OPEN	TICK IF	MIN NO. OF	NEG. DBL.	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
OPEN	ART.		THRU	DESCRIPTION	RESPONSES		COMPETITIVE & FASSED HAND BIDDING
1 🍨		2	Yes	10 - 20 Hp	T-Walsh & inverted minor	1 ♣ - (1 ♠) - 2 ♥ = natural, forcing & unlimited strength	T-Walsh on after dbl / 1 ♦ / 1 ♥
					2 ♦ / 2 ♥ / 2 ♠ 0-5 Hp		1 ♣ - (dbl) - 2 NT = 6-9 Hp fit (5+ ♣)
							1 ♣ - (1x) - 2x = 6-9 Hp fit (5+ ♣) 1 ♣ - (dbl) - Rdbl = forcing 10+ Hp
					Natural, T-Walsh on intervention &	1 + - (1 ♠) - 2 ♥ = natural, forcing &	
1 🔸		3+	Yes	10 - 20 Hp	inverted minor	unlimited strength	T-Walsh on after dbl / 1 ♦ / 1 ♥
					Checkback stayman		1 ◆ - (dbl) - 2 NT = 6-9 Hp fit (4+ ◆)
					2 ♥ / 2 ♠ / 3 ♠ 0-5 Hp		1 ◆ - (1M) - 2M = 6-9 Hp fit (4+ ◆)
4							1 ♦ - (dbl) - Rdbl = T-Walsh on
1 ♥		5+		10 - 20 Hp	Natural, mini splinter & splinter	Constant has to report his m	
					Exception: - 2 ♦ can be 0 - 5 Hp with 3+ ♥ - 2 NT 10+ Hp & fit ♥	Opener has to repeat his V	
					- 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		Dbl is take out; romex
					Stayman-relay, 3 ♣ minors weak, 3 ♦ 55 maiors inv+	Smolen, Lebensohl, minor suit asking	
					All four transfers	asking	
2 🌲	X			Transfer ◆	2 → = relay		After strong 2NT: puppet stayman
2 4	^			weak with 5+ ♦ or strong with 5+ ♦ or balanced hand	2 V = Tolay	Strong means 9 (8+) tricks or 19+	& 3 ♠ = minor suit stavman - 3 NT = no minor & 4 ♠ or 4
				with 20 - 21 Hp or balanced with 26 - 27 Hp	2 NT = strong asking	DHp	• is the minor
2 🔸	X			Transfer ♥	2 ♥ = weak		
				weak with 5+ ♥ or strong with 5+ ♥ or balanced hand with 22 - 23 Hp or balanced with 28 - 29 Hp	2 NT = strong asking	Strong means 9 (8+) tricks or 19+ DHp	
2 🔻	X			Transfer ≜	2		
				weak with 5+ ♠ or strong with 5+ ♠ or balanced hand	2 NT = strong asking	Strong means 9 (8+) tricks or 19+	
2 🏚	X			with 24 - 25 Hp or balanced with 30 - 31 Hp Strong with 5+ ♣ 17+ Hp	2 NT = relay	DHp	
2 NT				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 Natural		High Level Bidding	
4 ♦ 4 ♥	<u> </u>			Natural Natural		3NT is always suggestion to play 4NT is rkc 3041 if there is a fit, if no	t ANT is NF
4 •	<u> </u>			Natural Natural		Dopi-ropi-depo	741 13 141
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	
- 11411						<u></u>	

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS					WBF Convention Card	
OVERCALLS(Style; Responses; 1/2level; Reopening)	OPENING LEADS STYLE						
1NT overcall 2nd hand: Raptor		Lead		in Partner's Suit			
(1M)-1NT = 40M + 5m - 2 ♠ = p/c		Suit 1/3/5 (2/4)		1/3/5 (2/4)		Category i.e. Green / Blue / Red / HUM / Brown Sticker:	
(1m)-1NT= 4M + 5om 2 m = bid the M		Kantar: KJ <u>T</u> / QT <u>9</u> / KT <u>9</u>				Country: Belgium	
(2111) 1411 474 1 3011 2 111 - Bld the Pl		Hi = preference for other suit				Event:	
3		Othor: Va NT: A - a		attitude V-count		Willow Do Visschere (vbl 22026)	
Jump overcalls: weak	Other: Vs NT: A=attitude, K=count Low = encouraging or even / Hi = discouraging or odd				= discouraging or odd	Players: Willem De Visschere (vbl 22936)	
Ghestem	When switch is obvious: suit preference				uit preference	Christian Crekillie (vbl 10782)	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS				SYSTEM SUMMARY	
1NT overcall after 1x-p-p: 10-14, sys off		Lead Vs.Suit		Vs. NT		GENERAL APPROACH AND STYLE	
1NT overcall after 1x-p-1y: 54+, lowest longer						Major 5 & ♦ 4 (3)	
	King					♦ 2+	
	Queen					2 ♦ ♦ ♥: transfer, strong or weak, or strong NT	
	Jack					2 ♦: strong ♦	
JUMP OVERCALLS(Style; Responses; Unusual NT)	10					2 NT: weak bicolor • + • or • + •	
1-Suit:	9					1NT Openings: 15 - 17 Hp bal	
2-Suit:	Hi-x					2 OVER 1 Responses: Weak	
	Lo-x					SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Reopening:		SIGNALS IN ORDER OF PRIORITY				T-walsch over 1 •	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's I	Lead	Discarding	1 ♦ -2 ♥ and 1 ♥ - 2 ♦ can be weak fit	
	Suit:1st					Raptor 1NT	
	2nd						
	3rd					Support (r)dbl, responsive dbl, lightner dbl, negative dbl, antidbl, sos rdbl, re-opening	
	NT: 1st					dbl, competitive dbl, rosenkranz (r)dbl, takeout dbl, penalty dbl, takeout dbl, sputnik dbl	
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd						
Dbl = unicolor						Dbl on NT is for penalty and every further dbl is punitive.	
2 ♠ = ♠ + ♦		3rd Signals (including Trumps):					
2 + = + + + + + + + + + + + + + + + + +		Signals (including Transps).					
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	
(2x(weak)) - ub (when color is known) - (p) - 2NT = Lebens		1				SPECIAL FORCING FASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				C/DEDOUBLES		
	STECHENANTIFICIAL AND COMPETITIVE DOUBLES/ REDUUBLES				5/REDUUBLES		
Natural						IMPORTANT NOTES THAT DON'T ETT ELSEWHERE	
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
OVED ODDONENTOLITAKE OUT TO LITE	+						
OVER OPPONENTS' TAKE OUT DOUBLE	+						
	+					Psychics:	
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