DEFENCIVE AND COMPETITIVE DIDDING	LEADS AND SIGNALS						
DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1/2 Level; Reopening)	ODENIA	LEADS AND SIGNALS OPENING LEADS STYLE					
Normally constructive, except after pas by partner	Lead			In Doutman's Casit			
1 ♥/♠: 5+c ♥/♠ & 8-15 AHP			Second - fourth		In Partner's Suit Second - fourth		
1 ♦: 5+c ♦ & 4k ♦ with 8-15 AHP or 6+c ♦ with 12-15 AHP						Second - fourth	
2♣/♦: 5+c ♣/♦ & 4c ♥/♠ with 10-15 AHP or 6+c ♣/♦ with	Subseq Second - four						
2.66/▼. 5+c. 66/▼ & 4c. ▼/ 6 with 10-13 Arr of 6+c. 66/▼ with	Subseq Second - Tourth		ıuı	ii Second - Iodiui			
12-15 AHP	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						
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS						
2 <sup>nd</sup> : 54+c in lowest remaining colours & 8-15 AHP			Vs. Suit		Vs. NT		
4th: 10-14 AHP, possibly without stop	Ace		2-c or 4+c with A		AK + Q23		
After two colours by opps: $DBL = 44c$ in other colours, $1NT = 55+c$			Promises A or 2-c		AK + Q1 or KQ + J23		
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	Queen	Queen Promises K		or 2-c	KQ + J1 or QJ + T23 or AQ + J23		
J		Jack		Promises Q or 2-c		QJ + T1 or JT +923	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	10 Pro		Promises J or 2-c		Promises internal series	
6c with 8-11 AHP (possibly weaker after a pas by partner)	9		Promises J or T or 2-c		Promises J or 10 or 2-c		
2NT: 55+c in lowest remaining colours & L7-8	Hi-X			rth or 2-c Second		l – fourth or 2-c	
Level 3: preemptive (6+c)	Lo-X		Second – fou	rth or 2-c	rth or 2-c Second – fourth or 2-		
Reopen: same	SIGNAL	S IN OF	RDER OF PE	RIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner	's Lead	Declarer's Lea	Lead Discarding		
1♣/♦ – 2♣/♦: 5+c ♥ & 4+k ♠ with 10-15 AHP	1	1 On/off (low/high)		On/off first colour		Italian	
1 ♥/♠ - 2 ♥/♠: 55+c ♠ or ♥ + ♣ or ♦ with L7-8	Suit 2	Suit 2 Distribution		Distribution high/low		Distribution	
Always: can be weaker after a pas by partner	3	3		Lavinthal			
1X – 3X: gambling (asks for stop in X)	1	1 On/off (low/high)		On/off first colour		Italian	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	NT 2 Distribution		Distribution high/lov		Distribution	
Strong: DONT & DBL with 6+c (2♠ with 6+c ♠ & 8-11 AHP)	3	3		Lavinthal			
Weak: DBL = 14+ AHP & balanced; 2X = 12+ AHP with 54+c:	Signals (including Trumps):						
2 <b>♣</b> ( <b>♦</b> & <b>♥</b> / <b>♠</b> ), 2 <b>♦</b> ( <b>♥</b> & <b>♣</b> / <b>♠</b> ), 2 <b>♥</b> ( <b>♣</b> & <b>♠</b> ) & 2ZT ( <b>♣</b> / <b>♦</b> )	On/off fi	rst coloui	r, next Lavint	hal			
	DOUBLES						
VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)						
Natural + 2NT = 16-18 AHP & 3NT = 19-22 AHP, both with stops	Till 4432 with 12+ AHP or 5+c with 16+ AHP or balanced with 15+ AHP					0.	
, <u>, , , , , , , , , , , , , , , , , , </u>	Reopening till 4432 with 10+ AHP						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24							
2 ♦ till 3 ♣: 6+c & 8-15 AHP, DBL with 16+ AHP	SPECIA	L. ARTI	FICIAL & C	COMPETITIV	E DRI	S/RDLS	
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS  DDL for stort on ortificial hid or on 2NT contract (stort colour hid or A)						
1ZT: 44+c ♣/♦ with 10-15 AHP 2♣: 44+c ♥/♠ with 10-15 AHP	DBL for start on artificial bid or on 3NT contract (start colour bid or 🌢) Support DBL						
OVER OPPONENTS' TAKEOUT DOUBLE	Competit						
	Competit	IVE DBL	r				
Disregard double							

# 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

 $2 \checkmark / \spadesuit$ : 5c  $\checkmark / \spadesuit$  with L8-9 without 4+c in  $\spadesuit / \checkmark$ 

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 - 8L = losers: missing A/K/Q are worth 1.5/1/0.5 losers PSYCHICS: rare

ڻ ڻ	F	. OF	NEG.DBL THRU					
OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS		DESCRIPTION RESPONSES		SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		2	4♥	12-20 AHP	Walsh, jump with 5+c ◆/♥/♠ & 0-5 AHP, 2♣ with	Rebid NT if balanced (even with 4c ♥/♠)	Always apply law of	
					44+k <b>♥</b> /♠ & 0-5 AHP, 1♦ waiting bid	Checkback Stayman after NT rebid	total tricks	
1 ♦		4	4♥	12-20 AHP	Fit bids after 1X: 3♣ with 12+ AHP & 0c, 3♦ with 8-11	Possibly bid support with 3+c if other 1c	Bidding after previous	
					AHP & 0c, 3♥/♠ with 4+c & 0-5 AHP, 2NT with 16+	Typically ask for explanation by next bid	pas always promises	
1♥		5	4♥	12-20 AHP	AHP, 3NT with 12-15 AHP & stops in other colours, 2X	in a colour	maximum for non-	
1 🖍		5	4♥	12-20 AHP	with 6-9 DP, splinters with 1c & 12-15 AHP, 2* all other hands with 10+ DP	After 2♣/♦/♥ rebid 2X with 12-13 AHP, else show distribution and strength	bidding hand	
INT	X		4♥	12-14 AHP	Stayman = 11+ AHP (jump answer with 14 AHP), Jacoby			
					2♠ till 4♥ is transfer for next colour with 6+c			
2.	X			44+c ♥/♠ with L8-9, 4441/5440	2♥: preference ♥ if partner is weak, else 2♦	If weak: 2NT with 14+ AHP, 3♣/♦ with		
				with L5-6 or 21+ AHP or L0-4	•	6+c ♣/♦ & 14-15 AHP		
2 •	X			6c ♥/♠ with L8-9, 4441/5440	2NT with 14+ AHP, 2♠ with 3+c ♥ & 4-9 AHP, else 2♥	After $2X - 2NT$ : $3 4/4$ with L9,		
				with L0-4 or 21+ AHP or L0-4		3♥/♠ with L8		
2♥	Х	5		5c ♥, 3-c ♠ & L8-9	2NT with 14+ AHP, 2♠/3♦ with 5/6+c♠/♦ & 14+ AHP,	Similar + 3NT with 10-11 AHP & 5332		
					3♥ with 4+c ♥ & 4-9 AHP, 3♣ asks preference ♣/◆			
2♠	X	5		5c ♠, 3-c ♥ & L8-9	2NT with 14+ AHP, 3 ♦/3 ♥ with 6/5+c ♦/♥ & 14+ AHP,	Similar + 3NT with 10-11 AHP & 5332		
					3♠ with 4+c ♠ & 4-9 AHP, 3♣ asks preference ♣/◆			
2NT	X			Balanced till 5431 with 20-21 AHP	Puppet Stayman, Jacoby, 3NT: 5c ♠, 4c ♥ & 3-8 AHP,	Refuse Jacoby with 1c		
					3♠: 55c ♥/♠ & 3-8 AHP, 4♥/♠: 5k ♥/♠ with 9-11 AHP	Slam try: 4♣		
3 <b>.</b>		7		0-13 HP & L7-8	Try for game with 5+c & 16+ AHP; 4♣/♦ with 5 covers	Opener bids support or next bid		
3♦		7		0-13 HP & L7-8	5♣/♦ with 6 covers; slam try (4♦/♣) with 7+ covers	After 4♣/♦: bid 5♣/♦ with L7		
3♥		7		0-13 HP & L7	Bid game with 4-5 covers & slam try (4♣) with 6+ covers			
3 🏚		7		0-13 HP & L7	Bid game with 4-5 covers & slam try (4.4) with 6+ covers			
3NT	Х			Gambling: 7k ♣/♦ with AKQ and	Pas if 3 colours stopped, else 4♣ (pas/4 ♦ /4 ♥ /4♠: prefer),	After 4♦ bid 4NT with 7222, 4♥/♠ with		
				no other AKQ or 65+c ♥/♠ & L5-6	4 ♦ slam try, 4 ♥/ ♦ to play, 5 ♣ (pas/5 ♦: preference)	0/1c in shortest colour		
4 <b>.</b>	Х			5k ♥, 6+k ♣/◆, 0-16 AHP & L5-6	4♥ to play, 4♦ slam try, 5♣ (pas/5♦: preference)	After slam try: next bids: L6 & 6+k ♣/◆		
4 •	х			5k ♠, 6+k ♣/◆, 0-16 AHP & L5-6	4♠ to play, 4♥ slam try, 5♣ (pas/5♦: preference)	Subsequent bids: L5 & 6+k ♣/◆		
4♥		7		0-13 HP & L5-6	Bid based on number of covers			
4 🌲		7		0-13 HP & L5-6	Bid based on number of covers			
4NT	X			55+k ♣/♦, 0-13 AHP & L5-6	Bid based on fit and number of covers			
5 <b>.</b>		7		0-13 HP & L5-6	Bid based on number of covers	HIGH LEVEL BID	DING	
<b>5</b> ♦		7		0-13 HP & L5-6	Bid based on number of covers	Extended RKC & Exclusion blackwood		
<b>5♥</b>						DOPI/ROPI		
5 🛦						Wereldconventie with 55+c & L5-6		