

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural, constructive
New suit F1, cuebid almost always fit 10+HP, fitjumps
1NT 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 (nv vs v 0+HP 5+card, other 6-10 5+card)
Unusual NT: two lowest 5+/5+ , any strength allowed
Ghestem (5+/5+)
Reopen: 11-14 6+card
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
On a major : Cue bid: Ghestem 5+OM/5+c
Jump cue bid: asking for a stop
VS. NT (vs. Strong/Weak; Reopening;PH)
VS strong NT: X: 12+ length 1suit, 2c: 4+C/4+other, 2d: 4+d/4+M, 2M:4+/4+M
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♣
X:♥, 1♦:♣, 1♥/♠:5♥/♣4+minor, 1NT: minors
2♣: majors, 2♦/♥/♠: short or long
OVER OPPONENTS' TAKEOUT DOUBLE
System on, XX = 10+HP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Attitude	Attitude	
NT	Attitude	Attitude	
Subseq			
Other:			
A for attitude, K for count and unblock			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask attitude	Ask attitude	
King	Ask count	Ask count and unblock	
Queen	QJx, Qx	Ask attitude	
Jack	J10x, Jx	J10x, Jx	
10	XJ10, 10x	XJ10, 10x	
9	X109, 9x	X109, 9x	
Hi-X	X	X	
Lo-X	X	X	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Odd = enc
Suit 2	Low = even	Low = even	Even = S/P
3			
1	Low = enc	Low = even	Odd = enc
NT 2	Low = even	Low = even	Even = S/P
3			
Signals (including Trumps):			
2 nd trick: smith: Low is encouraging for opening lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+HP, responses natural			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support X/XX			
X after overcall on 1 level is transfer			

W B F CONVENTION CARD
CATEGORY: Green
NCBO: Belgium
PLAYERS: Marcel Van Overmeire 18571
Jens Van Overmeire 28570
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Major 5
♦ 4+
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
3ZT gambling in each color
SPECIAL FORCING PASS SEQUENCES
After XX
After an overcall
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 ♦	2 way checkback after any 1-1-1 sequence	Xfer after overcall below 3NT
					1NT: 8-10(11); 2♣: 10+ with ♣; 2♦/♥/♠: transfer ♥/♠/♦ weak(2-6) or strong(GF)		
1♦		3		11-21	Natural; Inverted minors	2 way checkback after any 1-1-1 sequence	Xfer after overcall below 3NT
1♥		5		11-21	1♣ F1, 1NT: F1♣4+, 3♠/♦/♠: splinter 4♣/♦/♠:void	1M-2M : 2M+1=short, other long	2♣ : rev drury
					2NT: GF with fit	3♣: any single, 3♦: any void	
1♠		5		11-21	same as on 1♥		
INT				(14)15-17 Balanced	2♣: stayman can be weak or w/o M		
					2♦: ♥or♣ 2♥/♠/: Xfer , 3♠/♦/♥/♠: short		
2♣	x	0		3-10 HP 5+♦ or any strong	2♦: NF relay; new suit forcing		
					2NT : F relay	3♦min/ 3X stop in X + max	
2♦	x	0		Multi: Weak ♥ or ♠	2♥: NF relay, 2♠: P/C, 3♥/♠: p/c, 3m F1		
				or 22-23 NT or strong 1 suiter	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	3♣: min, 3♦: max 44, 3M: max 4M5OM	
					3minor F1	3NT: max 55, 4m: max void	
2♠		5		3-10 HP 5♠ 4+ ♠/♦	2NT: GF relay	3♠/♦: 4+♠/♦, 3♥/♠: 6+♠/♦, 3NT: 544	
					3♠/♦/♥:To play		
2NT				20/21	3♣: Mod. Puppet, 3♠: minors		
					3♦/♥: Xfer	Accept: no 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♣		7+		To Play			
4♦		7+		To Play			
4♥		7+		To Play			
4♠		7+		To Play			
4ZT	X			Minors		HIGH LEVEL BIDDING	
5X		7+		To play		(O)RKC 4130	
						Below 5 in our suit : DOPI/ROPI, above DEPO	
						♥/♠ trump : 3NT non serious	