

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		2	Yes	10 - 20 Hp	T-Walsh & inverted minor 2 ♦ / 2 ♥ / 2 ♠ 0-5 Hp	1 ♣ - (1 ♠) - 2 ♥ = natural, forcing & unlimited strength	T-Walsh on after dbl / 1 ♦ / 1 ♥ 1 ♣ - (dbl) - 2 NT = 6-9 Hp fit (5+ ♣) 1 ♣ - (1x) - 2x = 6-9 Hp fit (5+ ♣) 1 ♣ - (dbl) - Rdbl = forcing 10+ Hp
1 ♦		3+	Yes	10 - 20 Hp	Natural, T-Walsh on intervention & inverted minor Checkback stayman 2 ♥ / 2 ♠ / 3 ♣ 0-5 Hp	1 ♦ - (1 ♠) - 2 ♥ = natural, forcing & unlimited strength	T-Walsh on after dbl / 1 ♦ / 1 ♥ 1 ♦ - (dbl) - 2 NT = 6-9 Hp fit (4+ ♦) 1 ♦ - (1M) - 2M = 6-9 Hp fit (4+ ♦) 1 ♦ - (dbl) - Rdbl = T-Walsh on
1 ♥		5+		10 - 20 Hp	Natural, mini splinter & splinter Exception: - 2 ♦ can be 0 - 5 Hp with 3+ ♥ → Opener has to repeat his ♥ - 2 NT 10+ Hp & fit ♥ - 3 ♥ = barrage		
1 ♠		5+		10 - 20 Hp	Natural, mini splinter & splinter Exception: - 2 ♥ can be 0 - 5 Hp with 3+ ♠ → Opener has to repeat his ♠ - 2 NT 10+ Hp & fit ♠ - 3 ♠ = barrage		
1 NT		Balanced		15 - 17 Hp	2 ♣ = Stayman Stayman-relay, 3 ♣ minors weak, 3 ♦ 55 majors inv+ All four transfers	Smolen, Lebensohl, minor suit asking	Dbl is take out; romex
2 ♣	X			Transfer ♦ weak with 5+ ♦ or <u>strong</u> with 5+ ♦ or balanced hand with 20 - 21 Hp or balanced with 26 - 27 Hp	2 ♦ = relay 2 NT = strong asking	<u>Strong</u> means 9 (8+) tricks or 19+ DHp	After strong 2NT: puppet stayman & 3 ♠ = minor suit stayman - 3 NT = no minor & 4 ♣ or 4 ♦ is the minor
2 ♦	X			Transfer ♥ weak with 5+ ♥ or <u>strong</u> with 5+ ♥ or balanced hand with 22 - 23 Hp or balanced with 28 - 29 Hp	2 ♥ = weak 2 NT = strong asking	<u>Strong</u> means 9 (8+) tricks or 19+ DHp	
2 ♥	X			Transfer ♠ weak with 5+ ♠ or <u>strong</u> with 5+ ♠ or balanced hand with 24 - 25 Hp or balanced with 30 - 31 Hp	2 ♠ = weak 2 NT = strong asking	<u>Strong</u> means 9 (8+) tricks or 19+ DHp	
2 ♠	X			Strong with 5+ ♣ 17+ Hp	2 NT = relay		
2 NT	X			Weak bicolor minor or weak bicolor major	Best minor	Opener rebids 3 ♥ if bicolor major	
3 ♣				preempt pending on vulnerability and position			
3 ♦				preempt pending on vulnerability and position			
3 ♥				preempt pending on vulnerability and position			
3 ♠				preempt pending on vulnerability and position			
3 NT				Gambling	4 ♣ = pass or correct, 4 ♦ = asking		
4 ♣				Natural		High Level Bidding	
4 ♦				Natural		3NT is always suggestion to play	
4 ♥				Natural		4NT is rkc 3041 if there is a fit, if not 4NT is NF	
4 ♠				Natural		Dopi-ropi-depo	
4 NT				Pick up a minor		Splinters	
5 ♣				preempt pending on vulnerability and position		1 ♣ - (1 ♠) - 2 ♥ = 10+F	
5 ♦				preempt pending on vulnerability and position		Stop-showing when 2 (un)bid suits & Stop-asking when 1 (un)bid suit	
High				Improvised		Against twosuiters: fit first	



WBF Convention Card

DEFENSIVE AND COMETITIVE BIDDING		LEADS AND SIGNALS		Category i.e. Green / Blue / Red / HUM / Brown Sticker: Country: Belgium Event: Players: Willem De Visschere (vbl 22936) Christian Crekillie (vbl 10782)
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE		
1NT overcall 2nd hand: Raptor		Lead	in Partner's Suit	
(1M)-1NT = 4OM + 5m - 2 ♣ = p/c		Suit: 1/3/5 (2/4)	1/3/5 (2/4)	
(1m)-1NT= 4M + 5om 2 m = bid the M		NT: Kantar: KJT / QT9 / KT9		
		Subseq: Hi = preference for other suit		
Jump overcalls: weak		Other:	Vs NT: A=attitude, K=count Low = encouraging or even / Hi = discouraging or odd When switch is obvious: suit preference	
Ghestem				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS		
1NT overcall after 1x-p-p: 10-14, sys off		Lead	Vs.Suit	
1NT overcall after 1x-p-1y: 54+, lowest longer		Ace	Vs. NT	
		King		
		Queen		
		Jack		
JUMP OVERCALLS(Style; Responses; Unusual NT)		10		
1-Suit:		9		
2-Suit:		Hi-x		
		Lo-x		
Reopening:		SIGNALS IN ORDER OF PRIORITY		
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	
		Discarding		
		Suit: 1st		
		2nd		
		3rd		
		NT: 1st		
VS. NT(vs. Strong/Weak; Reopening;PH)		2nd		
Dbl = unicolor		3rd		
2 ♣ = ♣ + ♦		Signals (including Trumps):		
2 ♦ = ♠ + ♥				
2 ♥ = ♥ + m				
2 ♠ = ♠ + m				
		DOUBLES		
		TAKEOUT DOUBLES(Style;Responses;Reopening)		
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)				
World convention (3♣) - 4♦ = ♠ + ♥				
(2X(weak)) - db (when color is known) - (p) - 2NT = Lebenso				
		SPECIAL FORCING PASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES		
Natural				
		IMPORTANT NOTES THAT DON'T FIT ELSEWHERE		
OVER OPPONENTS' TAKE OUT DOUBLE				
		Psychics:		