

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		
Suit	Lead	In Partner's Suit
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
1	Low = enc	Low = even
Suit 2	Low = even	Odd = enc
3		
1	Low = enc	Low = even
NT 2	Low = even	Odd = enc
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+♦		
3ZT gambling in each color		
SPECIAL FORCING PASS SEQUENCES		
After XX		
After an overcall		
IMPORTANT NOTES		
PSYCHICS:Rare		

OPENING	TICK IF AR TIFI CIA L	MIN. NO. OF CAR DS	NEG. DBL THR U				
				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
						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
1♥		5		11-21		1♠ F1, 1NT: F1♣4+, 3♣/♦/♠: splinter 4♣/♦/♠:void	1M-2M : 2M+1=short, other long
						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 4M50M
						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	