

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
Take out double : up to 4♥ opening ; Natural responses ; Herbert.
negative only after double at 1♣ opening.
May be very light if good suit or good shape.
Responses: 2/1 Forcing 1.
OVERCALLS : light on 1 level possible , sound on 2 level.
TWOSUITERS : cue bid – with highest from unbid suits ; 2NT – two lowest unbid suits.
After our 1NT opening and opponent’s interference on two level -
2 NT= Stay man G.F.
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
1NT overcall = 15-17 (18) HPC.
On re-open position : (11) 12-19 HPC , can be without stopper in opener’s suit.
1x pass pass 1NT = (9) 10/13 (14) HPC , stayman & transfer.
2NT = 18/19 HPC, puppet & transfer.
JUMP OVERCALLS (Style; Responses; Unusual NT)
WEAK , pre-emptive.
Reopen: Natural , cues and news suits F1.
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
DIRECT CUE-BID two-suiters : 1♣-2♣ = ♠/♥ or ♦ ; 1♦-2♦ = ♠/♥ or ♣ ;
1♥-2♥ = ♣/♦ or ♣ ; 1♠-2♠ = ♥/♦ or ♣ ; 1♣♦♥♥♠ - 2NT = Two suiter.
Responses : classical
VS. NT (vs. Strong/Weak; Reopening;PH)
VS. NT. Strong : D.O.N.T. = 2♣4+ others 4+ ; 2♦4+ M 4+ ; 2♥
4+ 4♠+ ; Double = longer suit .
VS. NT. Weak : X = good hand ; Multi Landy.
VS. NT. Strong : (1NT) - - X= NV= 10/14 HPC ; V= 12/15 HPC ; 2♣= Landy ;
2♦/2♥/♠= to play.
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = take-out ; VS Weak 2x , 2NT = natural , 4♣/♦ = 5+ 5+
minor + Major , cue-bids is for minors ; Vs Weak 3x , idem.
VS. ARTIFICIAL STRONG OPENINGS 1♣ or 2♣
Natural may be weak.
OVER OPPONENTS’ TAKEOUT DOUBLE
After 1♥/1♠ openings (X) :1♥/2♦ = competitive raise, 2♥ = 8/10 HPC ;
1♠/2♥ = competitive raise, 2♠ = 8/10 HCP.
After 1♣/1♦/1♥(X) 1♦/1♥/1♠ = Natural F1 may be 4 cards.
1NT(X) pass = forcing for XX, no 5 cards x or strong.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3d 5fth ; Top of sequence	Small= Encouraging.	
NT	3d 5fth	Small= Encouraging.	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ace/King/x	Ace/King/x(x)	
King	King/Ace , King/Queen/x	Ace/King/(Jack)/(10)(x)	
Queen	Queen/Jack/x	King/Queen/x(x)	
Jack	King/Jack/10/x , Jack/10/x	Jack/10/9 or Queen/Jack/x	
10	10/x	10/9/8/(x)	
9	9 /x	9/8/7/(x)	
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	3d 5fth	3d 5fth	Italian
Suit 2	3d 5fth	3d 5fth	Italian
3			Lavinthal
1			
NT 2	3d 5fth	3d 5fth	Italian
3			Lavinthal
Smith against NT (small card = positive).			
Smith Lavinthal.			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Natural			
After weak 1NT : X= 13+ HCP ; 2♣= Majors ; 2♦= one Major ; 2♥/2♠= 5♥/5♠ & 4+ minor.			
3 cards support or strong hand ; (1x)-1y-(X)-XX= for lead ; (1x)-1y-(2y)-X= for lead.			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Responsive doubles over raises, generalized sputnik.			
Opener's sputnik (or XX) = 3 cards support or strong hand.			
1 NT X XX = transfer ♣.			
1♣(1♦) X = 4♥ ; 1♣♠/♦(1♥) X= 4♠.			
2♦(X) XX= forcing for Major ; 2♦(X) pass = to play.			

W B F CONVENTION CARD
CERCLE LIEGEOIS PERRON BELGIUM
PLAYERS: BADIR FADHIL Lic : 247. DEVIGNE ALAIN Lic : 867.
MAJORS 5 ft.
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
1♣ : 3+ cards ; 1♦: 4+ cards , May be 4432.
1 N.T. : 15/17 HCP (all reg patterns possible).
2♣ : S.F. or 5/9 HCP 5+/4+ Majors.
2♦ : Multi : weak Majors 5/9 HCP (6♥ or 6♠) or G.F.
2♥ : Weak two suiter 5/9HCP (5♥ & 4+♣/♦).
2♠ : Weak two suiter 5/9 HCP (5♠ & 4+♣/♦).
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1♣/1♦) – (1NT) X= Takeout ; 2♣= 5♥/4♠; 2♦= 5♠/4♥ ; 2♥/2♠ = To play.
(1x) – (1y) pass = May be strong 16 HCP+.
2♣ : S.F. or 5/9 HCP 5+/4+ Majors
2♦ : Multi : weak Majors 5/9 HCP (6♥ or 6♠) or G.F.
2♥ : 5/9 HCP, 5♥ & 4+♣/♦ Weak two suiters.
2♠ : 5/9 HCP, 5♠ & 4+♣/♦ Weak two suiters.
3NT : solid suit (can be also Major, but in 7222 distribution.
Only) without side stopper.
4♣: solid suit ♣.
4♦: solid suit ♥.
SPECIAL FORCING PASS SEQUENCES
1NT (X) Pass = forcing for XX.
2♦(X) Pass = Penalty ♦.
After XX adverse Pass = Penalty.
IMPORTANT NOTES
PREEMPTS light NV , sound V.
PSYCHICS: rare but possible.

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	4♦	11/21 HCP ; 11/14 or 18/19 HCP balanced.	2♣ = inverted raise ; 2♦/2♥/2♠, 15+ HCP solid suit & 6+cards ; 2NT= pre-emptive ♣ ; 3♣, 7/10 HCP , 6 cards solid suit ; Walsh.	1♣-2♣-3♣ = strong hand , goed suit 1♣-2♣-3♦/3♥/3♠ = Splinter , 15/17 HCP ; 1♣- 1M - 2NT may be 4 M raise. 1♣-1M-1NT-2♣ = Rebond.	Majors suits preference in competitive and defensive bidding ; 1♣ (1NT) 2♣ = for Majors ; 2♦ = ♥ ; 2♥ = ♠.
1♦		4 (3)	4♣	11/21 HCP ; 11/14 or 18/19 HCP balanced ; May be 4432 ; May be 4♦/5♣.	2♣ = natural forcing or 5/7♦ ; 2♦ = inverted raise ; 2♥/2♠, 15+ HCP solid suit & 6+ cards ; 2 NT= pre-emptive ♦ ; 3♦ , 7/10 HCP , 5/6 cards solid suit.	1♦-2♦-3♦ = strong hand , goed suit 1♦-2♦-3♥/3♠/4♣ = Splinter , 15/17 HCP ; 1♦ - 1M – 2NT may be 4 M raise. 1♦-1M-1NT-2♣ = Rebond.	Major suits preference in competitive and defensive bidding ; 1♦ (1NT) 2♣ = for Majors ; 2♦ = ♥ ; 2♥ = ♠.
1♥		5 (4)	4♦	10/21 HCP.	2♦ raise 8/10 HCP or natural ♦ forcing ; 2♥ 5/7 HCP ; 2/1 GF ; 2 NT, 11+ raise 3 cards ; 3♣, 11+ raise 4+ cards ; 3♦, 6/9 HCP & 4 cards ; 3♥, 0/6 HCP & 4/5 cards ; 3NT splinter ♠ ; 4♣/4♦ splinters ; 1NT= forcing 1 round , no fit.	Game try = help suit After X 3NT = Splinter other M After 2NT (♣/♦) -3♣ = strong ♥ -3♦ = strong ♠ -3 raise= competitive -3 O.M'S= competitive.	2♣ - by passed hand- Drury with raise 3 cards, 2♦ raise 4 cards ; 2♠/3♣/3♦ = 5 cards + raise 4 cards ; after X 1♠/1NT natural ; 2♦ = weak support ; 2♥ = 8/10 HCP.
1♠		5 (4)	4♦	10/21 HCP.	Same scheme ; 2♥ = natural forcing or raise 8/10 HCP ♠ ; 2♠ = 5/7 HCP.	idem	Idem but 2♥ weak support ; 2♠ = 8/10 HCP.
INT			3♠	(14)15/17 HCP, balanced, can be 5 in Major, 5422 minors, 6322 minor longer.	2♣ stayman may be weak ; 2♦/2♥/2NT transfers ; 2♠ relay ; 3♣/3♦/3♥/3♠ 6+cards slam approach ; 4♣ two suiter in minors (slam oriented) ; 4♦ two suiter in Majors ; 4♥/4♠ to play ; 4 NT quantitative ; Smoellen.	After Texas Majors, 2NT. Strong raise in 4/5 cards ; 3 Majors competitive raise in 4/5 cards ; 1NT (2x) 2NT = Stayman FG , 2y = to play , 3y = encouraging no forcing.	double = penalty ; after X XX/2♣/2♦/2♥ transfer ; 2♠texas ♣ 6 cards with 2HC ; 2NT Idem with ♦ ; 3♣/♦/♥/♠ weak pre-emptive ; Pass forcing your XX = strong or no 5 cards x.
2♣	X	0	4♠	Weak in two Majors 5/9 HCP or S.F.	2♦ relay ; 2♥/2♠ natural no forcing ; 2NT relay ; 3♥/3♠/4♥/4♠ to play.		2♣ (2x) X = Penalty , 2♥/3♥, 2♠/3♠ = no forcing.
2♦	X	0	—	Weak in one Major 5/9 HCP or G.F.	2♥/2♠ pass or correct ; 2NT relay ; 3♣/3♦ natural forcing ; 3♥/3♠ pass or correct ; 4♣ bid a transfer to you long suit ; 4♦ show your long suit naturally ; 4♥/4♠ to play.	2♦-2NT-3♣ = ♥♥, weak hand 3♦ = ♠, weak hand 3♥ = ♠, good hand 3♠ = ♥, good hand 3NT = ♥/♠, solid suit After X- XX = for Major ; 2♥/2♠ to play.	2♦ (2♥/2♠/2NT/3♣...) X= Penalty ; 2♦ X XX= M ? ; 2x/3x/others = to play ; 2NT= Relay.

2♥		5	—	5 cards♥ a minor 5+♣/♦ (can be 4) , 5/9 HCP.	2♠ natural forcing ; 2NT relay ; 3♣ pass or correct ; 3♦ invitation to 4♥ ; 3♥ support, basically pre-emptive ; 2♥(X) 3♦ = encouraging♥.		Over two Maj. X-XX = strong , 2NT = asks for second suit ; 2♥ (2♣/2NT/3♣/3♦) X = Penalty.
2♠		5	—	5 cards♠ a minor 5+♣/♦ (can be 4) , 5/9 HCP.	2NT relay ; 3♣ pass or correct ; 3♦ invitation for 4♠ ; 3♥ natural forcing ; 3♠ support, basically pre-emptive ; 2♠(X) 3♦ = encouraging♠.		Over two Maj. X-XX = strong , 2NT = asks for second suit ; 2♠ (2NT/3♣/3♦) X = Penalty.
2NT			3♠	(19)20/21 HCP, balanced, can be 5 in Major ; may be 5422 minors , 5431, 6322 minor longer.	3♣ puppet stayman ; 3♦/3♥ transfers Majors ; 3♠ transfer 3NT ; 4♣ two suiter in minors (slam oriented) ; 4♦ two suiter Majors ; after 2NT-3♠-3 NT , 4♣/4♦ = slam♣/♦ 6 cards + ; 4♥ = 5♣/4♦ slam ; 4♠ = 5♦/4♣ ; 4NT = 4♣/4♦.		2NT (X) 4♣ = transfer♠ 4♦ = transfer♥ 2NT (3♣/3♦/3M) 4♣ = transfer♠ ; 4♦ = transfer♥. Idem your 1NT.
3♣		7 (6)	—	Pre-emptive , V = solid suit.	Others suiters = natural GF.		
3♦		7 (6)	—	Pre-emptive , V = solid suit.	Idem.		
3♥		7 (6)	—	Pre-emptive , V = solid suit.	Idem.		
3♠		7 (6)	—	Pre-emptive , V = solid suit.	Idem.		
3NT	X		—	Solid suit , no side entry.	4♣ = pass or correct ; 4♦ = ask for shortness ; 4NT = bid your minor.		
4♣	X	7/8/9	—	= solid suit♠.			
4♦	X	7/8/9	—	= solid suit♥.			
4♥		7/8/9	—	Pre-emptive.			
4♠		78/9	—	Pre-emptive.			
4NT	X	5+/6+♣/♦	—	NV = pre-emptive. V = solid suit.			
5♣		8/9/10	—	Pre-emptive , idem.		HIGH LEVEL BIDDING ROMAN KEY CARD BLACWOOD (responses 41 /30 / 52) EXCLUSION BLACWOOD (responses 0 / 1 / 2 / 3) CUE- BIDS , SPLINTER – BIDS , CONTROL - BIDS	
5♦		8/9/10	—	Pre-emptive , idem.			
5♥		8/9/10	—	Pre-emptive , idem.			
5♠		8/9/10	—	Pre-emptive , idem.			