

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	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
In direct overall: INT: 15-18H. Responses: like on a regular INT except if it is doubled. In direct overall: 2NT: bicolor (55+): weak or strong In balancing position : INT: 10-13H In balancing position : 2NT means 17-19H REG 4NT: bicolor ♣+D	
JUMP OVERCALLS (Style; Responses; Unusual INT)	
Jump overall: 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 INT strong: With 10+H & 2M = 5+M and 4+m (kind of Muiderberg) 2♦ = 6+ unidentified M 2♣ = call for ♥ & ♠ - Landy X = strong INT Further constructive bid with 2NT Against INT weak Same, with 7H+ and Double with 12H+	
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
NT	High
Subseq	High
Other:	
LEADS	
Lead	Vs. NT
Ace	AKJ, AQ10
King	AKx, KQJ, KQx, Kx
Queen	QJ, Qx
Jack	J10x, Jx, ...
10	109xx, 10x
9	9x, 9xxx
Hi-X	Even
Lo-X	Odd
SIGNALS IN ORDER OF PRIORITY	
Partner's Lead	Declarer's Lead
Suit 1	Count if useful for defense
Suit 2	Count
NT 1	Count if useful for defense
NT 2	Count
Signals (including Trumps): At trump : Hi/Lo for preference	
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: Semal Pierre (71394) & Berro Ammar (71213)	
30-AUG-2023	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
Five-card Major, Diamond by 4 1NT : 15-27H, 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♥/♠ : Muiderberg, 5M/4m+ weak 3NT Gambling	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
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 INT: 8-10H, no fit, no 4+ cards in Maj IMaj: 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 ♥					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 - 2/3 Y : short, 3M : 4 cards, 2M weak, 2SA strong) other bidding (2M/4M) are forcing pass	
1 ♠		5		12H+(except perhaps in 3 rd or 4 th position)			
INT				15-17H without M5	2♣ - Mini Stayman 3 levels (with or without M) 2♦/2♥/2♠/2NT : Transfer 3m : slam for minor / 4D : 55M / 4♠ : 55m / 4NT : quantitative	2D : No Major, 2M : 4card in M On transfer M : correction mandatory, on transfer M correction negative	If opp. Overcall Rubenshol
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			Multifit : 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)	On transfer M : +1 : No fit +2 M* +3 Fit	
2 ♠	X			20-21HL may have M5	Puppet Stayman, Transfer for M 4m : Slam in m/3♠ : 5♠ and 4♥/4♠ : 55m		
3 ♣				Pre-empt Based on Losing Trick Count and vulnerability			
3 ♦		6					
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 ♣						Blackwood (30-41-52)	Exclusion BW if double jump
4 ♦						Splinter	
4 ♥		7		Pre-empt Based on Losing Trick Count and vulnerability		5NT Josephine when fitted	
4 ♠						5NT quantitative when no fit	