

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
<b>Style:</b> Natural, 5 <sup>+</sup> -card, good color
<b>Responses:</b> Natural; cue = forcing
<b>Reopening:</b> natural 5 <sup>+</sup> -card; 1NT = 15-17 HP
<b>Dbl</b> = take-out; later bid = 17+ HP
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
<b>2<sup>nd</sup> &amp; 4<sup>th</sup> position:</b> 15-18 HP
<b>Answers:</b> see 1NT-opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
<b>Style:</b> 1-suited: weak 6 <sup>+</sup> -card 2-suited: Michaels
<b>Responses:</b> natural
<b>Unusual NT</b> = 2 lowest unbid colors
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
<b>Style:</b> Michaels
<b>Jump:</b> asks stopper for 3NT
<b>Responses:</b> natural
<b>Reopening:</b> same
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>Strong NT:</b> color = that color + a higher color; Dbl = single-suited
<b>Weak NT:</b> color = that color + a higher color; Dbl = starts at max HP of weak NT opening
<b>Reopening:</b> same
<b>Passed hand:</b> same
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Natural; Dbl = opening
<b>Cue:</b> asks for stopper
<b>VS. WEAK 2's</b>
<b>Color</b> = Natural, 5 <sup>+</sup> -card and opening
<b>2NT</b> = 15-18 HP; <b>3NT</b> = to play, 18 <sup>+</sup> HP
<b>Dbl</b> = take-out or 17 <sup>+</sup> HP
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Support bids only promise fit, no promises on points (can be weaker compared to the same bid without takeout double)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	<b>Lead</b>	<b>In Partner's Suit</b>	
<b>Suit</b>	small promises; top of seq.	small promises; top of seq.	
<b>NT</b>	small promises; top of seq.	small promises; top of seq.	
<b>Subseq.</b>			
<b>LEADS</b>			
<b>Lead</b>	<b>Vs. Suit</b>	<b>Vs. NT</b>	
<b>Ace</b>	Attitude	same	
<b>King</b>	Count	same	
<b>Queen</b>	Top of sequence	same or AQJx(x)	
<b>Jack</b>	Top of sequence	same or (A)(K)J10x(x)	
<b>10</b>	Top of sequence	same or (A)(K)(Q)(J)109(x)	
<b>9</b>	Top of sequence or top of nothing	same	
<b>Hi-x</b>			
<b>Lo-x</b>			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
<b>Suit</b>	Italian; Lavinthal	attitude	Italian; Lavinthal
<b>NT</b>	Italian; Lavinthal	attitude	Italian; Lavinthal
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
<b>Style:</b> natural 10 <sup>+</sup> HP			
<b>Responses:</b> natural			
<b>Reopening:</b> natural 8 <sup>+</sup> HP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
<b>Penalty Dbl:</b> if 2 majors are bid and after intervention over 1NT			

W B F CONVENTION CARD
<b>CATEGORY:</b> Westrand 1
<b>NCBO:</b> Belgium
<b>PLAYERS:</b> Huybrecht Emile (28704) Wauters Tom (28055)
<b>SYSTEM SUMMARY</b>
Majors 5 and Diamonds 4 (may differ)
2♣ and 2♦ = multi
2major = Puidenberg
RKC Blackwood
Lebensohl
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
Reverse Drury
All opening-bids on 2-level
Michaels
Lebensohl (over 1NT and weak-2's):
Smolen, Minor Suit Asking, Puppet Stayman
Double-Deux
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>OTHER IMPORTANT NOTES</b>
4NT = RKC Blackwood (5 keycards)
5♣ = 1/4 -- 5♦ = 0/3 -- 5♥ = 2 -- 5♠ = 2+Q-trump
5NT = Blackwood Kings (without King of trump)
6♣ = 1/4 -- 6♦ = 0/3 -- 6♥ = 2

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	2	X	11-19 HP	Natural; Jump = long suit + GF	Double-Deux	
1♦		4	X	11-19 HP	Natural; Jump = long suit + GF	Double-Deux	
1♥		5	X	11-19 HP	Natural; Reverse Drury; Jump = long suit + GF	Double-Deux	
1♠		5	X	11-19 HP	Natural; Reverse Drury; Jump = long suit + GF		
1NT	X	2		11-14 HP when not-vulnerable, 15-17 HP when vulnerable  (any 5-card possible)	- 2♣ = Stayman - 2♦/♥ = Jacoby-transfer - 2♠ = asks for min/max - 2NT = transfer for a minor - 3♣ = Puppet Stayman - 3♦/♥/♠ = long suit and GF	Supper-accepts on Jacoby-transfer Smolen 3♣ after first bid 2♣/♦/♥ = Minor Suit Asking (= asking for 4- or 5-card in minor suit)	
2♣	X	0	X	- 7/8 tricks with unknown trump - 20-22 HP, divergent NT-distribution - no opening, length in ♦	- 2♦ = relay - 2♥/♠ = to play - 2NT = forcing	On 2♦: pas / bid suit or 2NT	
2♦	X	0	X	- 9/10 tricks with unknown trump - 23+ HP and NT-distribution - no opening, length in ♥ or ♠	- 2♥ = relay - 2NT = forcing	On 2♥: pas / correct 2♠ / bid suit or NT On 2NT: * 3♣/♦ = weak ♥/♠ (min.) * 3♥/♠ = weak ♠/♥ (max.)	
2♥	X	5	X	No opening, at least 5/4 in majors (unknown distribution)	- 2NT = forcing - all other = non-forcing	On 2NT: * 3♣/♦ = max. with 5-card ♥/♠ * 3♥/♠ = min. with 5-card ♥/♠ * 3NT = at least 5/5 in ♥/♠ * 4♣/♦ = 6-card ♥/♠	
2♠	X	5	X	No opening, 5+♠ and 3+♣/♦	- 2NT = forcing - 3♣ = asks for minor	On 2NT: * 3♣/♦ = min. + minor * 3♥/♠ = max. + minor ♣/♦	
2NT		2	X	20-22 HP	3♣ = Puppet Stayman 3♦/♥ = transfer for ♥/♠		
3♣		7	X	preempt	New color = forcing		
3♦		7	X	preempt	New color = forcing		
3♥		7	X	preempt	New color = forcing		
3♠		7	X	preempt	New color = forcing		
3NT	X	0	X	Gambling	Pas with stops; 4♣ asks to bid color		
4♣		8	X	preempt	New color = forcing		
4♦		8	X	preempt	New color = forcing		
4♥		8	X	preempt	New color = forcing		
4♠		8	X	preempt	New color = forcing		
4NT	X	0	X	Bi-color ♣ and ♦	Minor preference		
5♣		9	X	preempt		<b>HIGH LEVEL BIDDING</b>  D1P0 and R1P0 after intervention on 4NT Blackwood	
5♦		9	X	preempt			
5♥		9	X	preempt			
5♠		9	X	preempt			

\* : GF = game-forcing = forcing manche