

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1-level overcall = 8-15 AHP, 5+ card suit
2-level overcall = 10-15 AHP, 5+ card suit
INT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)
1 NT 2 <sup>nd</sup> = 15-18 AHP, system on
1 NT reopening (4 <sup>th</sup> ) = 12-14 AHP, subsequent natural bidding
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall in suit = 5-10 AHP, 6+ cards in suit
Jump overcall of 2 NT = bicolor lowest unbid suits
Jump overcall of 3 C = bicolor highest unbid suits
Reopen: same as direct jump overcall
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Cue bid = bicolor lowest and highest unbid suits
Jump cue asks for stopper
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-Landy:
2 C = bicolor majors
2 D = unicolor unknown suit
2 H/S = 7-14 AHP, 5 card H/S, max 3 card S/H
2 ZT = bicolor minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Suit = Opening with 5+ cards; DBL = negative, or 19+ AHP
2 NT = 16-18 AHP with stop, subsequent Niemeyer convention
Jump = 7+ tricks in hand; 4C/4D = World convention
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
DBL = 16+ AHP; natural overcalls; weak jump overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
Bid in partner's suit is weak (max 8 AHP)
Other bids remain unchanged

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 <sup>nd</sup> from bad 3+ suit/4 <sup>th</sup>	2 <sup>nd</sup> from bad 3+ suit/4 <sup>th</sup>	
NT	2 <sup>nd</sup> from bad 3+ suit/4 <sup>th</sup>	2 <sup>nd</sup> from bad 3+ suit/4 <sup>th</sup>	
Subseq	2 <sup>nd</sup> from bad 3+ suit/4 <sup>th</sup>	2 <sup>nd</sup> from bad 3+ suit/4 <sup>th</sup>	
Other: In partner's suit: possibly 3 <sup>rd</sup> of 3 card with A, K or Q			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace from 2- card	AKJxx, AK10xx or AKJ10	
King	Promises A, or 2- card	Promises A, or 2- card	
Queen	Promises K, or 2- card	Promises K, or 2- card	
Jack	Promises Q, or 2- card	Promises Q, or 2- card	
10	Promises J, or 2- card	Internal sequence	
9	Promises J or 10, or 2- card	Promises J or 10, or 2- card	
Hi-X	2 <sup>nd</sup> or 4 <sup>th</sup> , or 2- card	2 <sup>nd</sup> or 4 <sup>th</sup> , or 2- card	
Lo-X	2 <sup>nd</sup> or 4 <sup>th</sup> , or 2- card	2 <sup>nd</sup> or 4 <sup>th</sup> , or 2- card	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low encouraging		Italian
Suit 2	Obvious switch		
3			
1	Low encouraging		Italian
NT 2	Obvious switch		
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
DBL = 13-15 AHP for take-out, or 16+ AHP with arbitrary distribution			
Negative DBL on 1X – (1Y) – DBL = 4 card other major(s), or 12+ AHP			
Support DBL on 1X – (pass) – 1Y – (1Z) – DBL = 3 card support Y			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Leading DBL on artificial bid			
Negative DBL on 1X – (1Y) – DBL = 4 card other major(s), or 12+ AHP			
Support DBL on 1X – (pass) – 1Y – (1Z) – DBL = 3 card support Y			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: RBBF, Belgium
PLAYERS: 18432 Johan Maes
26827 Michiel Werter
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Majors of 5 cards
Diamonds of 4 cards
1 NT = 15-17 AHP
2 C = 8-11 AHP, 4/4+ majors, or strong hands
2 D = 8-11 AHP, 6+ major, or strong hands
2 H/S = 8-11 AHP, 5 card H/S, max 3 card S/H
2 NT = 20-21 AHP, up till (5431) distribution
3 C or higher = pre-empt in transfer, or strong two-suiter
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 C = 8-11 AHP, 44+ majors, or strong hands
2 D = 8-11 AHP, 6+ major, or strong hands
2 H/S = 8-11 AHP, 5 card H/S, max 3 card S/H
3 C or higher = pre-empt in transfer, or strong two-suiter
3 NT = Gambling: 7= card C/D with AKQ
SPECIAL FORCING PASS SEQUENCES
None
IMPORTANT NOTES
AHP = HCP + sum of length of two longest suits – 8
PSYCHICS: None

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	3 S	12-20 AHP, 2+ cards C	T-Walsh, Inverted minors	Response to T-Walsh	Unchanged
1♦		4	3 S	12-20 AHP, 4+ cards D	Natural, Inverted minors	Natural	Unchanged
1♥		5	3 S	12-20 AHP, 5+ cards H	2M = 6-9 DP, 3+c M, 3M = 0-5 DP, 4+c M 1S/1NT/2D/2H = natural	2M = 12-13 AHP, 5+ card M After 1H-1S: 1NT = 12-14 AHP, 5 card M	Unchanged
1♠		5	3 S	12-20 AHP, 5+ cards S	2C = 10+ AHP, 4+card C, or 10-15 DP, 3+card M 2NT = 16+ DP, 3+ card M, no void 3C = 12+ DP, 3+ card M, void in unknown suit 3D = 8-11 DP, 3+ card M, void in unknown suit	After 1M-2X: 2NT = 14-17 AHP, 5 card M After 1M-2X: 3M = 14-17 AHP, 6+ card M 3NT = 18-19 AHP, 5 card M 4M = 18-19 AHP, 6+ card M	
INT	X	2		15-17 AHP 5 card major possible	Stayman, Jacoby transfer	Natural	Unchanged
2♣	X			8-11 AHP, 4/4+ majors, or 22+ AHP, NT distribution, or 21+ AHP, strong 2-suiter, or 16-19 AHP, (4441) or (5440)	2D = relay 2H = to play with weak opening	2H = 8-11 AHP, 44+ majors 2S = 16-19 AHP, (4441) or (5440) 2NT = 22-24 AHP, up till (5431) 3C/D/H/S = 21+ AHP, strong 2 suiter	Unchanged
2♦	X			8-11 AHP, 6+ card major, or 21+ AHP, 6+card unknown suit or 20+ AHP, (4441) or (5440)	2H = to play with weak H opening 2S = to play with weak S opening 2NT = 14+ AHP, asking suit/strength	After 2 NT: 3C/D = 8-9 AHP, 6+ card H/S 3H/S = 10-11 AHP, 6+ card S/H	Unchanged
2♥	X	5		8-11 AHP, 5c H, max 3 card S	3D = relay, 14+ AHP, asking strength/distribution	After 3 D: 3H/S = 8-9 AHP 3S/H = 10-11 AHP, 5c H/S + 3c S/H 3NT = 10-11 AHP, 5c H/S + 2-c S/H	Unchanged
2♠	X	5		8-11 AHP, 5c S, max 3 card H	3D = relay, 14+ AHP, asking strength/distribution		
2NT	X	1		20-21 AHP, up till (5431)	Puppet Stayman, Jacoby transfer	Refuse Jacoby transfer with 1 card in suit	Unchanged
3♣	X			PRE 7+cards D, or strong two suiter with 4+C + 6+ D/H/S	3D = to play with weak D opening		Unchanged
3♦	X			PRE 7+cards H, or strong two suiter with 4+D + 6+ H/S	3H = to play with weak H opening		Unchanged
3♥	X			PRE 7+cards S, or strong two suiter with 4+ H + 6+ S	3S = to play with weak S opening		Unchanged
3♠	X			PRE 7+ cards C	4C = to play with weak C opening		Unchanged
3NT	X	7		Gambling: 7+cards C/D with AKQ	Pass with stop in 3 other suits; otherwise 4C		Unchanged
4♣		8		PRE 8+ cards C			Unchanged
4♦		8		PRE 8+ cards D			Unchanged
4♥		8		PRE 8+ cards H			Unchanged
4♠		8		PRE 8+ cards S			Unchanged
4NT				Not used		<b>HIGH LEVEL BIDDING</b>	
						4 <sup>th</sup> suit forcing; Control bidding; Roman-Keycard Blackwood; Exclusion Blackwood; DOPI/ROPI; World convention with 55+ cards and 16+ AHP	