

DEFENSIVE AND COMPETITIVE BIDDING		
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>		
Natural, constructive		
New suit F1, cuebid almost always fit 10+HP, fitjumps		
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>		
2 <sup>nd</sup> 15-17		
4 <sup>th</sup> 11-14		
Responses as 1NT opening		
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>		
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		
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>		
On a major : Cue bid: Michaels 5+OM/5+minor		
Jump cue bid: asking for a stop		
<b>VS. NT (vs. Strong/Weak; Reopening; PH)</b>		
VS strong NT: X: 14+, 2c: both M, 2d: 1M, 2M:5M4m		
4 <sup>th</sup> seat only 2c both majors, rest natural		
VS weak NT: X:14+, 2c: both M, 2d: 1M, 2M: good overcall		
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>		
Leaping Michaels		
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♦</b>		
X:♦, 1♦:♣, 1♥/♣5♥/♣4+minor, 1NT: minors		
2♦: majors, 2♦/♥/♦: short or long		
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>		
System on, XX = 10+HP		

LEADS AND SIGNALS				
<b>OPENING LEADS STYLE</b>				
Suit	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		
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 <sup>nd</sup> trick: smith: Low is encouraging for opening lead				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
10+HP, responses natural				
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>				
Support X/XX				
X after overcall on 1 level is transfer				

W B F CONVENTION CARD		
<b>CATEGORY: Green</b>		
<b>NCBO: Belgium</b>		
<b>PLAYERS: Robert Khomiakov 27507</b>		
<b>Jens Van Overmeire 28570</b>		
SYSTEM SUMMARY		
<b>GENERAL APPROACH AND STYLE</b>		
Major 5		
♦ 4+		
NT (14)15-17		
2/1 game forcing		
3 <sup>rd</sup> 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 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 ♦ 1NT: 8-10(11); 2♣: 10+ with ♣; 2♦/♥/♦: transfer ♥/♦/♦ weak(2-6) or strong(GF)	2 way checkback after any 1-1-1 sequence	Xfer after overcall below 3NT
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 2NT: GF with fit	Gazilli, 1M-2M : 2M+1=general, other short 3♣: any single, 3♦: any void	2♣: rev drury Xfer after dbl up to 2♦
							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	2♦: NF relay; new suit forcing	2♥: 4+♥ 2 suiter or strong NT	
				that is not a solid 1 suiter	2NT: F relay	Min/Min-Max/Max	
2♦	x	0		Multi: Weak ♥ or ♣	2♥: NF relay, 2♣: limit for ♥, 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♣: 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	

