

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style: Natural, 5 ⁺ -card, good color
Responses: Natural; cue = forcing (and often fitted)
Reopening: Natural 5 ⁺ -card
Dbl = take-out; later bid = 17+ HP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd position : (15)16-18 HP / 4th position : 11-14 HP
Answers: same as on 1NT-opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: preëmt
2NT = 5/5 (or better) in the 2 lowest unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue on minor (= always via 2 ♦) = 5/5 (or better) in majors
Cue on major = 5/5 (or better) in other major + unknown minor
Jump cue-bid = asks for stopper
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong NT: DONT (color X = X + a higher suit)
Dbl = 1-suiter
Weak NT: Dbl = points (14 ⁺)
Multi-Landy (in 4 th position only 2 ♣ for both majors)
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Color = Natural, at least 5-card
Dbl = opening without 5-card OR strong (16 ⁺)
Cue = asking for stopper
VS. WEAK 2's
Color = Natural, 5 ⁺ -card and opening
2NT = 15-18 HP
Dbl = take-out or 17 ⁺ HP (2NT response can be weak, “Lebensohl”)
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣
Vs strong 1 ♣ : 1 ♦ = 1 length major ; 1 ♥/♠ = 5 ♥/♠ + minor
1SA = both minors ; Dbl = both majors
2x = 5+ card, to play
OVER OPPONENTS' TAKEOUT DOUBLE
RDbl = 10+, can hold invitational fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	small promises; top of sequence; top of nothing		
NT			
Subseq.	count	count	
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AK(Q)(x...) --- asks attitude		
King	AK(x...) or KQJ(...) --- asks count/deblock		
Queen	KQ(x...) or QJ10(...) or QJ9(...) --- asks attitude		
Jack	QJ(x...) or KJ10(x...) or J109(...) or J108(...) --- asks attitude		
10	J10(x...) or 1098(...) --- asks attitude		
9	top of series, top of nothing		
Hi-x	Probably not interested // even nr of cards		
Lo-x	Probably interested // odd nr of cards		
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Small = positive	Count (<i>if needed</i>)	Italian
	Count		
NT	Small = positive	Count (<i>if needed</i>)	Italian
	Count		
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: T/O – penalty if obvious			
Responses: natural // 2SA = weak after opps weak-2 opening (“Lebensohl”)			
Reopening: natural 8+ HP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Support (Re)Double			
DBL on opponents strong 1NT = opening values and 1 long suit (5+-card)			
DBL on opponents weak 1NT = points			
After our 2♥ opening, Dbl = penalty			

W B F CONVENTION CARD
NCBO: Belgium (R.B.B.F.)
PLAYERS: Huybrecht Emile (28704) Wauters Tom (28055)
SYSTEM SUMMARY
Majors 5 , longest minor
Variable 1NT : NV = 10-13 HP ; V = 15-17
2/1 ; 2SA fitted and Bergen Raises ; Inverted Minors
2 ♣ = Multi (strong or weak with ♦)
2 ♦ = Multi (strong or weak with ♥/♠)
2 ♥ = both majors, weak
2 ♠ = Muiderberg
➔ Weak 2-openings : in 1 st /2 nd hand constructive in 3 th hand and NV : aggressive
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT opening non-vul = 10-13 HP
All opening-bids on 2-level
Preëmts in 3 th hand : can be aggressive
SPECIAL FORCING PASS SEQUENCES
OTHER IMPORTANT NOTES
Psychics : <i>rare to none</i>
Sanity before system !
<i>(humans make choices, system is supporting)</i>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣		3	4 ♠	10 ⁺ HP (<i>can hold 14-19 balanced</i>)	Inverted Minors ; Walsh ;	1NT rebid when NV = 14-16	
1 ♦		3	4 ♠	10 ⁺ HP (<i>can hold 14-19 balanced</i>)	2 ♥ = weak (~ 4-8 HP) with 4 ⁺ ♥ & 5 ⁺ ♠ 2 ♠ = invitational with 4 ⁺ ♥ & 5 ⁺ ♠ 4 ♣ / ♦ = transfer ♥ / ♠	NT jump rebid = 17-19 2-way-checkback	
1 ♥		5	4 ♠	10 ⁺ HP (<i>can hold 14-19 balanced</i>)	- 1NT = forcing 1 round (<i>max. 11 HP</i>)	1 NT rebid when NV = 14-16	
1 ♠		5	4 ♥	10 ⁺ HP (<i>can hold 14-19 balanced</i>)	- 2/1 Gameforcing ; Splinters - 3 ♣ / ♦ = 4-card fit 6-8 / 4-card fit (8)9-10 - 2NT = 11 ⁺ HP, fit and Gameforcing	NT jump rebid = 17-19 2-way-checkback	
1NT	X	2	4 ♠	NV = 10-13 HP V = 15-17 HP * Any 5-card possible * 6-card minor possible * 2x 2-card possible * single A/K(/Q) possible	- 2 ♣ = Optional (possible weak) Stayman - 2 ♦ / ♥ = Jacoby-transfer ♥ / ♠ - 2 ♠ = asks min/max OR transfer-♣ - 2NT = transfer-♦ - 3 ♣ = Puppet Stayman - 4 ♣ / ♦ = transfer ♥ / ♠ - 4 ♥ / ♠ = to play	After 2 ♣ : - after 2 ♦ response : 2 ♠ = Repeated Stayman : 3 ♥ / ♠ = Smolen - any response : 3 ♣ rebid = asking for minors After 2 ♦ / ♥ : - jump-fit (3 ♥ / ♠) = 4-card fit and maximum	Rubensohl after intervention
2 ♣	X	0		- length (6-card) in ♦ , max. 10 HP - any GF hand - 22-23 or 26-27 balanced	- 2 ♦ = relay - 2 ♥ / ♠ = to play - 2NT = forcing (strong) relay	On 2 ♦ : - 2 ♥ = GF ♥ + x OR ♣ + ♦ - 2 ♠ = GF ♠ + x - 3x = GF single-suited x	
2 ♦	X	0		- 6 ⁺ card in ♥ / ♠ , max. 10 HP - 8/9 tricks with unknown trump - 24-25 or 28 ⁺ balanced	- 2 ♥ = relay - 2 ♠ / 3 ♥ / ♠ / 4 ♥ = pass or correct - 2NT = forcing (strong) relay	On 2NT: - 3 ♣ / ♦ = 6-card ♥ / ♠ + undef. short - 3 ♥ / ♠ = show suit, no shortness	
2 ♥	X	4		Any 5/4 distribution (or better) in both majors <i>(in 3th hand : as of 0 HP, can be 4/4)</i>	- 2NT = forcing (strong) relay - 3 ♣ = invitational with ♥ - 3 ♦ = invitational with ♠	On 2NT: - 3 ♣ / ♦ = 5-card ♥ / ♠ + undef. short - 3 ♥ / ♠ = 5-card ♥ / ♠ , no shortness - 3NT = 5/5 in both ♥ / ♠ - 4 ♣ / ♦ = 6-card ♥ / ♠	
2 ♠	X	5		Muideberg (0-10 HP, 5-card ♠ and 4 ⁺ ♣ / ♦)	- 2NT = forcing (strong) relay - 3 ♣ = asks for minor (<i>pas or correct</i>)	On 2NT: - 3 ♣ / ♦ = show minor + undef. short - 3 ♥ / ♠ = show ♣ / ♦ ; no shortness	
2NT		2	4 ♠	20-21 HP	- 3 ♣ = Muppet Stayman - 3 ♦ / ♥ = transfer for ♥ / ♠ - 3 ♠ = long ♣ or ♦ (slam-going)	On : 3 ♦ / ♥ - 3 ♥ / ♠ (accept) = no fit - 3SA = 3-card fit ; any other = 4-card fit	
3 ♣ / ♦ / ♥ / ♠		6		Preempt			
3NT	X	0		Gambling			
4 ♣ / ♦ / ♥ / ♠		7		preempt			
4NT	X	0		Any 6/5 (or better) minors			
						HIGH LEVEL BIDDING	
						<ul style="list-style-type: none"> - RKC Blackwood with 5 keycards : 1/4 --- 0/3 --- 2 no trump-Q --- 2 with trump-Q - 4 ♠ = RKC Blackwood with certain ♥ -fit - 5x = Exclusion Blackwood (4NT = Exclusion for ♠ with certain ♥ -fit) - D1P0 and R1P0 - Poor Man's Blackwood (after weak opening bid) 	