DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, ½ Level, Reopening)

Style: natural, on 1 level can be 4 cards

Responses: cue INV+ w/ 3 card fit; 2NT NAT BAL;
fit jumps; fit non-jumps; SPL in OPPT suits

Reopening: natural

1NT OVERCALL (2nd /4th Live; Responses, Reopening)

2nd position: 15-17(18)

Responses: system on

4th position: 11-14 (10-11 passed hand)

Responses: system on

JUMP OVERCALLS (Style, Responses, Unusual NT)

Style: WK according to vulnerability and seat

Responses: natural

Unusual notrump: 2NT: lowest remaining suits (55+)

Reopening: 11-13 HCP, 6+ card suit

Exceptions:

DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)

Style: Ghestem (55+ lowest & highest) 12+;

Responses: 2NT asks

Reopening: Michaels

Jump cue-bid: Stopper ask over 1♦/♥/♠; ♥+♠ (55+) over 1♣

Exceptions:

VS. NT (vs. Strong / Weak; Reopening; PH)

Strong: X=values; 2♣=4+♥4+♠; 2♦=(5)6+M; 2M=5+M 4+m; 2N=5+♣ 5+♦; 3x=PRE;

Weak: 3x=Constructive; Others: same as vs. strong NT

Reopening: same as vs. strong NT

Passed Hand: same as vs. strong NT

VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)

X=T/O; 3N=NAT;

After 2m/3m: 4♣=5+om, 5+M; 3m or 4♦=5+♠, 5+♥;

After 2M/3M: 3M=stopper ask;

4♣=5+♣ and 5+OM; 4♦=5+♦ and 5+OM;

4N=5+♣ and 5+♦

VS. ARTIFICIAL STRONG OPENINGS

1NT = both minors

OVER OPPONENTS' TAKE OUT DOUBLE

System on; XX = STR; (Jump) raises are weak.

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3rd/5th (flexible)	3rd/5th (flexible)
NT	3rd/5th (flexible)	3rd/5th (flexible)
Subseq	3rd/5th (flexible)	3rd/5th (flexible)
Other:		

L E A D S

Lead	vs. Suit		vs. NT	
Ace	AK(+), Ax(+)	ATT	AK(+), Ax(+)	ATT
King	KQ(+), Kx	ATT	KQ(+), Kx	ATT
Queen	QJ(+), Qx	ATT	QJ, QJT(+), QJ9(+), Qx	ATT
Jack	JT(+), KJT(+), Jx	ATT	JT(+), A/KJT(+), Jx	ATT
10	T(+), T9(+), HT9(+)		T(+), T9(+), HT9(+)	
9	9(+)		9(+), H98(+)	
Hi-x	Sx, xxSx, xxxxS(+)		Sx, xxSx, xxxxS(+)	
Lo-x	xxS, xxxxS, xxXS		xxS, xxxxS, xxXS	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	Lo = ENC	Lo = Even	O/E
2ND	S/P	S/P	Count
3RD	Count		
NT: 1ST	Same	Same	Same
2ND			
3RD			

Hi-Low = Discrg/Odd number, Low-Hi = Encrg/Even number

Suit preference signals in free signaling situations, including trumps.

When singleton in dummy S/P

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Style: standard

Responses: Standard, Jumps invitational (but preemptive over XX)

Reopening: standard

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Neg., Responsive, Support DBL through ♥, Competitive DBL

Lightner doubles vs games and slams.

WBF Convention Card

Category: Green

NBO (Country): Belgium

Event: All

Players: Hans EXELMANS (20636) – Gert VANDYCK (25628)

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

2/1, 5M 4♦

1NT 15-17

High card requirements are subject to discretion.

2 over 1 Response: game forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:

2♣=6-10, Both Majors OR 22-23/26-27 (semi)BAL OR 8-9 tricks

2♦=6-10, 6+♥/♠ (may be 5 NV) OR 24-25/28+ (semi)BAL OR GF

2M=6-10, 5M 4+♣/♦

3NT=Gambling

SPECIAL FORCING PASS SEQUENCES

Whenever the auction is forcing to a certain level

At 5-level after an INV+ response when red

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

All point ranges can be adjusted in any situation.

Very flexible with (semi)BAL distributions.

Judgement comes before system; we may deviate whenever we want.

With passed partner anything goes.

Psychics: Can occur

Opening	Art.	Min.	Neg. DBL	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣		2	4♠	10-22, 2+♣, can have longer ♦	Natural; 2/3♣=inverted; jump new suit=WK;	2-way checkback;	
1♦		4	4♠	10-22, 4+♦	Natural; 2/3♦=inverted; jump new suit=WK;	2-way checkback;	
1♥		5	4♠	10-22, 5+♥	1NT=semi-F; 2♣/♦=NAT FG; 2♥=CONST; 2♠=ART 8-11 4+♥ w/ S/S, OR 15+; 3♣=6-8, ART 4+♥; 3♦=9-11, ART 4+♥ (semi)BAL; 3/4♥=PRE; 3NT=12-14 4♥ BAL; 3♠/4♣/4♦=12-14, splinter;	2-way checkback; After 1♥-2♠-2NT: 3♣/♦/♥=8-11 w/ short ♣/♦/♠; 3N=15+ (semi)BAL; 3♠/4♣/♦=15+ w/ short ♠/♣/♦;	
1♠		5	4♥	10-22, 5+♠	1NT=semi-F; 2♣/♦/2♥=NAT FG; 2♠=CONST; 2NT=ART 8-11 4+♠ w/ S/S, OR 15+; 3♣=6-8, ART 4+♠; 3♦=9-11, ART 4+♠ (semi)BAL; 3/4♠=PRE; 3NT=12-14 4♠ BAL; 4♣/4♦/4♥=12-14, splinter;	After 1♠-2NT-3♣: 3♦/♥/♠=8-11 w/ short ♦/♥/♣; 3N=15+ (semi)BAL; 4♣/♦/♥=15+ w/ short ♣/♦/♥;	
1NT			4♠	(14)15-17 (semi)BAL;	2♣=Stayman; 2♦/♥=TRF; 2♠=TRF ♣; 2NT=TRF ♦	1NT-2♣-3M=(14)15-16 5-card M; After 1NT-2♣-...: 3♣=ASK	
2♣	**X**			6-10, Both Majors (5+-4+) OR 22-23/26-27 (semi)BAL OR SF (8-9 tricks)	2♦=ASK, any strength; 2♥/♠=preference; 2NT=ART GF; 3m=NAT GF; 3M=PRE;	After 2♦: 2M=6-10 5M, 2NT=23-24, 3x = 8,5+ tricks, 3NT=27+; After 2NT: 3♣=MIN, 3♦=5♥ MAX, 3♥= 5♠ MAX	
2♦	**X**			6-10, 6+♥/♠ (may be 5 NV) OR 24-25/28+ (semi)BAL OR GF	2♥/♠=P/C, 2NT=Ask, 3♣/♦=To play, 3♥/♠=P/C, 4M=to play	After 2♦-2NT: 3♣=MIN ♥, 3♦=MIN ♠, 3♥=MAX ♠, 3♠=MAX ♥	
2♥		5		6-10, 5♥, 4+♣/♦	2NT=(R); 3♣=P/C; 3♦=ART INV 3+♥; 3♥=PRE;	After 2♥-2NT: 3♣/♦=MIN 4+♣/♦; 3♥/♠=MAX 4+♣/♦;	
2♠		5		6-10, 5♠, 4+♣/♦	2NT=(R); 3♣=P/C; 3♦=ART INV 3+♠; 3♠=PRE;	After 2♠-2NT: 3♣/♦=MIN 4+♣/♦; 3♥/♠=MAX 4+♣/♦;	
2NT			4♠	20-21 (semi)BAL;	3♣=Puppet Stayman; 3♦/♥=TRF; 3♠ m suit Stayman; 3NT to play; 4♣/4♦/4♥/4♠ TRF ♥/♠/♣/♦ S/T; 4NT QUANT; 5m to play		
3X		6		PRE according to vul & seat;	New suit is F1;		
3NT				Gambling, solid 7-crd minor			
4X		(6)7		PRE		**HIGH LEVEL BIDDING**	
4NT	**X**			Both minors, usually 6-6		1st and 2nd round controls; RKC 3014; minorwood 3014; XRKC 3014; specific kings; splinter bids; D0P1-R0P1 various meanings for 5NT according to the situation: general try/pick a slam/GSF/…	