

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Normally constructive, except after pass by partner
1♥/♠: 5+c ♥/♠ & L6-9 (QTxxx or stronger if L8-9)
1♦: 5+c ♦ & 4k ♠ with L6-8 or 6+c ♦ with L6-7
2♣/♦: 5+c ♣/♦ & 4c ♥/♠ with L6-8 or 6+c ♣/♦ with L6-7
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 54+c in lowest remaining colours & L6-8
4 <sup>th</sup> : L7-8, possibly without stop
After two colours by opps: DBL = 44c in other colours, 2♣ = 5+c lowest colour + 4c in highest colour (L6-8) and 1/2/3NT = 55+c in other colours with L7-8/L5-6/L4-
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6+c with L8-9 (possibly weaker after a pass by partner)
2NT: 55+c in lowest remaining colours & L7-8
Level 3: preemptive (6+c)
Reopen: same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1♣/♦ - 2♣/♦: 5+c ♥ & 4+k ♠ with L6-8
1♥/♠ - 2♥/♠: 55+c ♠/♥ + ♣ or ♦ with L7-8
Always: can be weaker after a pass by partner
1X - 3X: gambling (asks for stop in X)
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
Strong: DONT & DBL with 6+c (2♠ with 6+c ♠ & L7-8)
Weak: DBL = L6- & balanced; 2X = L7- with 54+c:
2♣ (♦ & ♥/♠), 2♦ (♥ & ♣/♠), 2♥ (♣ & ♠) & 2ZT (♣ & ♦)
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural + 2NT = L6 and 3NT = L4-5, both with stops
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
2♦ till 3♣: 6+c & L6-8, DBL with L5-
1ZT: 44+c ♣/♦ with L6-8
2♣: 44+c ♥/♠ with L6-8
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Disregard double

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	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			
<b>LEADS</b>			
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	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	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			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Till 4432 with L7- or 5+c with L5- or balanced with L6+			
Reopening till 4432 with L8-			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
DBL for start on artificial bid or on 3NT contract (start colour bid or ♠)			
Support DBL			
Competitive DBL			

W B F CONVENTION CARD
<b>CATEGORY: Red</b>
<b>NCBO: RBBF, Belgium</b>
<b>PLAYERS: 18307 Erik Demeulemeester</b>
<b>18325 Bert Van der Stockt</b>
<b>24121 Rutger Van Mechelen</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors, 4-card diamonds
All biddings are based on counting losers rather than HP, but mostly equivalent:
L7 = 12-14 HP, L6 = 15-17 HP, L5 = 18-20 HP
Weak NT = L7 and balanced until 5422 with 5c ♣/♦ (in 3th hand NV: L7-8 with 8+ HP)
2♣ to 2♠ opening: possibly weak (in that case: L8-9)
Rebidding NT: possibly not mentioning 4c ♥/♠
After a pass by partner preemptive bids can be weaker, from 0 HP on
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Weak NT = L7 and balanced until 5422 with 5c ♣/♦ (in 3th hand NV: L7-8 with 8+ HP)
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: L4 till 5431
3ZT: gambling with 7c ♣/♦ and AKQ or 65+c ♥/♠ with L5-6
3♣ till 3♠ opening: 7+c with L7-8 (possibly 6c after pass by partner); 3♥/♠ only with L7
Wereldconventie: 55+c with L5-6
2X & 2ZT overcall after 1X opening: 55+c & L7-8, except after 1♣/♦ where 2♣/♦ promises 5+c ♥, 4+c ♠ & L6-8
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
L = losers: missing A/K/Q are worth 1.5/1/0.5 losers in 1+c/2+c/3+c (0.5 L reduction if QJ or JT + higher card or AQ/KQ/KJ/QJ)
C = covers: A = 1.5 C in 1+c of p, K = 1 C in 2+c of p & Q = 0.5 C in 3+c of p
<b>PSYCHICS: rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	L5-7 (8+ HP)	Walsh, jump with 5+c ♦/♥/♠ & C0-1, 2♣ with 44+k ♥/♠ & C0-1, 1♦ waiting bid	Rebid NT if balanced (even with 4c ♥/♠) Checkback Stayman after NT rebid	Always apply law of total tricks
1♦		4	4♥	L5-7 (8+ HP)	Fit bids after 1X: 3♣ with C5+ & 0c, 3♦ with C4 & 0c, 3♥/♠ with 4+c & C0-1, 2NT with C5+, 3NT with C4 & stops in other colours, 2X with C2, splinters with 1c & C4, 2♣ all other hands with C3-4	Possibly bid support with 3+c if other 1c Typically ask for explanation by next bid in a colour	Bidding after previous pass always promises maximum for non-bidding hand
1♥		5	4♥	L5-7 (8+ HP)		After 2♣/♦/♥ rebid 2X with L7, else show distribution and strength	
1♠		5	4♥	L5-7 (8+ HP)			
INT	x		4♥	Balanced till 5422 & L7 (in 3th hand NV: L7-8 with 8+ HP)	2♣: Adapted Stayman, 2♦ – 2ZT: transfer 3♦ = 55+c ♥/♠, 3♥/♠ = 5c ♠/♥ + 5+c ♣/♦ with L7-	2♣: 2♦ = 44c ♥/♠, 2♥/♠ = 4c ♥/♠, 3♣/♦ = 5k ♣/♦, 2ZT = else	
2♣	x			44+c ♥/♠ with L8-9, 4441/5440 with L5-6 (10+ HP) or strong (L4-)	2♥: preference ♥ if partner is weak, else 2♦	If weak: 2NT with C5+	
2♦	x			6+c ♥/♠ with L8-9, 4441/5440 with L4- or strong with L4-	2NT with C5+, 2♠ with 3+c ♥, else 2♥	After 2X – 2NT: 3♣/♦ with L9, 3♥/♠ with L8	
2♥	x	5		5c ♥, 0-3c ♠ & L8-9	2NT with C5+, 2♠/3♦ with 5/6+c ♠/♦ & C5+, 3♥ with 4+c ♥ & C2-3, 3♣ asks preference ♣/♦	Similar + 3NT with L8 & 5332	
2♠	x	5		5c ♠, 0-3c ♥ & L8-9	2NT with C5+, 3♦/3♥ with 6/5+c ♦/♥ & C5+, 3♠ with 4+c ♠ & C2-3, 3♣ asks preference ♣/♦	Similar + 3NT with L8 & 5332	
2NT	x			Balanced till 5431 & L4	Puppet Stayman, Jacoby, 3NT: 5c ♠, 4c ♥ & C2-, 3♠: 55c ♥/♠ & C2-, 4X: 1-c X, 6+c & L9-	Refuse Jacoby with 1c	
3♣		7		7+k ♣ & L7-8	3♥/♠: try for game with 5+c ♥/♠ & C4+; 4♣/♦ with C5	Opener bids support or next bid	
3♦		7		7+k ♦ & L7-8	5♣/♦ with C3-4; slam try (3♦/4♣) with C6+	After 4♣/♦: bid 5♣/♦ with L7	
3♥		7		7+k ♥ & L7	Bid game with C4-5 & slam try (4♣) with C6+		
3♠		7		7+k ♠ & L7	Bid game with C4-5 & slam try (4♣) with C6+		
3NT	x			Gambling: 7k ♣/♦ with AKQ and no other AKQ or 65+c ♥/♠ & L5-6	Pass if 3 colours stopped, else 4♣ (pass/4♦/4♥/4♠: prefer), 4♦ slam try, 4♥/♠ to play, 5♣ (pass/5♦: preference)	After 4♦ bid 4NT with 7222, 4♥/♠ with 0/1c in shortest colour	
4♣	x			5k ♥, 6+k ♣/♦ & L5-6	4♥ to play, 4♦ slam try, 5♣ (pass/5♦: preference)	After slam try: next bids: L6 & 6+k ♣/♦	
4♦	x			5k ♠, 6+k ♣/♦ & L5-6	4♠ to play, 4♥ slam try, 5♣ (pass/5♦: preference)	Subsequent bids: L5 & 6+k ♣/♦	
4♥		6		7+k ♥ or 6k ♥ + 5+k ♣/♦ & L5-6	Bid based on number of covers		
4♠		6		7+k ♠ or 6k ♠ + 5+k ♣/♦ & L5-6	Bid based on number of covers		
4NT	x			65+k ♣/♦ & L5-6	Bid based on fit and number of covers		
5♣		7		7+k ♣ & L5-6	Bid based on number of covers	<b>HIGH LEVEL BIDDING</b>	
5♦		7		7+k ♦ & L5-6	Bid based on number of covers	Extended RKC & Exclusion blackwood	
5♥						DOPI/ROPI	
5♠						Wereldconventie with 55+c & L5-6	