

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)		OPENING LEADS STYLE		
Take out double : up to 4♥ opening ; Natural responses ;			Lead	In Partner's Suit
Responses: 2/1 constructive, forcing		Suit	3d/5th; Top of sequence	Same (Normal Parity)
Overcalls : light on 1 level possible , sound on 2 level		NT	4th; Top of sequence, King = count or unblock	Normal parity
Two-suiters : Michael's, cue bid – with highest from unbid suits ; 2NT – two lowest unbid suits ; after 1♣/1♦- 2♦ = both Majors		Subseq	Attitude in switch, Parity if needed	
After our 1NT opening and opponent's interference on two level - transfer Rubensohl		Others: Top of sequence		
		Smith with small cards		
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)		LEADS		
1NT overcall = 15-17 (18) HPC, Stayman, Transfers		Lead	Vs. Suit	Vs. NT
		Ace	Ace/King/x	Ace/King/xx
		King	King/Ace , King/Queen/x	Ace/King/Jack/10/x
1x pass pass 1NT = (9) 10/13 (14) HPC , Stayman & transfer		Queen	Queen/Jack/x	Queen/Jack/x
2NT = 18/19 HP, puppet & transfer		Jack	King/Jack/10/x, Jack/10/x	Jack/10/9 or 8/x
JUMP OVERCALLS (Style; Responses; Unusual NT)		10	10/x	10/9/8/x
Weak, pre-emptive		9	9/x	9/x
		Hi-X	Hi/x	Hi/x
		Lo-X	Lo/xx, Lo/xxxx	xLoxx
Reopen: Natural, cues and news suits F1		SIGNALS IN ORDER OF PRIORITY		
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Partner's Lead	Declarer's Lead
DIRECT CUE-BID two-suiters Michaels; 1♥-2♥ = ♠ & ♣ or ♦ ; 1♠-2♠ = ♥ & ♣ or ♦ ; 1♥/♠- 2NT = minors; 1♣/♦ -2♦ =majors; 1♣/♦- 2NT=♥ & ♣ or ♦		Suit 1	Low=encouraging	H-L = Even
		2	H-L = Even	H-L = Even
Responses: classical		NT 1	Low=encouraging	Smith (low=positive)
		2	H-L = Even	H-L = Even
VS. NT (vs. Strong/Weak)				
VS. Strong NT; Multi Landy, X = 5+♣/♦ & Major 4, 2♣ = Majors, 2♦ = 6 + ♥ or ♠, 2♥/♠ = 5 cards & 4+cards ♣/♦, 2NT = ♣/♦		All		Lavinthal possible
VS. Weak NT: X = good hand; others: idem as over strong NT				
		DOUBLES		
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)		
X = take-out ; VS WEAK 2 , 2NT = natural		Natural		
		After 1NT: 2♣= Majors ; 2♦= one Major ; 2♥/2♠=		
Cue bids is for minors		5♥/5♠ & 4+ minor		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS		
Natural, may be weak				
OVER OPPONENTS' TAKEOUT DOUBLE				

W B F CONVENTION CARD	
<p style="text-align: center;">Begijntje 1</p> <p style="text-align: center;">BELGIUM</p> <p style="text-align: center;">PLAYERS: Bollack Bogdan 1355 Gelders Hans 11569</p>	
Five Card Major/ 4 card Diamonds	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5 card major, 4 card diamonds	
1 N.T: 15/17 HCP (all reg patterns possible)	
2♣: any SF	
2♦: any GF or weak with 6 + ♥ or ♠	
2♥: extended Muiderberg	
2♠: Muiderberg	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
2♦: any GF or weak with 6 + ♥ or ♠	
2♥: extended Muiderberg	
2♠: Muiderberg	
3NT: solid suit without side stopper	
SPECIAL FORCING PASS SEQUENCES	
IMPORTANT NOTES	

After 1♥/1♠ openings – (X): 1♥ - X - 1♠ = natural,
1NT= ♣, 2♦=♥

PREEMPTS light NV, sound V

PSYCHICS: rare but possible

OPENING	TICK IF ARTIFICIAL			
		DESCRIPTION	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣				Major suits preference in competitive and defensive bidding 1♣ (X) 1♥/1♠ = natural forcing 1♣- 1♥ - 1♠: 5 card spades
1♦				Major suits preference in competitive and defensive bidding 1♣ (X) 1♥/1♠ = natural forcing 1♦- 1♥ - 1♠: 5 card spades
1♥		10/20 HCP		Passed hand: 2♣ = Drury: responses by opener: 2♥= weak opening, others natural and forcing
1♠		10/20 HCP		Passed hand: 2♣ = Drury: responses by opener: 2♠= weak opening, others natural and forcing
INT		(14)15/17 HCP, balanced, can be 5 in Major, 5422 minors, 6322 long minor	After intervention:Rubensohl, negative doubles,4♣/♦::transfer ♥/♠	1NT (X) 4♦ = transfer ♥, 4♥= transfer ♠ 1NT (3♣/3♦/3M) 4♦ = transfer ♥, 4♥ = transfer ♠
2♣	X	Any SF	Natural	
2♦	X	Any GF or weak with 2♥/2♠	After 2NT 3♣: min ♥, 3♦: min ♠, 3♥: max ♠, 3♠: max ♥	
2♥		Weak, 5♥, 4+ minor (vulnerable 5+ minor) or 5♥ and 5♠		Over two Maj. X-XX = strong, 2NT = strong relay, 3♣ = pass or convert 2♥ (2♠/2NT/3♣...) → Double = penalty
2♠		Weak, 5♠, 4+ minor (vulnerable 5+ minor)		Over two Maj. X-XX = strong, 2NT = strong relay, 3♣ = pass or convert 2♠ (2NT/3♣...) → Double = penalty
2NT		(19)20/21 HCP, balanced, can be 5 in Major; may be 5422 minors, 6322 long minor		2NT (X) 4♦ = transfer ♥, 4♥= transfer ♠ 2NT (3♣/3♦/3M) 4♦ = transfer ♥, 4♥ = transfer ♠
3♣/♦/♥/♠		Pre-emptive, V = solid suit		
3NT	X	Solid suit, no side entry		
4♣/♦/♥/♠		Pre-emptive, V = solid suit	HIGH LEVEL BIDDING	
4NT		NV = pre-emptive V = solid two suiter	Roman key card blackwood (responses 41 /30 / 52) Exclusion Blackwood (responses 0/1/2/3 Cue-Bids, Splinter-Bids, Control-Bids	
5♣/♦/♥/♠		Pre-emptive, idem		

