	TICK	MIN NO.	NEG.					
OPEN	IF ART.	OF CARDS	DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED 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	
1 🔸		3+	Yes	10 - 20 Hp	Natural, T-Walsh on intervention & inverted minor	1 ♦ - (1 ♠) - 2 ♥ = natural, forcing & unlimited strength	T-Walsh on after dbl / 1 ♦ / 1 ♥	
					Checkback stayman 2 ♥ / 2 ♠ / 3 ♠ 0-5 Hp	J	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+ ▼ - 2 NT 10+ Hp & fit ▼	→ Opener has to repeat his ♥		
4 .		_		400011	- 3 ♥ = barrage			
1 ♠		5+		10 - 20 Hp	Natural, mini splinter & splinter Exception: - 2 ♥ can be 0 - 5 Hp with 3+ ♣ - 2 NT 10+ Hp & fit ♣	Opener has to repeat his ♠		
					- 3 • = barrage			
1 NT		Balanced		15 - 17 Hp	2 ♣ = Stayman Stayman-relay, 3 ♣ minors weak, 3 ♦ 55 majors inv+	Smolen, Lebensohl, minor suit asking	On opponents overcall: - Partner has the leading in the bidings.	
					All four transfers		- All in transfer on strong dubbel.	
2 🍨	X			Transfer •	2 ♦ = relay		After strong 2NT: puppet stayman & 3 ♠ = minor suit stayman	
				weak with 5+ ♦ or strong with 5+ ♦ or balanced hand with 20 - 21 Hp or balanced with 26 - 27 Hp	2 NT = strong asking	Strong means 9 (8+) tricks or 19+ DHp	- 3 NT = no minor & 4 ♣ or 4 • is the minor	
2 •	X			Transfer ♥ weak with 5+ ♥ or strong with 5+ ♥ or balanced hand with 22 - 23 Hp or balanced with 28 - 29 Hp	2 ♥ = weak 2 NT = strong asking	Strong means 9 (8+) tricks or 19+		
2 🔻	X		1	Transfer •	2 ♠ = weak	5115		
-				weak with 5+ ♠ or strong with 5+ ♠ or balanced hand with 24 - 25 Hp or balanced with 30 - 31 Hp	2 NT = strong asking	Strong means 9 (8+) tricks or 19+ DHp		
2 ♠				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 🍨	<u> </u>	<u> </u>		Natural	<u> </u>	High Level Bidding		
4 •	<u> </u>	<u> </u>		Natural	<u> </u>	3NT is always suggestion to play	ANT LANE	
4 🔻	<u> </u>	<u> </u>		Natural	<u> </u>	4NT is rkc 3041 if there is a fit, if no	ot 4NT is NF	
4 ★				Natural	I	Dopi-ropi-depo		
4 NT				Pick up a minor	I	Splinters		
<u>5 ♣</u>	<u> </u>			preempt pending on vulnerability and position	<u> </u>	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		
	1	I	l					

DEFENSIVE AND COMETITIVE BIDDING	LEADS AND SIGNALS						
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE				WBF Convention Card	
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	
(111)-111 - 411 + 3011 2 11 - bld the M		Hi = preference for other suit				Event:	
		Othor: We NIT: A -ot		thitude Massumb			
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	Ace					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 Le		ead 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.	
		3rd Signals (including Trumps):				but on the is for penalty and every further abits paintiver	
2 ♠ = ♠ + ♦		Signals (including Trumps):					
2 ♦ = ♠ + ♥ 2 ♥ = ♥ + m		 					
		DOUBLES					
2 ♦ = ♦ + m							
VC DDEEMDTC/ Doubles, Cue bide, Tuesca, NT bide)		TAKEOUT DOUBLES(Style;Responses;Reopening)					
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	 						
World convention (3♠) - 4♠= ♠ + ♥		<u> </u>				CRECIAL FORCING PACC CEQUENCES	
(2X(weak)) - db (when color is known) - (p) - 2NT = Lebens		9				SPECIAL FORCING PASS SEQUENCES	
VIC ARTIFICIAL CERONIC ORENINGS	CRECTAL ARTISTCTAL AND COMPETITIVE DOUBLES (REDOUR! FC				/DEDOUBLES		
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				S/REDOUBLES		
Natural							
						IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
	+						
OVER OPPONENTS' TAKE OUT DOUBLE							
	 					Psychics:	