

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural (7-16)
Responses: natural, forcing
Reopening : natural, limited to 12 HCP ; 1NT 9-13, 2NT 17-19
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-17
4 th : 10-14
Responses like 1NT opening
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak, natural (3-11 HCP)
Unusual NT : two lower unbid suits
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue-bid : 1♣ - 2♣ Nat ; 1♦ - 2♦ majors ; 1♣ - 2♦ majors; 1M 2M = M' + m
VS. NT (vs. Strong/Weak; Reopening;PH)
X=14+ , 2♣ both majors , 2♦ 1 major ,
2♥/♠ 5 card M + 4+m, 2NT= both minors
VS Weak
X = opening hand , others same as above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
X = take-out, natural overcalls
Leaping Michaels
Over weak 2M, cue-bid ask stopper, 4m = 5M' + 5m
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X shows opening values and majors, 1NT: minors
OVER OPPONENTS' TAKEOUT DOUBLE
Xx = strong (10+)
Transfer after (1 M – DBL)
Rest natural (like no double)

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3rd / 5th	3rd / 5th	
NT	attitude	3rd / 5th	
Subseq	same	same	
Other: K = count, A = attitude; kantar			
K asks CT ; A asks ATT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(xx)	AKx (ask att)	
King	AK x(xxx), KQx(xx)	AKxx, KQxx (ask count, deblock)	
Queen	QJx(xx)	QJx(xx), KQx(xx)	
Jack	JTx(xx)	JTx(xx)	
10	T9x(xx), HJT(xx)	T9x(xx), HJT(xx)	
9	98x(xx), HT9(xx)	98xx, HT9(xx)	
Hi-X	Even	Attitude	
Lo-X	odd	attitude	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	H=disc/odd	Smith (low=ok)	Italian
Suit 2			
3			
1	H=disc/odd	Smith (low=ok)	Italian
NT 2			
3			
Signals (including Trumps): udca			
Smith : Low likes the lead from both			
Signals after we bid a suit : ODD = ENC and EVEN = S/P			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Can be aggressive, natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Doubles: 3 cards in partner's M (not minimum) or any 18 HCP			
Responsive X			
1NT(weak) Pass 2♣ X = points			
1NT(strong) Pass 2♣ X = asking lead			

W B F CONVENTION CARD
CATEGORY:
NCBO: 23288 – 10829 Belgium
PLAYERS: Tine Dobbels – Gunther Dauwe
EVENT all
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Major 5, ♦ 4
2 over 1 responses : GF
1NT forcing on 1M (1 st and 2 nd)
1NT (14) 15-17, 5c M and 6c m possible
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = weak ♦ (3-10 HCP) or semi-forcing 1 suit or strong other
2♦ = multi or GF 1 suit or NT 24-25 HCP
2♥ = weak both majors (3-10 HCP). 4+♠/4+♥
2♠ = 10-13 or GF both minors
T-walsh (= transfers on our 1♣ opening)
3NT solid minor, usually 7 card, no Ace or King aside
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1m (1♥) X : 4 cards in ♠ or strong ; 1♠ = 5 cards
1♣ (1♦) X : 4-4 majors ; 1♥ ; 1♠ = 4(+) cards
PSYCHICS: rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-20 natural	1♦ : 4+♥, 1♥ : 4+♠, 1♠ : transfer to 1nt 2♣ : at least Inv raise, 2♦ : 6 card ♥ (0-5 HCP or GF), 2♥ : 6 card ♠ (0-5 HCP or GF) ; 2♠ : 6+♦(0-5 HCP or GF) 3♣ : weak raise (4-7HCP)	2 way checkback on any 1-1-1 1♣-1♦-1NT : 12-14 maybe 4 card ♠	
1♦		4	4♠	11-20 natural or balanced	2♦ : at least Inv raise, 2♥ : 5♠+4♥ (5-8HCP); 2♠ : 5♠+4♥ 9-11 HCP; 3♦ : weak raise (4-7 HCP)	2 way checkback on any 1-1-1	
1♥		5	4♠	11-20	2♣ : Nat or GF with ♥/♠, 2NT = GF support, 3♣ : 6-9 Fit ; 3♦ , 10-11 Fit; 3M , 0-5 Fit 1NT = forcing	After overcall : 2NT inv raise, cuebid GF 3♣ = any single, 3♦ = any void Gazilli *	Inverted drury only with 2♣ / resp. 2♦ is positive Fit jumps
1♠		5	4♥	11-20	Same as 1♥	Same as 1♥	Same as 1♥
INT				(14)15-17 5M or 6m possible	Stayman, 4 transfers 3♣ = minors weak, 3♦ = minors GF 55+, 3M = 3145 short M, 3 other M	After overcall : RUBENSOHL	rubensohl
2♣	x			Weak 5+ ♦(3-10HCP) Semi GF, GF bicolor 22-23/26+ bal	2♦ = non forcing relay; 2♥/♠ = Nat. F1 ; 3♥/♠ = NAT Inv. 2NT = forcing relay 15+HCP ; 3♦ = P/C	2♥ = obliged for 2♠ After 2NT : 3♣ : weak/bad suit(3-7HCP) , 3♦ weak/good suit(3-7HCP), 3♥:strong/bad suit(7-10HCP), 3♠:strong/good(7-10HCP),	
2♦	x			6M 3-11 GF 1 suit, 24-25 bal	2♥/♠(3♥/♠)= pass/correct 3♦/3♣ : Nat F1 2NT = forcing relay	3♣ min ♥(3-7HCP), 3♦ min ♠(3-7HCP), 3♥ max ♠(7-10HCP), 3♠ max ♥(7-10HCP),	
2♥	x	4+/4+		3-11 4+♥ + 4+ ♠	2NT = forcing relay 3♥/♠ : To play	3♣ any min, 3♦ max 44, 3♥max 5♠4♥, 3♠max 5♥4♠, 3NT max 55	
2♠	x			5+♣ 5+♦ 10-13 or GF	2NT = forcing relay 3♣/♦ : To play, 3♥/♠: GF,	3♣ any min, 3♦ max 55, 3♥max 6♣ 5♦, 3♠ max 5♣ 6♦, 3NT max 55(H singleton)	
2NT				20-21 bal	3♣:Puppet stayman, transfers (3NT is fit), 3♠=minors, 3NT: to play	3♦ : no 5 card M, but 4 card M, 3M: 5+ card, 3NT: no 4/5 card M	
3♣/♦		5+		Natural pre-empt, (5 – 10 HCP)	Natural, 3M GF		
3♥/♠		5+		Natural pre-empt, (5 – 10 HCP)	4♣/♦= cuebid + slam try		
3NT	x			Gambling: solid 7c suit	4♣= P/C, 4♦= asking shortness, 4♥/♠ = to play		
4♣				Natural preempt			
4♦				Natural preempt			
4♥				Natural preempt			
4♠				Natural preempt			
4NT				Both minors, 6+ 5+			
						HIGH LEVEL BIDDING	
						RKC 4130, 5NT 2key cards and void ; 6x 1 or 3 key card and void	
						5NT asking king > king on that suit or other 2	
						Dopi ropi below 5 of our suit	
						Depo/ repo above 5 of our suit	