

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
1-level overcall = L6-9, 5+ card suit
2-level overcall = L6-8, 5+ card suit
INT OVERCALL (2nd/4th Live; Responses; Reopening)
1 NT 2 nd = L6, system on
1 NT reopening (4 th) = L7-8, subsequent natural bidding
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall in suit = L8-9, 6+ cards in suit
Jump overcall of 2 NT = L7-8, bicolored lowest unbid suits
Jump overcall of 3 X = L7-9, 7+ cards in suit
Reopen: same as direct jump overcall
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
1♣/1♦ - 2♣/2♦ = 5+c♥ + 4+c♠ with L6-8
1♥/1♠ - 2♥/2♠ = 5+c♠/♥ + 5+c♣/♦ with L7-8
1X - 3X = asking stop in suit
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-Landy
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Suit = Opening with 5+ cards; DBL = negative or 0-5 losers
2 NT = L4 with stop, subsequent Niemeyer convention
Jump = 7+ tricks in hand; 4♣/4♦/4X = World convention
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Natural overcalls; weak jump overcalls
OVER OPPONENTS' TAKEOUT DOUBLE
Bid in partner's suit is weak (max 2 covers)
RDBL = 3+ covers
Other bids remain unchanged

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd from bad 3+ suit or 4 th	1 th , 3 rd , or 5 th	
NT	2 nd from bad 3+ suit or 4 th	1 th , 3 rd , or 5 th	
Subseq	2 nd from bad 3+ suit or 4 th	1 th , 3 rd , or 5 th	
Other: HESO: Highest of Even number, Second of Odd number cards in suit			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	HESO, or 2- card	HESO, or 2- card	
King	HESO, or 2- card	HESO, or 2- card	
Queen	HESO, or 2- card	HESO, or 2- card	
Jack	HESO, or 2- card	HESO, or 2- card	
10	HESO, or 2- card	HESO, or 2- card	
9	HESO, or 2- card	HESO, or 2- card	
Hi-X	2 nd or 4 th , or 2- card	2 nd or 4 th , or 2- card	
Lo-X	2 nd or 4 th , or 2- card	2 nd or 4 th , or 2- card	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	3+c: attitude	Distribution (high/low)	Italian
Suit 2	2c: distribution	Lavinthal	
3	0-1c: Lavinthal		
1	Low encouraging	Distribution (high/low)	Italian
NT 2	High discouraging	Lavinthal	
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
DBL = L6-7 for take-out, or L0-5 with arbitrary distribution			
Negative DBL on 1X - (1Y) - DBL = 4 card other major(s), or 4+ covers			
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 4+ covers			
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
All bids are based on losers/covers instead of high-card points
Usually: L7=12-14 AHP, L6=15-17 AHP, L5=18-20 AHP
1 NT = 6 losers, regular distribution up to 5422 with 5c ♣/♦
2 ♣ = 8-9 losers, 4/4+c majors, or strong hands
2 ♦ = 8-9 losers, 6+c major, or strong hands
2 ♥/♠ = 8-9 losers, 5 card ♥/♠, max 3 card ♠/♥
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2 ♣ = 8-9 losers, 4/4+c majors, or strong hands
2 ♦ = 8-9 losers, 6+c major, or strong hands
2 ♥/♠ = 8-9 losers, 5 card ♥/♠, max 3 card ♠/♥
3 X = pre-empt
3 NT = Gambling: 7+ card ♣/♦ with AKQ
SPECIAL FORCING PASS SEQUENCES
None
IMPORTANT NOTES
AHP = HCP + (sum of length of two longest suits - 8)
L = Losers: Missing A/K/Q = 1.5/1.0/0.5 losers
0.5 losers less with QJ or JT + higher card, of AQ/KQ/KJ/QJ
C = Covers: A=1.5 in 1+c, K=1.0 in 2+c, Q=0.5 in 3+c of partner
PSYCHICS: None

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1♣		2	3♥	L5-7 (8-19 HP), 2+ cards ♣	T-Walsh, Inverted minors	Response to T-Walsh	Unchanged	
1♦		4	3♥	L5-7 (8-19 HP), 4+ cards ♦	Natural, Inverted minors	Natural	Unchanged	
1♥		5	3♥	L5-7 (8-19 HP), 5+ cards ♥	2M = 2 covers, 3c M, 3M = 0-1 covers, 4+c M 1♠/1NT/2♦/2♥ = natural	2M = 7 losers, 5+ card M After 1♥-1♠: 1NT = 7 losers, 5 card M	Unchanged	
1♠		5	3♥	L5-7 (8-19 HP), 5+ cards ♠	2♣ = 3+ covers, 4+card ♣, or 3-4 covers, 3card M 2NT = 5+ covers, 3+ card M 3♣ = 3-4 covers, 4+ card M 3♦ = 2 covers, 4+ card M	After 1M-2X: 2NT = 6 losers, 5 card M After 1M-2X: 3M = 6 losers, 6+ card M 3NT = 5 losers, 5 card M 4M = 5 losers, 6+ card M		
1NT		2		L6 (approx. 15-17 HP) 5 card major possible	2♣ = Stayman (non-forcing) 2♦/2♥/2♠/3♣ = Jacoby transfer	Natural	Unchanged	
2♣	X			L8-9, 4/4+cards majors, or L0-3, NT distribution, or L0-4, strong 2-suiter, or L5, 4441 or 5440 distribution	2♦ = relay 2♥ = to play & length(♥) >= length(♠)	2♥ = L 8-9, 4/4+ cards majors 2♠ = L5, 4441 or 5440 distribution 2NT = L3, up till 5431 distribution 3♣/♦/♥/♠ = L0-4, strong 2 suiter	Unchanged	
2♦	X			L8-9, 6+ card major, or L0-4, 6+ card unknown suit, or L0-4, 4441 or 5440 distribution	2♥ = to play with weak ♥ opening 2♠ = to play with weak ♠ opening 2NT = 5+ covers, asking suit/strength	After 2 NT: 3♣/♦ = 9 losers, 6+ card ♥/♠ 3♥/♠ = 8 losers, 6+ card ♠/♥	Unchanged	
2♥	X	5		L8-9, 5c ♥, max 3 card ♠	2 NT = to play 3♦ = relay, 5+ covers, asking strength/distribution	After 3♦: 3♥/♠ = 9 losers 3♠/♥ = 8 losers, 5c ♥/♠ + 3c ♠/♥ 3NT = 8 losers, 5c ♥/♠ + 2-c ♠/♥	Unchanged	
2♠	X	5		L8-9, 5c ♠, max 3 card ♥	2 NT = to play 3♦ = relay, 5+ covers, asking strength/distribution			
2NT	X	1		L4, up till 5431 distribution	Puppet Stayman, Jacoby transfer	Refuse Jacoby transfer with 1 card in suit	Unchanged	
3♣		6		L7-8 pre-empt	3 NT = 5+ covers and stop in 3 other suits		Unchanged	
3♦		6		L7-8 pre-empt	4♣/4♦ = slem trial with 6+ covers, 5♣/5♦ to play		Unchanged	
3♥		7		L7 pre-empt	Manche with 4-5 covers		Unchanged	
3♠		7		L7 pre-empt	Slem trial with 6+ covers		Unchanged	
3NT	X	7		Gambling: 7+cards ♣/♦ with AKQ and no other AKQ	Pass with stop in 3 other suits; otherwise 4♣		Unchanged	
4♣		8		Pre-empt ♣			Unchanged	
4♦		8		Pre-empt ♦			Unchanged	
4♥		8		Pre-empt ♥			Unchanged	
4♠		8		Pre-empt ♠			Unchanged	
4NT				Pre-empt 65+c ♣+♦				
							HIGH LEVEL BIDDING	
							4 th suit forcing; Control bidding; Roman-Keycard Blackwood; Exclusion Blackwood; DOPI/ROPI; World convention with 55+ cards and 5-6 losers	