3 rd V & 4 th)	
All limited openings can be light in 3 rd 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 1 st seat: 3X = 0-7, 5+X	
Transfers in competition, switch after 1♦-(1♠), and 1♦/M-(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.	
Judgement comes before system, we may deviate whenever we want.	
With passed partner anything goes.	
Psychics: light 3 rd 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 / FG any 4441; 1M FG 5+M; 1NT 8-10/13-15 BAL; 2m FG 5+m UNBAL; 2M INV 6+M; 2NT 11-12/16+ BAL; 3m INV 6+m		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 H 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+♦ 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♠ SPL, 3NT COG (3334m); 4m void SPL; 4M to play		2-way checkback; 1♥-1♠-2NT 6+♥3♠ After 1♥-2m: ART After 1♥-2NT: 3♣ FG; 3♦ GT; 3♥ to play; 3♠/NT/4♣ void S/T	2♣ Reversed Drury; 2♦ = 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 COG (3334m); 4m void SPL, 4M 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♦ = 5♥-2♠; 2♠ 0-8; Fit jumps; Invites are lighter
1NT			X	14-16; 15-17 in 3 rd V or 4 th	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♣ Roman Gerber; 4♦/♥ TRF		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 NF; 2NT PUP 3♣ (WK/FG 5-5); 3♣ INV+ 6+♥; 3♦ INV+ 6+♠; 3♥ FG 6+♦; 3♠ FG 6♠4♥; 3NT to play; 4♣ PRE; 4♦ RKC ♣; 4M to play		After 2♣-2♦: 2♥ 4M; 2♠/NT MED+ no 4M; 3♣ MIN; 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	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 rd V or 4 th	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 1 st seat FAV opening, otherwise F1			
3NT	X			Good PRE ♥ or ♠	4♣ TRF your M; 4♦ bid your M; 4M/5NT/5m ASK			
4X		7	/	PRE	4♥-4♠ RKC	HIGH LEVEL BIDDING		
4NT	X		/	Both minors, usually 6-6				

