

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Normally constructive, except after pas by partner
1♥/♠: 5+c ♥/♠ & 8-15 AHP
1♦: 5+c ♦ & 4k ♠ with 8-15 AHP or 6+c ♦ with 12-15 AHP
2♣/♦: 5+c ♣/♦ & 4c ♥/♠ with 10-15 AHP or 6+c ♣/♦ with 12-15 AHP
12-15 AHP
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 54+c in lowest remaining colours & 8-15 AHP
4 th : 10-14 AHP, possibly without stop
After two colours by opps: DBL = 44c in other colours, 1NT = 55+c in other colours, 2♣ = 5+c lowest colour + 4c in highest colour (all 10-15 AHP) & 2NT = 55+c in other colours with 16+ AHP
JUMP OVERCALLS (Style; Responses; Unusual NT)
6c with 8-11 AHP (possibly weaker after a pas by partner)
2NT: 55+c in lowest remaining colours & L7-8
Level 3: preemptive (6+c)
Reopen: same
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣/♦ - 2♣/♦: 5+c ♥ & 4+k ♠ with 10-15 AHP
1♥/♠ - 2♥/♠: 55+c ♠ or ♥ + ♣ or ♦ with L7-8
Always: can be weaker after a pas by partner
1X - 3X: gambling (asks for stop in X)
VS. NT (vs. Strong/Weak; Reopening;PH)
Strong: DONT & DBL with 6+c (2♠ with 6+c ♠ & 8-11 AHP)
Weak: DBL = 14+ AHP & balanced; 2X = 12+ AHP with 54+c:
2♣ (♦ & ♥/♠), 2♦ (♥ & ♣/♠), 2♥ (♣ & ♠) & 2ZT (♣/♦)
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural + 2NT = 16-18 AHP & 3NT = 19-22 AHP, both with stops
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
2♦ till 3♣: 6+c & 8-15 AHP, DBL with 16+ AHP
1ZT: 44+c ♣/♦ with 10-15 AHP
2♣: 44+c ♥/♠ with 10-15 AHP
OVER OPPONENTS' TAKEOUT DOUBLE
Disregard double

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Second - fourth	Second - fourth	
NT	Second - fourth	Second - fourth	
Subseq	Second - fourth	Second - fourth	
Other: In colour of partner: possibly third from 3c with A, K or Q			
Below: Q1 indicates 1 from QJT, J23 indicates 2 or 3 from JT9 and so on			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	2-c or 4+c with A	AK + Q23	
King	Promises A or 2-c	AK + Q1 or KQ + J23	
Queen	Promises K or 2-c	KQ + J1 or QJ + T23 or AQ + J23	
Jack	Promises Q or 2-c	QJ + T1 or JT +923	
10	Promises J or 2-c	Promises internal series	
9	Promises J or T or 2-c	Promises J or 10 or 2-c	
Hi-X	Second - fourth or 2-c	Second - fourth or 2-c	
Lo-X	Second - fourth or 2-c	Second - fourth or 2-c	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	On/off (low/high)	On/off first colour	Italian
Suit 2	Distribution	Distribution high/low	Distribution
3		Lavinthal	
1	On/off (low/high)	On/off first colour	Italian
NT 2	Distribution	Distribution high/low	Distribution
3		Lavinthal	
Signals (including Trumps):			
On/off first colour, next Lavinthal			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Till 4432 with 12+ AHP or 5+c with 16+ AHP or balanced with 15+ AHP			
Reopening till 4432 with 10+ AHP			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
DBL for start on artificial bid or on 3NT contract (start colour bid or ♠)			
Support DBL			
Competitive DBL			

W B F CONVENTION CARD
CATEGORY: Rood
NCBO: RBBF, Belgium
PLAYERS: 18307 Erik Demeulemeester
18325 Bert Van der Stockt
24121 Rutger Van Mechelen
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card majors, 4-card diamonds
Weak NT = 12-14 AHP (in 3th hand: 12-13 AHP VUL or 8-13 AHP NV)
2♣ to 2♠ opening: possibly weak (in that case: L8-9)
Rebidding NT: possibly not mentioning 4c ♥/♠
After a pas by partner preemptive bids can be weaker, from 0 AHP on
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Weak NT = 12-14 AHP (in 3th hand: 12-13 AHP VUL or 8-13 AHP NV)
2♣: weak 44+c ♥/♠ with L8-9, 5440/4441 with L5-6 or strong
2♦: multi: 6+c ♥/♠ with L8-9 or strong
2♥/♠: 5c ♥/♠ with L8-9 without 4+c in ♠/♥
2ZT: 20-21 AHP till 5431
3ZT: gambling or 65+c ♥/♠ with L5-6
3♣ till 3♠ opening: 7+c with L7-8 (possibly 6c after pas by partner); 3♥/♠ only with L7
Wereldconventie: 55+c with L5-6
2X & 2ZT overcall after 1X opening: 55+c & 10-15 AHP, except after 1♣/♦ where 2♣/♦ promises 5+c ♥, 4+c ♠ & 10-15 AHP
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
AHP = HP + sum of lengths of two longest colours - 8
L = losers: missing A/K/Q are worth 1.5/1/0.5 losers
PSYCHICS: rare

