

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
- constructive
- weak jump bids
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd hand: 15-18
4 th hand: 10-14
2NT in 4 th hand: 17-19
JUMP OVERCALLS (Style; Responses; Unusual NT)
jump overcall = weak
unusual NT = 2 lowest suits at least 5-5
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
After opening partner:
direct cue: limit raise of partner's suit or better
jump cue: asks for stop for 3NT
Michaels cuebids
VS. NT (vs. Strong/Weak; Reopening; PH)
HELLO
2♣ = ♦ or muiderberg ; 2♦ = ♥ ; 2♥ = ♥ + ♠ ; 2♠ = ♠
2NT = ♣ ; 3♣ = minors; 3♦ = majors
VS. PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
if natural, DBL = TO [+Lebensohl], 2NT = 16-19 World Convention
if in transfer, DBL = TO in bid suit, 1-over-1 strong take-out
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣
OVER OPPONENTS' TAKEOUT DOUBLE
RDBL = 9+HCP, no fit ; transfer bids in intermediate suits major suit support bids (2NT and higher) unchanged inverted minors unchanged

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3/5, HESO	3/5	
NT	3/5 (flexible), HESO	3/5	
Subseq:	attitude	id.	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	from AKxx, Ax	id.	
King	from AKx(xx), KQxx, Kx,		
Queen	KQx KQxxx Qx QJxx		
Jack	QJx Jx JTxx		
10	JTx JTxxx Tx		
9	T9x.. 9x		
others	1 st /3 rd /5 th	1 st /3 rd /5 th flex	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	high = DISCG	suit preference	suit preference
Suit 2	Distr (vs. K - slem)	distribution	distribution
3			
1	high = DISCG	suit preference	suit preference
NT 2	Distr (vs. K - slem)	distribution	distribution
3			
Signals (including Trumps):			
Reverse Smith			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
TO DBL: 10+, sound distribution; RESPONSES: jump =9-11; cue = opening values			
DBL is penalty over artificial bids, NT openings and after pre-emptive openings by partner, including all weak/strong multi's, except for the sequence 2H - (2S) - DBL			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Support Double, Game Try Double			
Absolute Doubles at game level			

W B F CONVENTION CARD
CATEGORY: III
NCBO: BBF
PLAYERS: Begijntje I
Dirk Van Compennolle (15315), Piet Vandereet (13995)
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card majors, 4 card diamond
Responses over 1 level opening:
1NT = 5-9HCP
1-over-1: 5+ HCP
2-over-1: is 9+ HCP
1NT = 15-17 HCP, without 5C major
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Openings:
- 2♣ multi: Game Forcing all distributions
- 2♦ multi: weak in either major or SF
- 2Major: Muiderberg
- 3NT: gambling
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
transfer bids by responder after several overcalls
PSYCHICS: rare

Bidding Conventions

- 4th suit GF
- new minor GF
- principle of fast arrival: if the bidding is GF then a jump to game is the lowest available bid
- 1NT, 2NT and 3NT bids are natural unless explicitly agreed
- '2♣ over 1NT response' and '3♣ over 2NT response' are asking relays
- change of suit RF
- NT bid after fit (e.g. 1S-2S-2NT), relay RF
- 1X-2Y-2NT is GF
- 1X-2Y-3Y is constructive but non-forcing
- splinters

Competitive Biddings

Responder bids (intermediate suits) in transfer after following sequences:

- 1M - [DBL] - ??
- 1H - [1S] - ??
- 1S - [2H] - ??
- 1X - [2M jump overcall] - ??
- 1X - [1NT] - ??

After a 2-suiter overcall:

- lowest cuebid = support, limit
- highest cuebid = GF, 5card in 4th suit
- 3 in our suit = competitive
- 2NT = 4 card support, GF

Defense against 2D multi

- DBL in immediate next position = take-out against weak 2 in S