OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Style: Natural	
Response : natural	
In bal. Position shows less than a good opening hand	
in our. I obtain shows less than a good opening hand	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
Overcall: 16-18H	
Response : Stayman +Transfers	
Reopening: 9-13H	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
One suit : weak	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
1♣-2♣ : Natural	
1♦-2♦: ♥/♠	
In bal.position:cue bid shows 2 suiters	
VS. NT (vs. Strong/Weak; Reopening)	
1.V.s.Strong NT : D.O.N.T.	
1.V.s.Strong NT : D.O.N.T. 2.V.s.Weak NT : Double = Opening hand	
2.V.s.Weak NT : Double = Opening hand	
2.V.s.Weak NT : Double = Opening hand 2♣=Landy	
2.V.s.Weak NT : Double = Opening hand	
2.V.s.Weak NT : Double = Opening hand 2♣=Landy	
2.V.s.Weak NT : Double = Opening hand 2♣=Landy Other bids : Transfers	
2.V.s.Weak NT : Double = Opening hand 2.=Landy Other bids : Transfers VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
2.V.s.Weak NT : Double = Opening hand 2♣=Landy Other bids : Transfers VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) V.s.2 ✓ ♠ opening	
2.V.s.Weak NT : Double = Opening hand 2.=Landy Other bids : Transfers VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
2.V.s.Weak NT : Double = Opening hand 2♣=Landy Other bids : Transfers VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) V.s.2♥/♠opening Double=Opposite Major – or strong Hand	
2.V.s.Weak NT : Double = Opening hand 2♣=Landy Other bids : Transfers VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) V.s.2♥/♠opening Double=Opposite Major – or strong Hand 2NT=Natutal 15H+	

Lead	OPENIN	G LEADS STYLE	•			
Suit	1			In Par	tner's Suit	
NT 4th best Parity Other: LEADS Lead Vs. Suit Vs. NT Ace AKx(x) AKx(x) King AK; KQ(x) THREE HONOURS AT LEAS Queen QJx(x) AQJ(x); KQ(x), QJ10(x); QJ9(x Jack J10(x) AJ10(x); KJ10(x); J109(x); J108(x) 10 109(x) H109(x); 1098x 9 9xx 9xx; 98xx Hi-X Lo-X SIGNALS IN ORDER OF PRIORITY Partner's Lead Declarer's Lead Discarding 1 ODD=Encouraging Suit 2 EVEN=Discouraging EVEN=Discouraging Italian style Suit 2 EVEN=Discouraging EVEN=Discouraging Lavintahl style NT 2 EVEN=Discouraging EVEN=Discouraging Lavintahl style TAKEOUT DOUBLES (Style; Responses; Reopening) Generally strong/Response =Natural and Limit,Cue bid forcing 1 round	Suit		e		15 17 1	
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Suit 2 EVEN=Discouraging EVEN=Discouraging Italian style 3	1	ODD=Encouraging	ODD=Encoura	iging	Italian style	
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TAKEOUT DOUBLES (Style; Responses; Reopening) Generally strong/Response = Natural and Limit, Cue bid forcing 1 round						
TAKEOUT DOUBLES (Style; Responses; Reopening) Generally strong/Response = Natural and Limit, Cue bid forcing 1 round			DOUBLES			
Generally strong/Response =Natural and Limit,Cue bid forcing 1 round						
Generally strong/Response =Natural and Limit,Cue bid forcing 1 round	TAKEOI	IT DOUBLES (Styl	e: Resnonses: E	Reonen	inσ)	
Generally strong/Response =Natural and Limit,Cue bid forcing 1 round In bal.position:Double and cue-bid shows 2 suiters Strong or light		- LOUBLES (Styl	e, responses, r	open	······································	
In bal.position:Double and cue-bid shows 2 suiters Strong or light	Generallv	strong/Response =N	atural and Limit	.Cue hi	d forcing 1 round	
The state of the s	In bal nos	ition:Double and cue	-bid shows 2 sui	iters Str	ong or light	
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS	SLECIAL	L, ANTIFICIAL &	COMPTITIES	E DDL	BINDLO	

W B F CONVENTION CARD CATEGORY: RED NCBO: BELGIUM PLAYERS: GHIERCHE JACQUES Nr 6443 LEDECQ ERIC Nr 6445 SYSTEM SUMMARY GENERAL APPROACH AND STYLE 5 CARDS MAJOR 4 CARDS ♦ 2♥ AND 2♠ MUIDEBERG 2♦ MULTI 1NT opening 15-17H (6 CARDS Minor Possible) SPECIAL BIDS THAT MAY REQUIRE DEFENSE OP1:1♣=11+ may be a semi-forcing or forcing game OP2:2-11-15 (5-44 cards Major or 6+4) OP3:2♦=Multi generally weak 6 cards Major or 4441 (18-21H) OP4:2♥,2♠=weak 5 cards Major+minor side suit at least 4 cards OP5:1NT 15-17 balanced or semi-balanced OP6:2NT 20-21 Balanced or semi-balanced (5Major possible) OP7:3 \clubsuit /3 \spadesuit /3 \bigstar /3 \bigstar :Preempt 7 cards OP8:4♥/4♠:To play OP9:3NT=Gambling solid minor with side stopper OP10:4♣/4♦:Preempt (at least 8 cards) SPECIAL FORCING PASS SEQUENCES

OVER OPPONENTS' TAKEOUT DOUBLE	
TRUSSCOTT	

SPOUTNIK,2♣ DF	RURY,2. ROUDINES	SCO	
BLACKWOOD 30	/41 on NT		
BLACWOOD 5 Ke	eys on suit contract		
TRUSSCOTT,RUE	BENSOHL		
2NT FITTED - GH	ESTEM		

IMPORTANT NOTES	
Opening Major in 3 rd position can be weak	
Opening 1♦ is possible with 4 ♦ and 5 ♣	
PSYCHICS: Rarely/Psychics opening Unusual	

ING	TICK IF ARTIFICIAL)F	DBL J				
OPENING	TIC	NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	Modification over competition and with pass partner
1.4	х	0	4	12H+ or semi forcing game (up to 22H) or forcing game (23H+)	1 →: may be negative 1 ♥/♠: min 4 cards (6H+) 1NT:8-10H/2NT:11-12H bal. 2 ♣: weak (5cards) 2 others :weak (6cards)	1 ♥/♠: 3 cards possible on 1 ♦ response 2/3♣: Semi forcing game 2/3 ♦: Forcing game Other bid: natural	2♣ after 1NT rebid: Roudinesco 2♦/3♦ on 2♣/3♣: Relay On 2♦: 2♥ Negative; 2♠/3♣/3♦ 1Ace 2NT 8H or 2 Kings 3♥/3♠/3NT 2 Aces Third and fourth suit forcing
1 •		4	4	12H+	1♥/1♠: 6-10H (min 4 cards); 1NT:6-10H/2NT:11-12H 2♣:11+ 5+cards forcing 1 round 2♦:weak (5H+);2♥/♠:weak 6cards (0+)	2. after 1NT rebid: Roudinesco Third and fourth suit forcing	
1♥/♠		5	4.	11+	1 Major :6H+ 1NT :6-10H/2NT :11-12H/3NT :13-15H bal. 2NT or 2♣: fitted or Drury 11+ 2 Major :6-10 2 Jump Major :weak (6cards) 2♥ on 1♠:11+ forcing 1 round 2♠:11+ forcing 1 round	Third suit forcing 1 round	Fourth suit forcing game
1 NT			3.	15-17H bal or semi bal. 6 cards minor possible	2♣:Stayman (weak hand possible) → 2♣/2♥/2♠/3♣:Transfers	2♦:No 4 cards Major min. 2♥/♠:4 cards ♥/♠	After Double or overcall RUBENSOHL 2♥ on 2♦= weak hand
					2 NT:7+-8H/3NT : 9H+ bal. 4*:Asking points	4 ◆ /4 ♥ /4 ♠: 15/16/17 H	
2*		5	4♥	11-15H with 5-44Major or 6+4	2♦:positive hand asking for description(8H+) 2♥/2♠/3♦:Stop;2NT:proposition11-12H bal.; 3NT : Stop 3♣/4♣/5♣:Limit bids Stop	2♥/2♠:4 cards ♥/♠ min. 3♥/3♠:4 cards ♥/♠ Max. 3♣/2NT:6+♣ (min/Max)	 → 3 ★: Asking for 3 cards Major → 3 ★: Asking for 3 cards Major
2•	х	0		Frequently weak 6 cards Major Or 4441 18-21H	2♥:weak to play 2♥ or 2♠ 2♠:To play 2♠ or to support 3/4♥ 2NT:Relay——→	3♣/3♥:6 cards ♥ min/Max 3♦/3♠:6 cards ♠ min/Max; 3NT: 4441	
2♥/2♠		5		5-10H Muiderberg 5 cards suit + minor side suit at least 4 cards	2♠/3♥:Stop 2NT: Relay	3♣/3♥:5 Major + ♣ min/Max 3♦/3♠:5 Major + ♦ min/Max 3♦:5 Major + ♦	