

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
General style: wide range; the weaker the hand, the better the suit Responses: all new suits forcing except 2 over 1
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
In direct overcall: 1NT: 15-18H. Responses: like on a regular 1NT In direct overcall: 2NT: bicolor (55+): weak or strong In balancing position : 1NT: 10-13H In balancing position : 2NT means 17-19H REG 4NT: bicolor ♣+D
JUMP OVERCALLS (Style; Responses; Unusual NT)
Jump overcall: weak and long (preempt) Preempt from 3♣ based on Losing Trick Count and vulnerability
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct Cue-Bid: bicolor (55+): the most expensive and another one
VS. NT (vs. Strong/Weak; Reopening;PH)
Against 1NT strong: With 10+H & 2M = 5+M and 4+m 2♦ = 6+ unidentified M 2♣ = call for ♥ & ♠ - Landy X = 5m + 4M Further constructive bid with 2NT
Against 1NT weak With 10H+ 2♣ = call for ♥ & ♠ - Landy 2♦ to 3♣ = Transfert (weak or strong) 2SA : Both m 3♦ : Both M and 14h+ X : 13H+ regular
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
A colour means “12-15H and a nice colour” X (double) means “12-15H and no nice colour” or “16+H” Responses: a bid without jump(9-H), 2NT(10-11H), other(12+H) 4m on a 2M weak: bicolor m and M’.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	High-Low	High-Low	
NT	Small promising	High	
Subseq	Small promising	High	
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AK, Ax	AKJ, AQ10, AKQ	
King	AKx, KQJ, KQx, Kx	KQJ, KQ109, AKQ	
Queen	QJ, Qx	AQJx, QJ10xx, QJ9x	
Jack	J10x, Jx, ...	QJx(x), J108, J109, ...	
10	109xx, 10x	1098x, 1097x	
9	9x, 9xxx	987x, 98xx	
Hi-X	Even	No Honour	
Lo-X	Odd	Honour	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Big encouraging Short dummy Prefe.	Count if useful for defense	Lavinthal
Suit 2			Count
NT 1	Big encouraging	Count if useful	Lavinthal
NT 2	Smith call with a high card for negative		Count
Signals (including Trumps):			
At trump : Hi/Lo for preference			
Smith Appeals by the small at NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
X : 12+H and good distribution or 17+H and any distribution			
Responses: cue bid is forcing 1 round			
Reopen in balancing position: X with 9+H and a good distribution or 15+H any distribution.			

W B F CONVENTION CARD
CATEGORY: Green NCBO: Belgium – LBF PLAYERS: <u>Semal</u> Pierre (71394) & <u>Berro</u> Ammar (71213) 02-SEP-2024
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five-card Major, Diamond by 4 1NT : 15-17H, no five-card Major 2NT : 20-21H, five-card Major possible 2♣ : Bivalent, GM all hands or Bicolore 5/4+ Major weak 2♦ : Multi, 6 cards Major weak or Semi-Forcing all hands 2♥/♠ : Muilderberg, 5M/4m+ weak 3NT Gambling
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
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PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		12H+ without M5 or strong enough	Inverted minors: 2m/3m/2SA: fit,HD= 11+/8-10/6-7 1NT: 8-10H, nofit, no 4+ cards in Maj 1Maj: 4+ cards (4+♦ possible) 1♦: 5-7H or 8-10H with 5+♦ or stronger (Walsh) 1x – 1 M – 3 NT means 18-19H & a 4card fit in M 2Y (jump) : weak	- Walsh : 1NT with 12-14 Reg. M4 possible. - Checkback Stayman : 1m–1M–2NT–3♣ - Double Two generalised : 1m – 1X – 1Y - 2♣ (limit)/2♦ (game forcing)/2NT (Transfer for ♣)	-If opp overcalls with 1D: 1♥ means 5+♥ -If opp overcalls with 1H: 1♠ means 5+♠
1♦		4					
1♥		5		12H+(except perhaps in 3 rd or 4 th position)	Fit : 2M = 6-10HL Fit: 3♣, 3♦, 3M: means 4 cards & 10 – 8 – 6HLD Fit: 2NT means 11+HLD If opening in 3 rd position → response = Drury 2♣ 2Y/3Y (jump) : weak	On 2NT fitted: 1001 nights (Description of void/singleton and points) On Drury 2♣ : 2♦ (asking for description), 2SA(F1) for 3SA, 2Y/3Y 5-5 for slam, other biding (2M/4M) are forcing pass	On Drury 2♣ - 2♦ : 2M : 3 trumps and min 3M : 4 trumps 2SA : regular 2Y/3Y : Strong
1♠							
INT				15-17H without M5	2♣ - Mini Stayman 3 levels (with or without M)	2D : No Major, 2M : 4card in M	If opp. Overcall Rubenshol
					2♦/2♥/2♠/2NT : Transfer 3m : slam for minor / 4D : 55M / 4♠ : 55m / 4NT : quantitative	On transfer M : correction mandatory, on transfer M correction negative	
2♣	X			Bivalent : all hand GM or Bicolour M weak (5/4 +)	2♦ : transfer for H 2♥ choose M 2♠ for ♠	If GM announce the color/NT clearly On 2♣-2K-2♥-2♠ is asking for the distribution and H	
2♦	X			Multi : All hand Semi GM or Unicolor M weak (6+)	2♥ : For play if weak ♥ /2♠ : For play if weak ♠/Positive at ♥ /2NT : asking for the M and HP	If Semi GM announce the color/NT clearly If weak on 2NT : 3♣/♠ : weak/Strong with ♥ 3D/♥ weak/strong with ♠	
2♥	X	5		Muiderberg Weak and 5M and 4m	2NT : Strong and ask for description 3K : Name your minor (If op. 2H : 2♠ = 5♠ and 33 m If op. 2♠ 3D = Transfer H (weaker than 3♥ directly)		
2♠							
2NT				20-21HL may have M5	Puppet Stayman, Transfer for M 4m : Slam in m/3♠ : 5♠ and 4♥ / 4♠ : 55m	On transfer M : +1 : No fit +2 M* +3 Fit	
3♣			6	Pre-empt Based on Losing Trick Count and vulnerability			
3♦							
3♥							
3♠							
3NT	X			Gambling 7card in m and 0/1 defense trick	4♣/5♣ choose your minor 4X (other than C) control from slam	HIGH LEVEL BIDDING	
4♣			7	Pre-empt Based on Losing Trick Count and vulnerability		Blackwood (30-41-52)	Exclusion BW if double jump
4♦						Splinter	
4♥						5NT Josephine when fitted	
4♠						5NT quantitative when no fit	