

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
solid
1NT= bi-tri-color
Reopening: standard
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : bi-tri-color 8-13HDP
4 <sup>th</sup> : 8-10HP with or without guard
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
6c no opening
Reopen: intermediate, 6c,12-15 HP
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
1NT: bi (2 highest) or tricolor
2NT: 2 lowest
Cuebid: highest+lowest
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2 <sup>nd</sup> : transfer
4 <sup>th</sup> : natural
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Take out till 4♥
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣: x= openingvalue with clubs
2♣/2♦/2♥/2♠ = 5c +next 5c-2NT:♦+♠, 3♣=♣+♥
1NT: tricolor or bicolour majeur
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Pass=6-8HP-new suit= 0-5HP-1NT=misfit+weak
Redouble=9+ HP
Truscott

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4 <sup>th</sup> best	count	
NT	4 <sup>th</sup> best	count	
Subseq	4 <sup>th</sup> best	count	
Other: Kantar			
Ace demands yes/no- King: count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK AKxx	AK AKxx	
King	AKxx KQxx KQ	AKxx KQxx KQ	
Queen	QJ	QJ	
Jack	JT JTxx Jxx	JT JTxx Jxx	
10	T9x Txx AJTx KJTxx	T9x Txx AJTx KJTxx	
9	9xx KT9x AT9x QT9x	9xx KT9x AT9x QT9x	
Hi-X	even	even	
Lo-X	odd	odd	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	H-L	COUNT	H-L/Lavinthal
Suit 2			
3			
1	H-L	COUNT	H-L/Lavinthal
NT 2			
3			
Signals (including Trumps): Lavinthal/circular			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
17+ HDP			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Take out after 1♣-1♠/1♦-2♣/1♥-2♦/1♠-2♥			

W B F CONVENTION CARD
<b>CATEGORY:</b>
<b>NCBO:</b>
<b>PLAYERS: 13893 Marc Van Uffelen – 12072 Carine Jeunen</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Acol - Squire
1NT: 12-14
Every change of suite is forcing
2♦: multi
2♠: pre-empt in ♣ or ♦
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
With touching colours of 4 we open the highest
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		4		10-22HP	Nat/1NT=8-10HP/2NT=15-17 regular/splinter		
1♦		4		10-22HP	Nat/1NT=5-8HP/2NT=15-17 regular/splinter		
1♥		4		10-22HP	Nat/1NT=5-8HP/2NT=15-17 regular/splinter		
1♠		4		10-22HP	Nat/1NT=5-8HP/2NT=15-17 regular/splinter		
INT				12-14HP	weak stayman, jacyoby, 3♣=6c+nothing else	Minor suit asking	
2♣	*			8+ tricks/23+NT	2♦= negative; natural		
2♦	*			Weak in ♥/♠ or MFin ♣/♦ or 21-22 NT	2♥: relay/2♠ invite till 4♥/2NT:F-asking/3♣= F-natural/3♦=preempt in M/3♥-♠=NF/4♠=transfer ♦	Pass or correct/2NT= 21-22HP	
2♥		5		5 or 6c + 4♠-11-16HDP	2NT = relay	3♣=single ♦/3♦=s ♣/3♥=5422 min/ 3♠=5422max/4♠=void ♦/4♦= void ♣	
2♠		5		Muiderberg (+4 card(min)minor	3♣=weak /2NT= F relay		
2NT	*			Bicolour minors weak	3♣-♦= preference – rest=natural		
3♣				Pre-empt – 7(6)c			
3♦				Pre-empt – 7(6)c			
3♥				Pre-empt – 7(6)c			
3♠				Pre-empt – 7(6)c			
3NT	*			Gambling no guard	4♣: pass or correct- 4♦: F relay		
4♣	*			South African:preempt in ♥	4♦: ask single or void		
4♦	*			South African:preempt in ♠	4♥: ask single or void		
4♥				preempt			
4♠				preempt			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						Roman Keycard Blackwood	
5♥						DOPI-ROPI	
5♠						Splinters	
						Exclusion	