DEFENSIVE AND COMPETITIVE BIDDING		LEADS AN	ID SIGNALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING L	EADS STYLE			
Constructive, on 1 level possible with 4 cards		Lead	In Partner's Suit	CATEGORY: ALL EVENTS	
Weak jump overcalls	Suit	1/3/5	1/3/5	NCBO: WBF / EBF/ BBF / VBL	
BUNI overcalls	NT	1/3/5	1/3/5	Players: SAMSON MICHEL / VANDERVOORT DENIS (24694/18890)	
Suit change after overcall is forcing	Subseq	Parity of residue			
Overcall raises are pre-empt and according TNT	Other:				
Overcalls over 1C are bid in transfer					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY	
BUNI : lowest suits	Lead	Vs. Suit	Vs. NT		
BUNI : lowest suits	Ace	HESO	HESO	GENERAL APPROACH AND STYLE	
	King	HESO	HESO	MAJORS 5, DIAMONDS 4	
	Queen	HESO	HESO	STRONG 1NT (15-17)	
	Jack	HESO	HESO	2C : multi precision /2D = multi	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	HESO	HESO	2H: $5+/4$ majors $/2S = 5+/4$ majors ($5/3$ possible in 3th hand)	
Jump overcalls are weak in majors, intermediate in minors	9	HESO	HESO	2NT = 20-21; niemeiyer	
BUNI-overcalls	Hi-X	doubleton	doubleton	3C/D/H/S = transfer preempt, including GF hands	
	Lo-X	normal	normal	3NT = gambling without stopper	
Reopen: same	1 — —	ORDER OF PRIORI			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			rer's Lead Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
Direct cue: BUNI overcall: minor cue: highest		1 Obvious switch / Att Suit preference Suit preference		T-walsh over 1C	
Major cue : upper-lower	Suit 2 "		• • • • • • • • • • • • • • • • • • • •	Multi-defence against 1NT strong	
	3 "		• • • • • • • • • • • • • • • • • • • •	BOMA 2H : 5+ H /4 S	
	1 "			Multi precision 2C = weak with clubs/clubs+major or SF	
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2 "			BUNI overcalls : minor overcalls are bi-color ; minor jump over calls are intermediate	
MULTI DEFENCE against strong NT, HELLO against weak 1NT	3 "	"	• •	Minor cue, major cue, 1NT overcall are bi-colored	
Same in 4 th hand, same with passed hand	Signals (inclu	ding Trumps): suit prefe	erence	Transfer pre-empts, including GF hands	
	Count : high /	low = even			
	Attitude : low	= positive			
	DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)		OOUBLES (Style; Resp			
World convention, $D = TO$, $2NT = 16-18$; $3NT$ to play		nd shape +/- 4441 (at le			
		T replace the 1NT over	call		
	1M-DBL-PAS	SS- 1NT : conventional			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣				SPECIAL FORCING PASS SEQUENCES	
Trusscot defence against 1C strong		RTIFICIAL & COMP	ETITIVE DBLS/RDLS	Possible in waiting position	
	TO				
	MULTI DEFI	ENCE			
OVER OPPONENTS' TAKEOUT DOUBLE	Lightner			IMPORTANT NOTES	
Treated as no interference : including in T-walsh	DOPI/ROPI/I	OOPE			
	Absolute doul	oles			
				PSYCHICS: rare	

ڻ ن	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
1.		2	4D	Opening according rule of 18	T- WALSH	Standard, transfers after 2NT jump rebid		
				No 4 card D, no 5 card M	Inverted minor, 2D = weak in major			
1 ♦		4	4D	No 5 card of M	Standard, inverted minor, 2D = weak in major	Standard, transfers after 2NT jump rebid		
					Fierljeppen over 1m opening			
1♥		5	4D	Min 5 card	2NT = support 10+; 2C relay	Standard, idem		
					2M contructive, 3M weak, 4M disributional			
1 🛦		5	4D	Min 5 card	2NT = support 10 + : 2C relay	Standard,idem		
INT			4D	15-17	puppet, transfers, MSA	Rubenshol		
				6card m, 5 card M possible				
2.	X	5	Nvt	Long weak C or clubs + M	2NT: strong relay, 2D weak/strong relay	Normal (X if strong)		
		0		SF hands, NT 22-23 / 26-27		X after overcall is penalty		
2♦	X	6	Nvt	Long weak M (6 card)	2H: weak relay, 2S invite for H, 2NT strong relay	Normal (X if strong)		
		0		MF hands, NT 24-25 / 28-29		X after overcall is penalty		
2♥	X	5		5+ card and 4 card S 6-10 (flex. In 3th hand)	2NT : relay , swiss			
				Can be 5/3 in 3th hand				
2 🌲	X	5		5 +/ 4 spade/Heart	2NT strong relay			
		X		5/3 in 3th hand possible	3/4 H/S : barrage			
2NT				20-21 regular, 5M and 6m possible	Puppet stayman, transfers, MSA			
3♣	X	6	4D	Transfer Preempt /GF hands	Normal			
3♦	X	7	4D	Transfer Preempt / GF hands	Normal			
3♥	X	7	4D	Transfer Preempt / GF hands	Normal			
3♠	X	7	4D	Preempt clubs	Normal			
3NT	X	7/8	4C	Preempt : long solid minor without stopper	Pas, 4C: pass or correct, 4D G forcing for minor			
4 .	X	5+/5+	4C	Pre-empt majors				
4♦		7/8	4D	Pre-empt D				
4♥		7/8	4H	Pre-empt H				
4 ♠		7/8	4S	Pre-empt S				
4NT	X	5+/5+		Minors pre-empt				
5 .				To play		HIGH LEVEL BIDDING		
5♦				To play		RKC: 41 30 2 2+ even+void odd+void; odd +void		
5♥				To play		Control = mixed		
5♠				To play		Cue : forcing DOPI ROPI DOPE 5NT : pick your slam SSA;SKA; exclusive blackwood (from 4S on) 6 card RKC on bicolored hands		