DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Style: Natural, 5+-card, good color
Responses: Natural; cue = forcing (and often fitted)
Reopening: Natural 5+-card

Dbl = take-out; later bid = 17+ HP

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

2nd position : (15)16-18 HP / **4th position :** 11-14 HP
Answers: same as on 1NT-opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

Style: preëmpt
2NT = 5/5 (or better) in the 2 lowest unbid suits

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

Cue on minor (= always 2♦) = 5/5 (or better) in majors
Cue on major = 5/5 (or better) in other major + unknown minor
Jump cue-bid = asks for stopper

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

Strong NT: DONT (color X = X + a higher suit)
Dbl = single suited with points
Weak NT: Dbl = points (14+)
Multi-Landy (in 4th position only 2♣ for both majors)

VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Color = Natural, at least 5-card
Dbl = opening without 5-card OR strong (16+)
Cue = asking for stopper

VS. WEAK 2's

Color = Natural, 5+-card and opening
2NT = 15-18 HP
Dbl = take-out or 17+ HP (2NT response can be weak, "Lebensohl")

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

Vs strong 1♣ : 1♦ = 1 length major ; 1♥/♠ = 5♥/♠ + minor
1SA = both minors ; Dbl = both majors
2*x* = 5+ card, to play

OVER OPPONENTS' TAKEOUT DOUBLE

RDbl = 10+, with or without fit

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	small promises; top of sequence; top of nothing	
NT		
Subseq.	count	count

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK(Q)(x…) --- asks attitude	
King	AK(x…) or KQJ(…) or KQ10(…) --- asks count/deblock	
Queen	KQ(x…) or QJ10(…) or QJ9(…) --- asks attitude	
Jack	QJ(x…) or KJ10(x…) or J109(…) or J108(…) --- asks attitude	
10	J10(x…) or 1098(…) --- asks attitude	
9	top of series, top of nothing	
Hi-x	Probably not interested // even nr of cards	
Lo-x	Probably interested // odd nr of cards	

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit	Small = positive	Count *(if useful)*	Italian
	Count		
NT	Small = positive	Count *(if useful)*	Italian
	Count		

Smith signal : small = positive

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

Style: T/O – penalty if obvious
Responses: natural // 2SA = weak after opps weak-2 opening ("Lebensohl")
Reopening: natural 8+ HP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS

Support (Re)Double
DBL on opponents strong 1NT = opening values and 1 long suit (5+-card)
DBL on opponents weak 1NT = points

After our 2♥ opening, Dbl = penalty

W B F CONVENTION CARD

NCBO: Belgium (R.B.B.F.)

PLAYERS: Huybrecht Emile (28704)
Wauters Tom (28055)

SYSTEM SUMMARY

Majors 5 , longest minor
Variable 1NT : NV = 10-13 HP ; V = 14-16

2/1 ; 2SA fit and Bergen Raises ; Inverted Minors ; Double-Deux

2♣ = Multi (strong or weak with ♦)
2♦ = Multi (strong or weak with ♥/♠)
2♥ = both majors, weak
2♠ = Muiderberg
➔ Weak 2-openings : in 1st/2nd hand constructive
in 3th hand NV : (very) aggressive

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

1NT opening non-vul = 10-13 HP
All opening-bids on 2-level
Preëmpts in 3th hand : can be aggressive

SPECIAL FORCING PASS SEQUENCES

OTHER IMPORTANT NOTES

Psychics : *rare to none*

Sanity before system !
(humans make choices, system is supporting)

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		10+ HP *(can hold 14-19 balanced)*	Inverted Minors ; Walsh ; 2♥ = weak (~ 4-8 HP) with 4+♥ & 5+♠ 2♠ = invitational with 4+♥ & 5+♠ 4♣/♦ = transfer ♥/♠	1NT rebid when NV = 14-16 NT jump rebid = 17-19 2-way-checkback	
1♦		3		10+ HP *(can hold 14-19 balanced)*			
1♥		5		10+ HP *(can hold 14-19 balanced)*	- 1NT = forcing 1 round *(max. 11 HP)* - 2/1 Gameforcing ; Splinters - 3♣/♦ = 4-card fit 6-8 / 4-card fit (8)9-10 - 2NT = 11+ HP, fit and Gameforcing	1 NT rebid when NV = 14-16 NT jump rebid = 17-19 2-way-checkback	
1♠		5		10+ HP *(can hold 14-19 balanced)*			
1NT	X	2		NV = 10-13 HP V = 14-16 HP * *Any 5-card possible* * *6-card minor possible* * *2x 2-card possible* * *single A/K(/Q) possible*	- 2♣ = Optional (possible weak) Stayman - 2♦/♥ = Jacoby-transfer ♥/♠ - 2♠ = asks min/max OR transfer-♣ - 2NT = transfer-♦ - 3♣ = Muppet Stayman - 4♣/♦ = transfer ♥/♠ - 4♥/♠ = to play	After 2♣ : - after 2♦ response : 2♠ = Repeated Stayman : 3♥/♠ = Smolen - any response : 3♣ rebid = asking for minors After 2♦/♥ : - jump-fit (3♥/♠) = 4-card fit and maximum	Rubensohl after intervention
2♣	X	0		- length *(~ 6-card)* in ♦, max. 10 HP - any GF hand - 22-23 or 26-27 balanced	- 2♦ = relay - 2♥/♠ = to play - 2NT = forcing (strong) relay	On 2♦ : - 2♥ = GF ♥ + *x* OR ♣ + ♦ - 2♠ = GF ♠ + *x* - 3*x* = GF single-suited *x*	
2♦	X	0		- (5) 6+ card in ♥/♠, max. 10 HP - 8/9 tricks with unknown trump - 24-25 or 28+ balanced	- 2♥ = relay - 2♠ / 3♥/♠ / 4♥ = pass or correct - 2NT = forcing (strong) relay	On 2NT: - 3♣/♦ = 6-card ♥/♠ + undef. short - 3♥/♠ = show suit, no shortness	
2♥	X	4		Any 5/4 distribution (or better) in both majors *(in 3th hand : as of 0 HP, can be 4/4)*	- 2NT = forcing (strong) relay - 3♣ = invitational with ♥ - 3♦ = invitational with ♠	On 2NT: - 3♣/♦ = 5-card ♥/♠ + undef. short - 3♥/♠ = 5-card ♥/♠ , no shortness - 3NT = 5/5 in both ♥/♠ - 4♣/♦ = 6-card ♥/♠	
2♠	X	5		Muiderberg *(0-10 HP, 5-card ♠ and 4+ ♣/♦)*	- 2NT = forcing (strong) relay - 3♣ = asks for minor *(pas or correct)*	On 2NT: - 3♣/♦ = show minor + undef. short - 3♥/♠ = show ♣/♦ ; no shortness	
2NT		2		20-21 HP	- 3♣ = Muppet Stayman - 3♦/♥ = transfer for ♥/♠ - 3♠ = long ♣ or ♦ (slam-going)	On : 3♦/♥ - 3♥/♠ (accept) = no fit - 3SA = 3-card fit ; any other = 4-card fit	
3♣/♦/♥/♠		6		Weak			
3NT	X	0		Gambling			
4♣/♦/♥/♠		6		Weak			
4NT	X	0		Any 6/5 (or better) in minors			

HIGH LEVEL BIDDING

- RKC Blackwood with 5 kaycards : 1/4 --- 0/3 --- 2 no trump-Q --- 2 with trump-Q
- 4♠ = RKC Blackwood with certain ♥-fit
- 5*x* = Exclusion Blackwood (4NT = Exclusion for ♠ with certain ♥-fit)
- D1P0 and R1P0
- Poor Man's Blackwood (after weak opening bid)