

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
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♣
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	3/5	3/5	
NT	Attitude	3/5	
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	XJ10x, J10x, Jx	XJ10x, J10x, Jx	
10	X109, 109x, 10X	X109, 109x, 10X	
9	98x, 9x	98x, 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	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: Robert Khomiakov 27507
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
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 ♦	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♥ 5-8 4+♥ and 5+♠ 2♣:9-11 4+♥ and 5+♠	2 way checkback after any 1-1-1 sequence	Xfer after overcall below 3NT
1♥		5		11-21	1NT: F1, 3♣: 7-9 4+M; 3♦10-11 4+M	Gazilli, 1M-2M : 2M+1=general, other short	2♣ : rev drury
					2NT: GF with fit	3♣: any single, 3♦: any void	Xfer after dbl up to 2♦
1♠		5		11-21	Same as 1♥	Gazilli, 1M-2M : 2M+1=general, other short	Xfer after dbl up to 2♥
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	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♣: P/C, 3♦: Xfer ♥, 3♥: INV for 4♠		
2NT				20/21	3♣: Mod Puppet, 3♠: minors 3♦/♥: Xfer	Accept: fit	
3♣		Nv5, v6		Preemptive (nv vs v 0-5 HP)	New suit F1, 4♠ orkc		
3♦		Nv5, v6		Preemptive (nv vs v 0-5 HP)	New suit F1, 4♦ orkc		
3♥		Nv5, v6		Preemptive (nv vs v 0-5 HP)	New suit F1, 4♣ slamtry ♥		
3♠		Nv5, v6		Preemptive (nv vs v 0-5 HP)	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			
5♣		7+		To Play		HIGH LEVEL BIDDING	
5♦		7+		To Play		(O)RKC 4130	
5♥		7+		To Play		Below 5 in our suit : DOPI/ROPI, above DEPO	
5♠		7+		To Play		♥ trump : 3♠ non serious, ♠ trump : 3NT non serious	

