WBF Convention Card

Category: Red
NBO (Country): Belgium
Event: All
Players: Frederick STAELENS (24418) – Daniël DE ROOS (21293)

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style, Responses, ½ Level, Reopening)

Standard

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

15-18HCP in direct seat, system on
11-14HCP passout seat, system on
Raptor-style with passed hand

JUMP OVERCALLS (Style, Responses, Unusual NT)

1-suit: WK to intermediate
2-suit: Unusual 2NT
Exceptions: After short 1♣: 2♦ = 5+♠, 5+♥

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

Michael's cuebid
Jump cue at 3-level asks stopper
Exceptions: After short 1♣: 2♣ = NAT

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

Multi Landy

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

(Non) Leaping Michael's (=NLM)

VS. ARTIFICIAL STRONG OPENINGS

Dbl = 44+M; 1NT = 55+M; 2NT = 55+m

OVER OPPONENTS' TAKE OUT DOUBLE

1♦-(X) or (1♣)-1♦-(X): entire level of TRF starting from XX
1M-(X) or (1X)-1M-(X): TRF starting from 1NT

LEADS AND SIGNALS

OPENING LEADS AND SIGNALS

	Lead	In Partners' suit
Suit	3rd/5th	3rd/5th
NT	3rd/5th	3rd/5th
Subseq		
Other:	Kantar, A asks ATT, K unblock/count, Q unblock of J	

L E A D S

Lead	vs. Suit	vs. NT
Ace	AKx+, Ax	AK+, Ax
King	AK+, KQ+, Kx	AK+, KQ+, Kx
Queen	QJ+, Qx	QJ+, Qx, KQT+
Jack	JT+, Jx	JT+, Jx
10	AJT+, KJT+, T9+, Tx	AJT+, KJT+, T9+, Tx
9	AT9+, KT9+, QT9+, 9x	AT9+, KT9+, QT9+, 9x

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
Suit:1ST	UDCA	UDCA	O/E
2ND	S/P	S/P	S/P
3RD			UDCA
NT: 1ST	UDCA	UDCA	O/E
2ND	S/P	S/P	S/P
3RD			UDCA

Signals: Reversed Smith, LAV in free signaling situations

DOUBLES

TAKEOUT DOUBLES (Style, Responses, Reopening)

Standard

SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES

Dbl is takeout most of the time
Support Dbl
Dbl showing some values after ART bids

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE:

Precision. Strong NT

2 over 1 Response: 2/1 GF after 1M; 2/1 F2NT after 1♦

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

Openings:
1♣ = 16+HCP, any
1♦ = 10-15HCP, 2+♦ (or stiff A/K)
2♦ = mini multi
2♥ = 10-15HCP, 3-suited short ♦ (4405/4414/3415/4315)
2♠ = WK, 5(+)♠, 4+m
3NT = good PRE M

SPECIAL FORCING PASS SEQUENCES

Whenever the auction is forcing to a certain level
1♣-(4NT+)-p!

IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Judgement before system
Flexible in point ranges and distribution
With passed partner anything goes

Psychics: possible

Open	Art.	Min.	Neg. DBL	Description	Response	Subsequent Auction	Competitive and Passed Hand Bidding
1♣	**X**	0		16+HCP, any (except 1NT/2NT ranges)	1♦ 0-7 any; 1M GF 5+M; 1NT 8-11/16+ (semi)BAL; 2m FG 5+m UNBAL; 2♥ 14-15 (semi)BAL/12+ any 4441; 2♠ 8-11 any 4441; 2NT 12-13 (semi)BAL; 3X INV 7+X	After 1♣-1♦: 1M NAT F1; 1NT BAL; 2m NAT NF; 2♥ Kokish; 2♠ GF 55+m; 2NT 21-22 BAL; 3X sets; 3NT to play	NLM
1♦	**X**	(1)2	**X**	10-15HCP, 2+♦ (or stiff A/K) Can have longer ♣ Can be light in 3rd	1M (3)4+M F1; 1NT 7-11; 2m F2NT; 2M=5♠4+♥ WK/INV; 2NT=INV; 3♣=PRE 54+m; other NAT TP	1♦-1♥-1NT can contain 4♠; XYZ 1♦-2m-2♥=10-13HCP (semi)BAL	TRF; Switch; LEB; NLM
1♥		5	**X**	10-15HCP, 5+♥ Can be light in 3rd	1NT semi-F; 2♣=GF BAL/♣; 2♦=GF; 2♥=8-10HCP 3♥; 2♠=WK; 2NT=INV+ 4+♥; 3m=INV; 3♥=mixed raise; bids 3♠ to 4♦=SPL; 4♥ TP	1♥-2♣-2♦/1♥-2♦-2♥=MIN no 4♠/6♥; 1♥-2♣-2NT+=ART; XYZ	TRF; Switch; LEB; Passed hand: 2m 2-way Rev. Drury; 2NT minors; FJ
1♠		5	**X**	10-15HCP, 5+♠ Can be light in 3rd	1NT semi-F; 2♣=GF BAL/♣; 2♦/♥=GF; 2♠=8-10HCP 3♠; 2NT=INV+ 4+♠; 3m/♥=INV; 3♠=mixed raise; bids 3NT to 4♥=SPL; 4♠ TP	1♠-2♣-2♦/1♠-2red-2♠ =MIN no 4♥/6♠; 1♠-2♣-2NT+=ART; XYZ	TRF; Switch; LEB; Passed hand: 2m 2-way Rev. Drury; 2NT minors; FJ
1NT			**X**	14-16HCP (semi)BAL; 15-17HCP in 3rd V or 4th	2♣ Stayman (can be WK); 2♦/ TRF (4)5+♥; 2♥ TRF 5+♠; 2♠ size ask (INV/♣); 2NT=♦ or WK minors; 3♣ puppet Stayman; 3♦ GF 55+m; 3M=GF 3OM, $M, 54+m; 4m TRF; 4M TP	Smolen, many transfer advances	LEB/Rubensohl; NLM; TRF after 3♣
2♣		(5)6	**X**	10-15HCP, 6+♣ Can be light and/or 5♣ in 3rd	2♦ (R); 2M 5+M F1; 2NT INV+ 4+♣; 3♣ PRE; 3X SPL	After 2♦: 2M=4M; 2NT=MAX no $; 3♣=MIN; 3♦♥♠=MAX $	
2♦	**X**	0		WK, 6(+)M Can be 5M in 3rd	2/3M P/C; 2NT (R); 4♣ TRF your M; 4♦ BID your M	After 2NT: 3m MIN M; 3M MAX OM	
2♥		3	**X**	10-15HCP, 3-suited, short ♦ 4405/4414/3415/4315 Can be light in 3rd	2M to play; 2NT (R); 3♣ TP; 3♦ INV 6+♦; 3M INV 5+M; 4♦=RKC ♣	After 2NT: 3♣ MIN; 3♦ MAX 4414; 3M MAX 3M415; 3NT MAX 4405	
2♠		5		WK, 5(+)♠, 4+m Can be 5332 in 3rd	2NT (R); 3♣ P/C; 3♦=TRF ♥; 3♥=INV 3+♠; 3♠ PRE	After 2NT: 3m=4-5Om; 3M=6+m	
2NT			**X**	19-20HCP (semi)BAL; 20-21HCP in 3rd V or 4th	Muppet Stayman; 3♦/♥ TRF; 3♠ minors; 4m ORKC; 4M TP		
3X		(5)6		PRE according to vul & seat	New suit is F1		
3NT	**X**			Good PRE ♥ or ♠	4♣ TRF your M; 4♦ BID your M; 4M TP		
4X		(6)7		PRE	4♥-4♠ RKC	**HIGH LEVEL BIDDING**	
4NT				minors		frivolous 3NT (3♠ with ♥ fit); 1st and 2nd round controls; RKC 1430 (Kickback 4♠ with ♥ fit); XRKC 1430; ORKC/KORKC; FORKC; Mulberry in specific situations DOPI/ROPI/DEPO	