

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
NATURAL & STANDARD OVERCALL AND RESPONSES.
SAME IF 1 / 2 LEVEL REOPENING
Responses: new suit F1, even 2/1
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>ND</sup> : 15-18 SYSTEM ON (no changes)
4 <sup>TH</sup> : 10-14 SYSTEM ON (no changes)
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
WEAK (except 2-suiter cases – see below)
UNUSUAL NT: 2 LOWEST SUITS
Reopen: 12-14 IF NOT PASSED
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopening)</b>
(1m) – 2♦ = MAJORS 55 / (1♣)–2♣ = Majors 54 / (1♣)–3♣ = ♦+♠
(1M) – 2M = OM+♣ / (1M)–3♣ = OM+♦
OTHER JUMP CUE BIDS: ASKS FOR STOPPER
<b>VS. NT (vs. Strong/Weak; Reopening; Passed Hand)</b>
DOUBLE = VALUES (at least same range as opener)
MULTI LANDY OVERCALLS
2♣ = LANDY, 2♦ = MULTI (ONE 6 CARDS M)
2M = 5 CARDS M + 4 CARDS+ m
<b>VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DOUBLE = TAKE-OUT
CUE-BIDS & 4m = 2 SUITER
(3m)-4om = om + 1 Maj
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
OVERCALLS: NATURAL
JUMP OVERCALLS: PREEMPT
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1/1 = F1, 2/1 = NF, REDOUBLE = STRONG,
aft 1M-(X):2M-1 & 2M = supports in M (2M-1 stronger)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	1-3-5 <sup>TH</sup>	1/3/5 <sup>TH</sup>	
NT	SAME	SAME	
Subsequent	SAME - ATTITUDE	SAME - ATTITUDE	
Other: ACE ASKS SIGNAL. K ASKS COUNT (or unblock vs NT)			
Switch :0-2 (none or 2 above) with sequences (cont or discont) down to the 9			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(x..)	AK(x..)	
King	KQ(x..)	KQJ(x..), KQ10(x..)	
Queen	QJ(x..)	QJ10(x..), QJ9(x..)	
Jack	J10(x..)	SAME AS VS. SUIT	
10	109(x..), 10x	SAME AS VS. SUIT	
9	98(x..), 9x	SAME AS VS. SUIT	
Hi-X	EVEN	EVEN	
Lo-X	ODD	ODD	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	HIGH=D/LOW=E	COUNT	HIGH=D/LOW=E
Suit 2	COUNT	SUIT PREF.	COUNT
3	SUIT PREF.		SUIT PREF.
1	SAME	SAME	SAME
NT 2	SAME	SAME	SAME
3	SAME	SAME	SAME
Signals (including Trumps):			
STANDARD COUNT			
Smith (low encouraging both sides)			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
STANDARD			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Double of a Splinter bid: asks for lead in the lowest (logical) suit			

W B F CONVENTION CARD
<b>CATEGORY: ALL. SYSTEM STYLE: GREEN</b>
<b>NCBO: BELGIUM</b>
<b>PLAYERS: CLAUDE RENARD – DAMIEN CALAS</b>
<b>BBC 4 - HONOR DIVISION – 2023/2024</b>
<b>SYSTEM SUMMARY</b>
GENERAL APPROACH AND STYLE
2 CARDS ♣, 4 CARDS ♦, 5 CARDS MAJOR
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣: ALL SEMI FORCING
2♦: ALL GAME FORCE
2M: 6 CARDS WEAK (5-10)
<b>SPECIAL FORCING PASS SEQUENCES</b>
Common sense (as far as possible....)
<b>IMPORTANT NOTES</b>
<b>PSYCHICS: RARE</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	4♥	11-23	1/1 NATURAL / 1NT: nat NF / WALSH / 3♣ lim JUMP = 6c – 8-11H except 1♣ - 2♦ = 54xx 6-9H	NATURAL, 3 <sup>rd</sup> -4 <sup>th</sup> suit F1 1X-1Y-1Z - 2♣/♦ = Relays F1/GF	XX or 1X = TRF aft (X/1♦/1♥) 2NT aft X = positive support Rubensohl aft 2M
1♦		4	4♥	11-23	1NT: nat NF / 3♦ lim / 1♦ - 2♣ = GF nat JUMP = 6c – 8-11H		
1♥/♠		5	4♦	11-23	2/1: GF / 1NT F1 / 4♣/♦ = Nat+support  Bergen raises (3♦ > 3♣ > 3M) / 2NT: GF support 4c 1♥-3♠ = unknown spl / 1♠-3SA = unknown spl 1♥-2♠ = 6c 8-11H / 1♠-3♥ = 6c 8-11H	NATURAL, 4 <sup>th</sup> suit F1, poss relay aft 2NT  1♥-1♠-1NT - 2♣/♦ = Relays F1/GF 1M – 1NT - 2♣ = 2+ cards	DRURY 2♣, 2♦, 2NT  Trf aft X till 2M-1 Bergen supports aft X 2NT aft overcall = positive support
1NT			4♥	15-17	2♣: STAYMAN (can be weak) 2♦/2♥ TRF // 2NT TRF ♣ 2♠ either lim NT or 6c minor w 2 top cards 3♣: either TRF ♦ or specific Stayman 3♦: 6c with shortage in 1 Major 3♥/♠: Strong, 4♣ = ♣/♦, 4♦ = ♥/♠	1NT-2♣-2♦-2♠ = 5xxx invit 1NT-2♣-2♦-3M = SMOLEN Several relays asking for description	Rubensohl If X of Stayman: P = no stopper
2♣	X	0	4♠	ALL SEMI FORCING BALANCED 22-23	2♦: RELAY, OTHERS: NATURAL	NATURAL	
2♦	X	0	4♠	ALL GAME FORCING BALANCED 24+	2♥: RELAY, OTHERS: NATURAL	NATURAL	
2♥		6		WEAK 5-10	2NT: F1 RELAY, OTHERS: NATURAL F1 3♥/4♥: TO PLAY	2♥-2NT:-3X = Values in X Max / 4X = Spl OTHERS: NATURAL	
2♠		6		WEAK 5-10	2NT: F1 RELAY, OTHERS: NATURAL F1, 3♠/4♠: TO PLAY	SAME AS AFTER 2♥	
2NT			4♥	20-21	3♣: ROMEX, 3♦/3♥: TRF (rect = 2 cards) 3♠: Minors Interest / 4♣/♦ = Nat / 3SA = 45xx NF / 4♥ = 45xx F1 / 4♠ = 55xx F1	2NT-3♣-3NT = Both M 2NT-3♣-3♦-3♠ = 54xx or 55xx	
3♣		7(6)		5-10	NEW SUIT: F1	NATURAL	
3♦		7(6)		5-10	NEW SUIT: F1	NATURAL	
3♥		7(6)		5-10	NEW SUIT: F1	NATURAL	
3♠		7(6)		5-10	NEW SUIT: F1	NATURAL	
3NT				ONE PLAIN SUIT MINOR	4♣: P/C, 4♦: GF RELAY, 4M: NATURAL	NATURAL	
4♣		7+		PREEMPT	NATURAL	NATURAL	
4♦		7+		PREEMPT	NATURAL	NATURAL	
4♥		7+		PREEMPT	NATURAL	NATURAL	
4♠		7+		PREEMPT	NATURAL	NATURAL	
4NT				BOTH m 65-56-66. PREEMPT	NATURAL	NATURAL	
5♣		7+		PREEMPT	NATURAL OR CUE BID	<b>HIGH LEVEL BIDDING</b>	
5♦		7+		PREEMPT	NATURAL OR CUE BID	4NT: 5 KEY CARDS BW. RESPONSES; 14 – 03 – 2 – 2+Q (+Pass=Even if overcall)	
						5NT: ask for kings / grand Slam Invit	