DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND	SIGNALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING I	LEADS STYLE		7	
Natural and constructive		Lead	In Partner's Suit	CATEGORY: ALL EVENTS	
Responses: new suit forcing	Suit	Attitude, MUD	Attitude, MUD	NCBO: WBF / EBF/ BBF / VBL	
	NT	4th best	4th best	Players : CAROLINE DE MUYNCK & RUTGER VAN MECHELEN	
	Subseq	Attitude	Attitude	7	
	MUD with b	ad suits, also from 4-cards.	With 8754 we lead the 7.	-]	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
15-17(18)	Lead	Vs. Suit	Vs. NT	7	
Responses: stayman and transfers if 3rd hand passes	Ace	AK(xx)	AK(xx)	GENERAL APPROACH AND STYLE	
In 4 th hand: 11-14 pts	King	KQ(xx)	KQ(xx)	ACOL, 2 minor response is GF	
	Queen	QJ(xx)	QJ(xx)	STRONG 1NT (15-17 could be 5-card major and off-shape)	
	Jack	JT(xx)	JT(xx)	2C = GAME FORCING	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	T9(xx)	T9(xx)	2D = WEAK natural,4 or more diamonds, 4(5) in unknown major	
Jump overcalls are intermediate (12(11)-16 pts and 6-card)	9	Top of nothing	Doubleton	2H/S = WEAK, natural, 5-card, no 4-card other major	
Reopening: same	Hi-X	Doubleton, MUD	Doubleton	2NT = 20-22	
2NT: showing 5-5 in 2 lowest suits	Lo-X	Attitude	4th best	3 level natural preempts (can be 6card)	
,	_	N ORDER OF PRIORIT		3NT = gambling without stopper	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead Declarer's Lead Discarding			SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Cue-overcall is showing 5-5 in 2 highest suits	_	d=enc, Even=lav Lavintal			
Cue-overcair is snowing 3-3 in 2 ingliest suits	Suit 2 "	" Lavinta	" " " " "	2D = WEAK natural,4 or more diamonds, 4(5) in unknown major	
	3 "	ζζ	cc	2D - WEAR natural,4 of more diamonds, 4(3) in diknown major	
	1 "	66	cc	-	
VC NUT (C4 /NV I . D DII)	NT 2 "			-	
VS. NT (vs. Strong/Weak; Reopening; PH)	N1 2	44	66	-	
Natural	G: 1 G: 1	1' T) I I O 1		-	
DBL = strong	Signals (incli	iding Trumps): Italian: Od	d encourages, even is lavintahl	-	
Same in reopening				_	
				_	
		DOUB	LES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style; Respo	nses; Reopening)		
DBL = takeout, natural, 3NT is to play	Standard could be light				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24	CDECIAL	ARTIFICIAL & COMPE	TITIVE DDI C/DDI C	SPECIAL FORCING PASS SEQUENCES	
	SPECIAL, F	ARTIFICIAL & COMPE	ITTIVE DBLS/RDLS		
OVER OPPONENTS' TAKEOUT DOUBLE				IMPORTANT NOTES	
				JUDGEMENT OVER SYSTEM	
				IMPROVISATIONS POSSIBLE AS WE PLAY VERY	
				NATURAL (EX: 1S-1NT-3C with 3c, to show 5c S)	
				PSYCHICS: rare	

ڻ ن	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		4	4D	11-19, according to rule of 18	Jump reply is strong	Standard		
1 •		4	4D	11-19, according to rule of 18	Jump reply in major is strong, jump to minor inv 2C is GF natural, reply	Standard		
1♥		4	4D	11-19, according to rule of 18	Jump reply in major is strong, jump to minor inv 2C/2D or natural, GF reply	Standard		
1 🛦		4	4D	11-19, according to rule of 18	See 1H responses	Standard		
INT			4D	(14)15-17 can be off-shape Can be with 5-card major	Stayman, transfers	Natural		
2.	X	-	2S	GF hands and NT-hands with 23+ pts	2D = relay	Normal		
2♦	X	4	3C	DOBTO : 6-11pntn, 4 or more diaomnds, 4(5) in unknown major	2H pass or correct 2NT = relay			
2♥		5	3D	Weak 2, natural	2NT = relay			
				No 4-card other major				
2 🌲		5	3D	Weak 2, natural	2NT = relay			
				No 4-card other major				
2NT				20-22 Can be off-shape	Stayman, transfers			
3 .		6	4D	Natural preempt	Normal			
3♦		6	4D	Natural preempt	Normal			
3♥		6	4D	Natural preempt	Normal			
3 A		6	4D	Natural preempt	Normal			
3NT	X	7/8	4C	Preempt : long solid minor without king or ace	Pas, 4C: pass or correct, 4D G forcing for minor			
4 ♣		7/8	4C	Natural preempt				
4 ♦		7/8	4D	Natural preempt				
4♥		7/8	4H	Natural preempt				
4 🌲		7/8	4S	Natural preempt				
4NT				Asking for aces			1	
5 .				To play		HIGH LEVEL BIDDING		
5♦				To play		4NT asking for aces and trump king: 0-4 1-3 2 with or without queen		
5 ♥			1	To play		Control = mixed		
5 🖍				To play		Cue : forcing 5NT asking for kings		