

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Style: Natural, 5 ⁺ -card, good color
Responses: Natural; cue = forcing
Reopening: natural 5 ⁺ -card; 1NT = 15-17 HP
Dbl = take-out; later bid = 17+ HP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd & 4th position: 15-18 HP
Answers: see 1NT-opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: 1-suited: weak 6 ⁺ -card 2-suited: Michaels
Responses: natural
Unusual NT = 2 lowest unbid colors
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Style: Michaels
Jump: asks stopper for 3NT
Responses: natural
Reopening: same
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong NT: color = that color + a higher color; Dbl = single-suited
Weak NT: color = that color + a higher color; Dbl = starts at max HP of weak NT opening
Reopening: same
Passed hand: same
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural; Dbl = opening
Cue: asks for stopper
VS. WEAK 2's
Color = Natural, 5 ⁺ -card and opening
2NT = 15-18 HP; 3NT = to play, 18 ⁺ HP
Dbl = take-out or 17 ⁺ HP
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Support bids only promise fit, no promises on points (can be weaker compared to the same bid without takeout double)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	small promises; top of seq.	small promises; top of seq.	
NT	small promises; top of seq.	small promises; top of seq.	
Subseq.			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Attitude	same	
King	Count	same	
Queen	Top of sequence	same or AQJx(x)	
Jack	Top of sequence	same or (A)(K)J10x(x)	
10	Top of sequence	same or (A)(K)(Q)(J)109(x)	
9	Top of sequence or top of nothing	same	
Hi-x			
Lo-x			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	Italian; Lavinthal	attitude	Italian; Lavinthal
NT	Italian; Lavinthal	attitude	Italian; Lavinthal
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Style: natural 10+ HP			
Responses: natural			
Reopening: natural 8+ HP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Penalty Dbl: if 2 majors are bid and after intervention over 1NT			

W B F CONVENTION CARD
CATEGORY: Westrand 1
NCBO: Belgium
PLAYERS: Huybrecht Emile (28704) Wauters Tom (28055)
SYSTEM SUMMARY
Majors 5 and Diamonds 4 (may differ)
2♣ and 2♦ = multi
2major = Puiderberg
RKC Blackwood
Lebensohl
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Reverse Drury
All opening-bids on 2-level
Michaels
Lebensohl (over 1NT and weak-2's):
Smolen, Minor Suit Asking, Puppet Stayman
Double-Deux
SPECIAL FORCING PASS SEQUENCES
OTHER IMPORTANT NOTES
4NT = RKC Blackwood (5 keycards)
5♣ = 1/4 -- 5♦ = 0/3 -- 5♥ = 2/5 -- 5♠ = 2/5+Q-trump
5NT = Blackwood Kings (<i>without King of trump</i>)
6♣ = 1/4 -- 6♦ = 0/3 -- 6♥ = 2

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	X	11-19 HP	Natural; Jump = long suit + GF*	Double-Deux	
1♦		4	X	11-19 HP	Natural; Jump = long suit + GF*	Double-Deux	
1♥		5	X	11-19 HP	Natural; Reverse Drury; Jump = long suit, GF*	Double-Deux	
1♠		5	X	11-19 HP	Natural; Reverse Drury; Jump = long suit, GF*		
1NT	X	2		11-14 HP when not-vulnerable, 15-17 HP when vulnerable <i>Any 5-card possible Can have 6-card minor Possibly with 2 doubletons</i>	- 2♣ = Stayman - 2♦/♥ = Jacoby-transfer - 2♠ = asks for min/max - 2NT = transfer for a minor - 3♣ = Puppet Stayman - 3♦/♥/♠ = long suit and GF*	Supper-accepts on Jacoby-transfer Smolen 3♣ after first bid 2♣/♦/♥ = Minor Suit Asking (= asking for 4- or 5-card in minor suit)	
2♣	X	0	X	- 7/8 tricks with unknown trump - 22-23 with NT-distribution - no opening, length in ♦	- 2♦ = relay - 2♥/♠ = to play - 2NT = forcing	On 2♦: pas / bid suit or 2NT	
2♦	X	0	X	- 9/10 tricks with unknown trump - 24+ HP and NT-distribution - no opening, length in ♥ or ♠	- 2♥ = relay - 2NT = forcing	On 2♥: pas / correct 2♠ / bid suit or NT On 2NT: * 3♣/♦ = weak ♥/♠ (min.) * 3♥/♠ = weak ♠/♥ (max.)	
2♥	X	5	X	No opening, at least 5/4 in majors (unknown distribution)	- 2NT = forcing - all other = non-forcing	On 2NT: * 3♣/♦ = 5-card ♥/♠ + a short color * 3♥/♠ = 5-card ♥/♠ + no short * 3NT = at least 5/5 in ♥/♠ * 4♣/♦ = 6-card ♥/♠	
2♠	X	5	X	No opening, 5-card ♠ and 4+ ♣/♦	- 2NT = forcing - 3♣ = asks for minor	On 2NT: * 3♣/♦ = minor + a short color * 3♥/♠ = minor (♣/♦) + no short	
2NT		2	X	20-21 HP	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3♣		7	X	preempt	New color = forcing		
3♦		7	X	preempt	New color = forcing		
3♥		7	X	preempt	New color = forcing		
3♠		7	X	preempt	New color = forcing		
3NT	X	0	X	Gambling	Pas with stops; 4♣ asks to bid color		
4♣		8	X	preempt	New color = forcing		
4♦		8	X	preempt	New color = forcing		
4♥		8	X	preempt	New color = forcing		
4♠		8	X	preempt	New color = forcing		
4NT	X	0	X	Bi-color ♣ and ♦	Minor preference		
5♣		9	X	preempt		<div>HIGH LEVEL BIDDING</div> <div>D1P0 and R1P0 after intervention on 4NT Blackwood</div>	
5♦		9	X	preempt			
5♥		9	X	preempt			
5♠		9	X	preempt			

* : GF = game-forcing = forcing manche