

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, constructive
New suit F1, cuebid almost always fit 10+HP, fitjumps
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd 15-17
4 th 11-14
Responses as 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak (nv vs v 0+HP 5+card, other 6-10 5+card)
Unusual NT: two lowest 5+/5+ , any strength allowed
1minor – 2♦ : 5+5+ majors, 1 minor - 2♣ = natural
Reopen: 11-14 6+card
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
On a major : Cue bid: Michaels 5+OM/5+minor
Jump cue bid: asking for a stop
VS. NT (vs. Strong/Weak; Reopening;PH)
VS strong NT: X: 14+, 2c: both M, 2d: 1M, 2M:5M4m 4 th seat only 2c both majors, rest natural
VS weak NT: X:14+, 2c: both M, 2d: 1M, 2M: good overcall
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Leaping Michaels
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X:♥, 1♦:♠, 1♥/♠:5♥/♠4+minor, 1NT: minors
2♣: majors, 2♦/♥/♠: short or long
OVER OPPONENTS' TAKEOUT DOUBLE
System on, XX = 10+HP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	Attitude	3/5	
Subseq			
Other: Kantar: 10/9/8 is 2 or 0 higher			
A for count and unblock, K for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask count	Ask unblock	
King	Ask attitude	Ask attitude	
Queen	QJx, Qx	Ask unblock J	
Jack	J10x, Jx	J10x, Jx	
10	XJ10, 10x	XJ10, 10x	
9	X109, 9x	X109, 9x	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Odd = enc
Suit 2	Low = even	Low = even	Low = S/P
3			
1	Low = enc	Low = even	Odd = enc
NT 2	Low = even	Low = even	Low = S/P
3			
Signals (including Trumps):			
2 nd trick: smith: Low is encouraging for opening lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+HP, responses natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Belgium
PLAYERS: Daniel De Roos 21293
Steven De Donder 19751
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Major 5
Minor 3
NT (14)15-17
2/1 game forcing
3 rd hand openings can be very weak
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣: any strong or 3-10 with 5+♦
2♦: MULTI: GF one suit, strong NT or weak 6♥ or 6♠
2♥: 3-10 4+♥4+♠
2♠: 3-10 5♠ 4+m
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♣		3		11-21	1♦: 4+♥; 1♥: 4+♠; 1♠: transfer NT or ♦ 1NT: 8-10(11); 2♣: 10+ with ♣; 2♦/♥/♠: transfer ♥/♠/♦ weak(2-6) or strong(GF)	2 way checkback after any 1-1-1 sequence	Xfer after overcall up to 2♣
1♦		3		11-21	Natural; Inverted minors; 2♥ 5-8 4+♥ and 5+♠ 2♠:9-11 4+♥ and 5+♠	2 way checkback after any 1-1-1 sequence	Xfer after overcall up to 2♣
1♥		5		11-21	1NT: F1, 3♣: 7-9 4+M; 3♦10-11 4+M 2NT: GF with fit	Gazilli, 1M-2M : 2M+1=general, other short 3♣: any single, 3♦: any void	2♣ : rev drury Xfer after dbl up to 2♦
1♠		5		11-21	Same as 1♥	Gazilli, 1M-2M : 2M+1=general, other short	Xfer after dbl up to 2♥
INT				(14)15-17 Balanced	2♣: stayman can be weak or w/o M 2♦/♥/♠/NT: Xfer , 3♣/♦: minors NF/GF		
2♣	x	0		3-10 HP 5+♦ or any strong that is not a solid 1 suiter	2♦: NF relay; new suit forcing 2NT : F relay	2♥: 4+♥2suiter or strong NT Min/Min-Max/Max	
2♦	x	0		Multi: Weak ♥ or ♠ or 22-23 NT or strong 1 suiter	2♥: NF relay, 2♠: limit for ♥, 3♥/♠: p/c, 3m F1 4♣: asks for transfer, 4♦ bid your M, 2NT: F relay	On 2NT: 3♣/♦: min ♥/♠, 3♥/♠: max ♠/♥	
2♥	x	4		3-10 HP 4+♥4+♠	2NT : F relay 3minor F1	3♣: min, 3♦: max 44, 3M: max 4M5OM 3NT: max 55, 4m: max void	
2♠		5		3-10 HP 5♠ 4+ ♣/♦	2NT: GF relay 3♣: P/C, 3♦: Xfer ♥, 3♥: INV for 4♠	3♣/♦: 4+♦/♣, 3♥/♠: 6+♣/♦, 3NT: 544	XX: comp for 3♠
2NT				20/21	3♣: Puppet, 3♠: minors 3♦/♥: Xfer	Accept: fit	
3♣		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♣ orkc		
3♦		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♦ orkc		
3♥		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♣ slamtry ♥		
3♠		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♣ slamtry ♠		
3NT				Gambling: solid suit No outside A or K			
4♣				play 4♥ from other hand	If not 4♥, cue		
4♦				play 4♠ from other hand	If not 4♠, cue		
4♥				To Play			
4♠				To Play			
4NT							
5♣						HIGH LEVEL BIDDING	
5♦						(O)RKC 4130	
5♥						Below 5 in our suit : DOPI/ROPI, above DEPO	
5♠						♥ trump : 3♠ non serious, ♠ trump : 3NT non serious	

