

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural 8+ DHP
Reopening : DBL = 4/4 other suits
1 NT = 5 Card m + 4 card M
Cue bid lowest colour = 5+/5+ weak
Cue bid highest colour = 5+/5+ strong
INT OVERCALL (2 nd /4 th Live; Responses; Reopening)
Second hand = 15/18 HP, system on
Fourth hand = 10/14 HP, system on
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Michaels – World convention
VS. NT (vs. Strong/Weak; Reopening;PH)
Dbl = strong
2 ♣ = majors
2 ♦/2 ♥/2 ♠ = natural
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Negative doubles
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Dbl = ♣ / 1 level = natural / 1 NT and 2 level = 5+/5+
OVER OPPONENTS’ TAKEOUT DOUBLE
RDBL = forcing / new suit = not forcing

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	1 st , 3th, 5th	idem	
NT	Small promising/Kantar	Distribution	
Subseq			
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask encouraging or averse	Promising king	
King	Ask distribution	Clear or distribution	
Queen	Top of sequence	idem	
Jack	Top	Kantar	
10	Can be with honour	Kantar	
9	Top	Kantar	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc.	Inverted parity	Italian
Suit 2	High = averse		
3	Suit preference		
1			
NT 2	idem	idem	idem
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Promising other suits			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			

W B F CONVENTION CARD
TEAM : <i>SQUEEZE 3 - Division Nat. III D</i>
Players : Els Clarysse (20525) Sylvie Cauwels (18853)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
M = 5+ card
1 ♦ = conventional
1 ♠ = conventional
1 NT = 15/17 HP
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
T-Walsh
Opening in transfer from 2 level = weak or strong
2 ♦ = Multi
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
Low power
PSYCHICS: no

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	1	4♦	12/14 HP semi regular/nat 5 C+ 21/22 HP/semi forcing ♥ or ♠	T-Walsh principals - transfers 1 NT = game forcing	Double 2 Mixed controls	Dbl = forcing 1 round
1♦	X	1	4♦	Nat 5 C+ irreg. / 18/20 HP reg.	1♥ = (3), 4 C♠ / 1♠ = (3), 4 C♥ / 1 NT = GF	After rebid of 1 NT (18/20 HP) : system on	idem
1♥ / 1♠		5+	4♦	12/19 DHP	Splinter, 2 NT = fit, Bergen raises 2 over 1 = GF 1 NT = forcing 1 round	Gazilli Mixed controls	Idem
INT				15/17 HP / 5 C M possible	Stayman (weak or strong) / can be without M		Dbl = prop. punishing
					Transfer bid on 3-level = slam trying		Rubensohl
2♣	X	0		Weak with ♦/semi forcing ♣/♦	2♦ = relay / 2♥/♠ = 5+ C positive	Natural – on 2 NT : system on	
				23/24 or 27/28 HP/Bicolour	2 NT = game forcing, asking force		
2♦	X	0		Multi : or weak ♥/♠ or GF	2♥ = relay / other suit = 5 C+ positive	Idem	
				GF unicolor / 25/26 or 29+ HP	2 NT = GF		
2♥	X	4		4+/4+ M	2 NT = game forcing, asking force and suit		
2♠	X	0		9/13 HP bicolour ♣/♦ or GF	2 NT = game forcing, asking force and suit		
2NT	X	0		Pre-empt ♣ or bicolour with 6 C♣ (strong)	3♣ = relay		
3♣	X	0		Pre-empt ♦ idem	3♦ = relay		
3♦	X	0		Pre-empt ♥ or bicolour with 5C+ ♥ and 5 C+ other suit	3♥ = relay		
3♥	X	0		Pre-empt ♠ or bicolour with 5C+ ♠ and 5 C+ m	3♠ = relay		
3♠	X	0		Gambling in ♣/♦	Natural		
3NT	X			Pre-empt bicolour m	Natural		
4♣	X	0		Good opening ♥	Natural		
4♦	X	0		Good opening ♠	Natural		
4♥		8+		Pre-empt ♥	Natural		
4♠		8+		Pre-empt ♣	Natural		
4NT	X			Blackwood			
						HIGH LEVEL BIDDING	
						RKC-Blackwood (41/30) & Exclusion Blackwood	
						Splinter -- DOPI/ROPI -- Josephine	
						Mixed controls	