

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 (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♣
Natural
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			
K for count and unblock, A/Q for attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask attitude	Ask attitude	
King	Ask count	Ask unblock	
Queen	QJx, Qx	Ask attitude (QJ or KQ)	
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	lavinthal	Low = even
3			
1	Low = enc	Low = even	Odd = enc
NT 2	Low = even	lavinthal	Low = even
3			
Signals (including Trumps):			
2 nd trick: smith: Low is encouraging for opening lead in NT			
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: Sam Bahbout – Wouter Van Den Hove
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Major 5
Better minor
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	
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	
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
1♠		5		11-21	Same as 1♥	Gazilli, 1M-2M : 2M+1=general, other short	
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♣: Puppet, 3♠: minors 3♦/♥: Xfer	3♣/♦: 4+♦/♣, 3♥/♠: 6+♣/♦, 3NT: 544	XX: comp for 3♠
2NT				20/21		Accept: fit	
3♣		6		Preemptive	New suit F1, 4♣ orkc		
3♦		6		Preemptive	New suit F1, 4♦ orkc		
3♥		6		Preemptive	New suit F1, 4♣ slamtry ♥		
3♠		6		Preemptive	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♠							