


DEFENSIVE AND COMPETITIVE BIDDING				LEADS AND SIGNALS				WBFB Convention Card				
OVERCALLS (Style; Responses; 1/2 Level; Reopening)				OPENING LEADS STYLE								
General Style : Constructive					Lead	In Partner's Suit						
	on level 1 = 5card 8-17			Suit	3rd/5th		3rd/5th	Category :	Red			
	after 1C : 1♦, 1♥ = transfert 8+ // 1♠ = 4S and 4+D			NT	3rd/5th		3rd/5th	Country :	Belgium			
	on level 2 = Buni bicolor			Subseq	Attitude		Attitude	Event:	COMP BBF 2022-2023 Nat I			
	reopening same ; 2NT 17-19			Other : in NT, from Q1083 for example, we lead the 3				Players :	Simon Beerten 29679 // Peter Meurrens 12457			
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)								SYSTEM SUMMARY				
2 lowest suits = Buni 10>16				LEADS				GENERAL APPROACH AND STYLE				
				Lead	Vs. Suit		Vs. NT		5 card Majors, 4 card diamonds			
				Ace	AK....Even length		AK....Even length		T-Walsh // 1D-1H=Spades // 1D-1S=Hearts			
				King	KQ.. Even length; AK.. Odd		KQ.. Even length; AK.. Odd		2♣ 6+C or 5+C + 4cM weak // 2♦ Multi, 6-10			
				Queen	QJ....Even length; KQ.. Odd		QJ....Even length; KQ.. Odd		2♠ 5cS+4c minor // 2♥ 5cH+4c minor weak			
JUMP OVERCALLS (Style; Responses; Unusual NT)				Jack	JT...Even length; QJ.. Odd		JT...Even length; QJ.. Odd		Balanced minimum opening 12 hp ; less in 3th hand			
Major = weak, interm if Vul // Minor = interm 10-16				10	T9...Even length; JT.. Odd		T9...Even length; JT.. Odd		1NT opening : 15-17 HCP, normally no 5cM			
2NT = 2 lowest suits, constructive				Hi-Lo	Sx / xxSx /		xxxSx		2 over 1 responses : 10+ HCP			
				Lo-Hi	xxS / xxxxS		xSxS		Transfer preempts ; 2-suited overcalls ; many transfer bids			
				SIGNALS IN ORDER OF PRIORITY				SPECIAL BIDS THAT MAY REQUIRE DEFENCE				
DIRECT and JUMP CUE BIDS (Style; Responses, Reopen)					Partners Lead	Declarer's Lead		Discarding				
(1M) - cue = 5oM and 5C				Suit : 1	low = pos	Smith Call		odd = pos		2♣ : 6+C or 5C + 4cM weak // 2♦ Multi		
(1M) - 3M asks stopper with long suit				2nd	suit preference	suit preference		Lavinthal		3♣ / 3♦ / 3♥ transfer preempt or GF one/two suiter		
				3rd	count	count		count		3♠ : Gambling, closed minor		
				NT : 1	as above	as above		as above		3NT : preempt clubs		
VS; NT (vs. Strong / Weak; Reopening; PH)				2nd								
Vs. Strong : <b>Multi Defense</b> : DBL = C or (D&H) / 2♣ = D or (H&S) /				3rd						T-Walsh : after 1C-opening Ms are bid in transfer		
2♦ = H or (S&C) / 2♥ = S or minors / 2♠ = S&D / 2NT = H&C /				Signals : (including Trumps) :						Durex : after 1D-opening Ms are interchanged		
3x = preempt					Smith : low = pos for lead							
Vs. Weak : <b>Hello</b> : DBL = Pen / 2♣ = D or (4cM&5cm) / 2♦ = H /					count : Hi/Lo even number of cards				<b>Buni bicolor overcalls : 54+ two suiter : (1x)-1NT, two lowest // (1M)-2m, 5m+ (1D)-2C, 5cC+4cS ; bicolor can sometimes be 44 with nice hand and when infoD is not possible</b>			
2♥ = Majors / 2♠ nat / 2NT = C / 3♣ = minors / 3♦ = Majors, good 55												
VS. PREEMPTS ( Doubles; Cue-bids; Jumps; NT bids)				DOUBELS								
				TAKEOUT DOUBLES (Style; Responses; Reopening)								
				T/O double at least 3 cards in other suits or strong,								
DBL info				with only 2 suits we use Buni bicolor				Gorilla : competitive 2NT-bid				
Transfer bids				ex. : (1S) - 2D = mostly 5D+4H, no 3card C				Absolute Doubles : desire to compete on game level or higher				
World-Convention				(except with three small clubs)				World-Convention : strong two suiters after preempt				
								SPECIAL FORCING PASS SEQUENCES				
VS. ARTIFICIAL STRONG OPENINGS : all are weak bids				SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES								
Strong club : DBL = H + C / 1♦ = D + H / 1♥ = H + S / 1♠ = S + C /				NEG DBL thru 4♠								
1NT = S + D / 2♣ = minors / 2♦, 2♥, 2♠ = nat 6+card				Absolute Doubles								
Polish club : DBL = H + C / 1♦ = H or S + C / 1♥ = S or minors /				Support Double/Redbl				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE				
1♠ = Garbage / 1NT = C or D + H / 2♣ = D or Ms / 2♦ = S + D / 2M = nat 6+c				Game try				Modifications in 3rd hand : 2H can be 44 and 2S can be 5332				
OVER OPPONENTS TAKE OUT DOUBLE								preempts can more often be 6-card				
1M-(DBL) : transfers												
1m-(DBL) : inv ms unchanged (except 1m-(DBL)-2NT : weakest supp)								Psychics : very rare, only when opps are unfriendly ;-)				
1♣ - (DBL) - RDBL = Pen, 9+HCP												
1♦ - (DBL) - RDBL = 4+card H and 1♥ - (DBL) - RDBL = 4+card S												