

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style: Natural, 5 ⁺ -card, good color
Responses: Natural; cue = forcing (and mostly fitted)
Reopening: Natural 5 ⁺ -card
Dbl = take-out; later bid = 17+ HP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position : 15-18 HP / 4 th position : 11-14 HP
Answers: same as on 1NT-opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: preëempt
2NT : at least 5/5 in the 2 lowest unbid suits
Responses: natural
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue on minor = at least 5/5 in majors
Cue on major = at least 5/5 in other major + unknown minor
Jump cue-bid = asks stopper for 3NT
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong NT: color = that color + a higher color; Dbl = single-suited
Weak NT: color = Multi-Landy; Dbl = points
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Color = Natural, at least 5-card
Dbl = opening
Cue = asking for stopper
VS. WEAK 2's
Color = Natural, 5 ⁺ -card and opening
2NT = 15-18 HP
Dbl = take-out or 17 ⁺ HP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
OVER OPPONENTS' TAKEOUT DOUBLE
All support bids can be weak, as of 0 points

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(x) --- asking attitude		
King	AK(x) or top of sequence --- asking count		
Queen	Top of sequence or KQ(x...) --- asking attitude		
Jack	Top of sequence or QJ(x...) or KJ10(x...) --- asking attitude		
10	Top of sequence or J10(x...) --- asking attitude		
9	Top of nothing or 109(x...)		
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	Italian; Lavinthal	-	Italian; Lavinthal
NT	Italian; Lavinthal	-	Italian; Lavinthal
Italian : odd card is asking			
Lavinthal : higher/lower even asking for other higher/lower suit			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: natural			
Responses: natural			
Reopening: natural 8 ⁺ HP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
Penalty Dbl: if 2 majors are bid ; after intervention over 1NT			

W B F CONVENTION CARD	
NCBO:	Belgium (R.B.B.F.)
PLAYERS:	Huybrecht Emile (28704) Wauters Tom (28055)
SYSTEM SUMMARY	
Majors 5 , longest minor	
1NT opening = 10-13 HP	
2♣ = any GF hand // long ♦ and 0-10 HP	
2♦ = 8/9 single-suited // 22-23 balanced // long major 0-10 HP	
2♥ = both majors, 0-10 HP	
2♠ = Muiderberg, 0-10 HP	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
1NT opening (10-13)	
All opening-bids on 2-level	
SPECIAL FORCING PASS SEQUENCES	
When partner opens, followed by weak-2 intervention	
OTHER IMPORTANT NOTES	
Psychics : <i>rare to none</i>	
Defensive play : sanity before system !	
<i>(think first, the system is just support)</i>	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	X	10 ⁺ HP (<i>can hold 14-19 balanced</i>)	Natural; Jump = long suit and GF	2-way-checkback 1NT rebid = 14-16 2NT rebid = 17-19	
1♦		3	X	10 ⁺ HP (<i>can hold 14-19 balanced</i>)			
1♥		5	X	10 ⁺ HP (<i>can hold 14-19 balanced</i>)	- 3♣ = 6-8 HP and 4-card fit - 3♦ = 9-10 HP and 4-card fit - 3-support = 0-5 HP and 4-card fit	1 NT rebid = 14-16 2NT rebid = 17-19 2-way-checkback	2♣ = fit and invite
1♠		5	X	10 ⁺ HP (<i>can hold 14-19 balanced</i>)	- 2NT = 11 ⁺ HP, fit (3-card or more) and GF		2♣ = fit and invite
1NT	X	2		10-13 HP * Any 5-card possible * 6-card minor possible * 2x 2-card possible * single A/K possible	- 2♣ = Stayman (<i>possible weak</i>) - 2♦/♥ = Jacoby-transfer ♥/♠ - 2♠ = asks min/max OR transfer-♣ - 2NT = transfer-♦ - 3♣ = Puppet Stayman - 3♦/♥/♠ = long suit and GF	- Smolen - 3♣ rebid = asking for minor suits distribution	
2♣	X	0	X	- length in ♦, 0-10 HP - 24 ⁺ HP and (<i>semi</i>)NT-distribution - any GF hand	- 2♦ = relay - 2♥/♠ = to play - 2NT = forcing relay	On 2♦ : - 2♥ = GF ♥ + x OR ♣ + ♦ - 2♠ = GF ♠ + x - 3x = GF single-suited x On 2NT : - 3♣ = very weak with ♦ - 3♦ = weak with ♦	
2♦	X	0	X	- length (5 ⁺ card) in ♥ or ♠, 0-10 HP - 8/9 tricks with unknown trump - 22-23 with (<i>semi</i>)NT-distribution	- 2♥ = relay - 2NT = forcing	On 2NT: - 3♣ = 6-card ♥ + a shortness - 3♦ = 6-card ♠ + a shortness - 3♥/♠ = show suit, no shortness	
2♥	X	4	X	Any 5/4 distribution (or better) in both majors, 0-10 HP <i>! in 3th hand can be 4/4 (or better) !</i>	- 2NT = forcing - all other = non-forcing	On 2NT: - 3♣/♦ = 5-card ♥/♠ + a shortness - 3♥/♠ = 5-card ♥/♠ ; no shortness - 3NT = 5/5 in both ♥/♠ - 4♣/♦ = 6-card ♥/♠	
2♠	X	5	X	Muiderberg (0-10 HP, 5-card ♠ and 4 ⁺ ♣/♦)	- 2NT = forcing - 3♣ = asks for minor	On 2NT: - 3♣/♦ = show minor + a shortness - 3♥/♠ = show ♣/♦ ; no shortness	
2NT		2	X	20-21 HP	- 3♣ = Puppet Stayman - 3♦/♥ = transfer for ♥/♠ - 3♠ = long ♣ or ♦ (slam-going)		
3♣/♦/♥/♠		6	X	preempt			
3NT	X	0	X	Gambling	4♣ = asks minor, "pas or correct (to 4♦)"		
4♣/♦/♥/♠		7		preempt			
4NT	X	0		Any 6/5 distribution (or better) ♣+♦			
					HIGH LEVEL BIDDING		
					<ul style="list-style-type: none"> - 4NT = RKC Blackwood (5 keycards) : 1/4 --- 0/3 - 4♠ = RKC Blackwood with ♥-trump - 5x = Exclusion Blackwood - D1P0 and R1P0 		