

**DEFENSIVE AND COMPETITIVE BIDDING**

**OVERCALLS** Natural

1/1, 2/1 forcing

Resp: 2♣: ART raise or Hx or strong; cue = clubs

**INT OVERCALL**

15-18, Syson

**JUMP OVERCALLS**

3-10HP, (could be stronger with passed partner)

Usually 6-card, but NV can be 5-card

Reopen: 12-16HP, 6 card

**DIRECT & JUMP CUE BIDS**

JUMP CUE asks stop

CUE = two-suiter

(1♣): 2♣♦ natural

**VS. NT**

X=strong vs weak NT. (weak=17HCP not included)

X=Minor-major two suiter vs strong NT

2♣ Both majors

2♦ Long ♠ or ♠

2M: 5+ card + 4+ card minor

2NT: Both minors

**VS. PREEMPTS**

T/O double

4m: 5+ m and 5+ M

**VS. ARTIFICIAL STRONG OPENINGS**

Very aggressive NV vs 1♣

1NT: minors or majors, 1♠: rubish: 4 card (+minor)

2♣♦: natural or short (3-suiter)

(1♣)-X: Strong, (1♣)-1♦: spades

**OVER OPPONENTS' TAKEOUT DOUBLE**

Transfer

**LEADS AND SIGNALS**

**OPENING LEADS STYLE**

Lead	Lead	In Partner's Suit
Suit	3/5th	Low=odd
Notrump	ATTT	Low=odd
Subsequent	3/5th	

Kantar

AQ: ATTT (low=ENOC), K: UB/count (low=EVEN)

**LEADS**

Lead	Vs. Suit	Vs. NT
Ace	AK(+)	AK(+)
King	KQ(+)	KQTx(+), AKJx(+)
Queen	QJ(+)	QJ(+), KQ(+)
Jack	JT(+), Jx	JT(+), Jx
10	KJT+, T9+, Tx	[A/K]JT+, T9+, Tx
9	9x, H98x	9x(+), H98(+)
Lo-X	[H/x]x(xx)S(x)	Hx+S
H-X	Sx	S+, xS+

**SIGNALS IN ORDER OF PRIORITY**

Partner's Lead	Declarer's Lead	Discarding
1 Low=ENOC	Low=EVEN	Low=ENOC
2 Suit Low=EVEN		Low=EVEN
3		
1 Low=ENOC	Low=EVEN	Low=ENOC
2 NT Low=EVEN		Low=EVEN
3		

Signals:

2nd trick: Reverse Smith: low = I like opening lead

**DOUBLES**

**TAKEOUT DOUBLES**

Offshape OK if 16+

**MISCELLANEOUS DOUBLES/REDOUBLES**

Support doubles

**WBF CONVENTION CARD**

CATEGORY: Red

NCBO: Belgium

EVENT: All

**PLAYERS:**

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**SYSTEM SUMMARY**

**GENERAL APPROACH AND STYLE**

5-card M, 5-card ♠ or (441)

2/1 FG

1♣: NAT or BAL, TRF responses

1NT: (14)15-17

Most 11HCP hands are opened

**SPECIAL BIDS THAT MAY REQUIRE DEFENSE**

Most 11HP BAL are opened with 1♣, TRF responses

2♣: 8-9 tricks or FG two-suiter or BAL 22-23 or weak 5+ ♠

2♦: 5-10HP, (5)6♠ or (5)6♥, or FG any

2♥: 5-10HP, 5+ ♠ 3+ ♠

3-level preempts frequently on 6-card, NV vs V 5-card 0-7HP

1♠-1♥: 0-4 spades

**SPECIAL FORCING PASS SEQUENCES**

**IMPORTANT NOTES**

HP can be adjusted according:

honors in sort suits, distributions, ...

Various transfers in competitive situations

**PSYCHICS: Almost never**