

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	Natural (7-16) Responses: natural, forcing Reopening : natural, limited to 12 HCP ; INT 9-13, 2NT 17-19
INT OVERCALL (2nd/4th Live; Responses; Reopening)	2 nd : 15-17 4 th : 10-14 Responses like INT 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. PREEMPTS (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. INT: 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; kanlar			
K asks CT ; A asks ATT			
LEADS	Vs. Suit	Vs. NT	
Lead	AKx(xx)	AKx (ask att)	
Ace	AKx(xx)	AKxx; KQxx (ask count, deblock)	
King	AK x(XXX), KQx(xx)		
Queen	QJx(xx)	QJx(xx), KQx(xx)	
Jack	JTx(xx)	JTx(xx)	
10	T9x(xx), HTT(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): udea 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			
INT (weak) Pass 2 ♣ X = points INT (strong) Pass 2 ♣ X = asking lead			

W B F CONVENTION CARD	
CATEGORY:	NCBO: 31562 - 18853 Belgium
PLAYERS:	Burcu Uslup - Sylvie Cauwels
EVENT all	EVENT all
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Major 5, ♦ 4	
2 over 1 responses : 2 ♣ ART GF except rebid of 3 ♣	
INT forcing on 1M (1 st and 2 nd)	
INT (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♥ ; 5♠/4♥ ; 5♠/5♥	
2 ♠ = 10-13 or GF both minors	
T-walsh	
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♠=♦ or NT hand 2♣: at least Inv raise; 2♦: 6 card ♥ (0-5 HCP), 2♥: 6 card ♠ (0-5 HCP); 2♠: GF with ♦, 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 INT = 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	Stayman, 4 transfers	After overcall: RUBENSOHL	rubensohl
				5M or 6m possible	3♣ = minors weak, 3♦ = minors GF 55+, 3M = 3145 short M, 3 other M		
2♣	X	0		Weak 5+ ♦(3-10HCP)	2♦ = non forcing relay; 2♥/♠ = Nat. F1: 3♥/♠ = NAT Inv.	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),	
				Semi GF, GF bicolor	2NT = forcing relay 15+HCP; 3♦ = P/C		
				22-23/26+ bal			
2♦	X	0		6M 3-11	2♥/♠(3♥/♠) = pass/correct 3♦/3♣: Nat F1		
				GF 1 suit, 24-25 bal	2NT = forcing relay		
2♥	X	4		3-11 4+♥ + 4+ ♠	2NT = forcing relay 3♥/♠: To play	3♣ min ♥(3-7HCP), 3♦ min ♠(3-7HCP), 3♥ max ♠(7-10HCP), 3♠ max ♥(7-10HCP), 3♣ any min, 3♦ max 44, 3♥ max 5♥4♠, 3♠ max 5♠4♥, 3NT max 55	
2♠	X	0		5+♣ 5+♦ 10-13 or GF	2NT = forcing relay 3♥/♠: To play, 3♥/♠: GF, 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	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	