

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
- constructive
- intermediate jumps
- new suit after bidding by unpassed partner is RF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd position: natural, 15-18 HCP same responses as 1NT opening
4 th position: natural, 10-14 HCP; all responses natural, cue bid = opening values
JUMP OVERCALLS (Style; Responses; Unusual NT)
jump overcall = intermediate
unusual NT = 2 lowest suits at least 5-5(4), solid opening
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
direct cue: limit raise of partner's suit or better
jump cue: asks for stop for 3NT
VS. NT (vs. Strong/Weak; Reopening; PH)
Multi-landy
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
if natural, DBL = TO, response = Lebensohl
2NT = 16-19
if in transfer, DBL = TO in bid suit, 1-over-1 strong take-out
World Convention
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+HCP, no fit
major suit support bids (2NT and higher) unchanged
inverted minors unchanged

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5 (flexible)	3/5	
Subseq:	attitude	id.	
Other: HESO sequence leads:			
Highest from even no. of cards; second from odd no. of cards			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKxx(xx)	id.	
King	AKx(xx), KQxx, Kx		
Queen	KQx(xx) QJ(xx)		
Jack	QJx(xx) JT(xx)		
10	JTx... Tx		
9			
others	1 st /3 rd /5 th	1 st /3 rd /5 th (occasional 4 th best)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high = DISC	suit preference	Lavinthal
Suit 2	Distr (vs. K)	distribution	distribution
3			
1	high = DISC	suit preference	Lavinthal
NT 2	Distr (vs. K)	distribution	distribution
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO DBL: 10+, sound distribution;			
RESPONSES: jump =9-11 with 5c; cue = opening values			
DBL is penalty over artificial bids, NT openings			
and after pre-emptive openings by partner, including all weak/strong			
multi's, except the sequence 2H - (2S) - DBL asks for minor			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
- Support Doubles, Game Try Doubles			

W B F CONVENTION CARD
CATEGORY: All Events
NCBO: BBF / VBL / WBF
PLAYERS:
Erik Demeulemeester (18307)
Pieter Vanparijs (21906)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5+M, 4+♦, 2+♣
RESP jump to 2X = wk; T-Walsh over 1♣; inverted mm;
2NT and higher RESP to 1M shows 4+fit and G/T or better
1NT = 15-17 HCP, without 5C major
2♣=MULTI(wk MM or semiF); 2♦ = MULTI(wk M or FG)
2M=Muideberg(5M4+m)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Openings:
Other:
T-Walsh, minisplinters (A1)
- DoubleDeux 2♣/♦ over 1level RESP by OPENER (A2)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	√	2	4♠	12-19 HCP	T-Walsh (A1)		negative doubles
					inverted minors 2♦/♥/♠: weak jumps (to play)	DoubleDeux After 1-level rebid (A2)	
1♦		4	4♠	12-19 HCP	Inverted minors; weak jumps	DoubleDeux After 1-level rebid (A2)	
1♥/1♠		5	4♠	12-19 HCP	1NT= 5-9 HCP; 3card support possible with 5-7 HCP	after 1NT => 2♣=relay	
					2♣ = semi-natural, limit+, can with 3card support (A3)		
					2♦ = natural, limit+, can be with 3card support		
					2♥/♠ (same Major) = 3-4 card support, 7-10 HCP		
					2♥ (after 1♠) = 5 card, limit+, can with 3card support		
				3♦ = solid minor 8-11 HCPs			
				4card support bids: 3♣(7-9), 2NT(10+), 3 M (2-6), 3oM (12-15,any void), 3NT/4m: splinters			
INT			4♠	15-17 HCP -no 5cM -possible with 14HCP and solid 5c minor	2♣ = weak Stayman		Lebensohl
					2♦/♥= Major suit transfers	jump = max + 4card support	
					2♠/NT= minor suit transfers	1-over-1 = positive	
					3 in suit = GF, 6 card		
2♣	√	-	-	or weak MM or 22-23 NT or 26-27 NT or unicolor semi-forcing	2♦=relay; 2 M = to play vs. weak hand	natural	
					2NT=strong relay	3♣ = asking	
2♦	√	-	2♠	weak 2 in a Major or 24-25 NT or 28+NT or GF unicolor	2♥ = relay (may be passed)		
					2♠ = weak in ♠, limit in ♥		
					3♥/♠ = pass or correct (support in both majors)		
					2NT= strong relay (A4)	3♣ = asking	
2♥/♠	√	5	2♠	Muiderberg 5M+4m, 8-11 HCP	2NT = relay, asking for minor (weak or strong)		
					3♣ = pass or correct		
					3♦ = G/T in major		
					3♥/♠ = max with 5-5 with ♣/♦		
2NT			-	20-21 HCP	3♣ = relay, puppet Stayman		
					3♦/♥ = transfer	accepting transfer denies 3card support	3NT = 3 card support
3♣/♦/♥/♠			-	preempt			
3NT			-	Gambling			
HIGH LEVEL BIDDING							
4♣/♦		8+		Pre-empt ♣/♦		4NT: RKCB with responses 41, 30, 2, 2+Q	
4♥/♠		8(7)+	-	pre-empt ♥/♠		1-over-1 asks for Q of trumps	
						5NT = specific King ask	
						DOPI/ROPI after interference	
						5NT: grand slam try	