DEFENSIVE AND COMPETITIVE BIDDING		LEA	DS AND SIG	NALS	W B F CONVENTION CARD
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	<b>OPENING</b>	LEADS STYLE			
Style: 6-16 Hp – (4) 5 krt;	1	Lead		In Partner's Suit	CATEGORY: Nat III
Responses: raising NF; cue-bid 10+	Suit	3 <sup>rd</sup> -5th		3 <sup>rd</sup> -5th	NCBO: Belgium
,	NT	small promis	ing	3 <sup>rd</sup> -5 <sup>th</sup>	PLAYERS: Frank Cole 10702
	_	1	C		Raf Bahbout 25830
	Subseq	small promis	ing		]
	Other:				
1NT OVERCALL (2 <sup>nd</sup> /4 <sup>th</sup> Live; Responses; Reopening)	LEADS				SYSTEM SUMMARY
$2^{\text{nd}}$ : 15 – 18; responses: same as 1NT	Lead	Vs. Suit		Vs. NT	
$4^{th}: 9-14$ ; responses: same as 1NT	Ace	calls for attitu		calls for attitude	GENERAL APPROACH AND STYLE
	King	calls for distr	ribution	calls for distribution	
	Queen	QJx(xx)		QJx(x)	
	Jack	J10(xx)		J10(xx)	2 over 1 : GF
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Top of nothin		Idem	
Not-vul: 0 – 12; vul : 8+	9	Top of nothin		idem	_
Unusual 2NT: 2 lowest not mentioned colors	Hi-X	Top of nothin	ng or even nr	idem	
	4	cards			
	Lo-X	3 <sup>rd</sup> -5th		Small promising	_
Reopen:		N ORDER OF PE			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)			Declarer's Le	- U	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
(1♣/1 ♦) - 2 ♣/ 2 ♦ : Michael's cue: both maj	1 Sr	nall encouraging	Reverse distri	bution Italian,Lavinthal	2♣ = weak♦, semi-GF color, GF bicolor, or NT 22-23 or 26-27, or GF color (bad color)
$(1 \ \ \ \ \ ) - 2 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$	Suit 2 L/	H even nr crds			2♦ = GF color or NT 24-25 or 28+ or (5) 6crd maj 6-10HP
Response: 2 NT asks min	3				2 ♥ = both Maj 6-10
Jump cue asks stop	1 Sr	nall encouraging	Reverse distri	bution Italian,Lavinthal	2♠ = Muiderberg 1 <sup>st</sup> or 2 <sup>nd</sup> hand, or random
VS. NT (vs. Strong/Weak; Reopening; PH)	NT 2 L/	H even nr crds			<b>i i</b>
Vs strong NT: $x = long minor$ ; $2 = majors$ ; $2 = long major$ ;	3				
$2 \checkmark / 2 \triangleq 5 \text{ crd maj} + \min$	Signals (incl	uding Trumps):			
Vs weak NT : x = 14 +					
	DOUBLES				
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (Style	e; Responses;	Reopening)	
2 NT = 15 18	11+ or 17+	` "	* *	<b>1</b> 0/	1
Dbl = good opening		ump from 8+; cue	is forcing		
Worldconvention	Reopening: 11+				
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	7				SPECIAL FORCING PASS SEQUENCES
X = majors; 1NT = minors; 2♣ = to play	SPECIAL.	ARTIFICIAL & (	COMPETITIV	VE DBLS/RDLS	
	Support dbl		J		
OVER OPPONENTS' TAKEOUT DOUBLE	┥				IMPORTANT NOTES
1 level = forcing; redbl = 10+	┪				
1 10.01 Tolonig, 10001 To	1				1
	1				PSYCHICS:seldom

. 75	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING		
1.*		2	4♥	11 +	T-Walsh; inverted minors; double deux Jump = weak or strong	4th color = GF if answer on level 3	idem		
1.		4	4♥	11 +	inverted minors; double deux; jump = weak	idem	idem		
1 🗸		5	4♦	11+	1NT = forcing 1 round 1♥-2♥ = 8-10 with 3crd trump 2 ZT = 12+ with 4crd trump 3♣ = 7-9 /3♦=10-11/3♥ =0-6 met 4cr trump		1NT natural 2♣=inverted drury		
1 🛦		5	4•	11+	Idem as 1♥ opening		Idem as 1♥		
1 NT				15-17 – 5crd ♥/♠ possible, 6crd minor possible	Weak Staymanrelais − 4 transfers 3 ♣ = Niemayer	Opponent bidding: Rubensohl	idem		
2.	Х			semi GF color, or weak ◆, or GF bicolor, or GF ♥/♠ bad color or NT of 22-23 or 26-27	2 ← = relay 2 NT strong relay asking diamond strength Niemeyer after 2 NT rebid	After 2♦ relay, 2♥ = GF bicolor with ♥, or GF ♥ with bad color, or NT 26-27  After 2♦ relay, 2♠ = GF bicolor with ♠, or GF ♠ with bad color  After 2♦ relay, 3♣/♦/♥/♠ = semi GF	idem		
2◆	X			GF color or NT 24-25 or 28+ or (5)6 crd maj 6-10	2 ♥ = relay 2NT strong relay	, , ,	idem		
2♥		4/4 M		6-10 both Maj	2 ZT= relay		idem		
2 🌲		5M		1st and 2 <sup>nd</sup> hand = Muiderberg, 3rd or 4th hand random 5crd	2 ZT= relay				
2NT				20-21	3♣ = Niemeyer		idem		
3 <b>.</b>		(6)7		Preempt			idem		
3 ♦		(6)7		Preempt			idem		
3♥		(6)7		Preempt			idem		
3 🏠	<u> </u>	(6)7		Preempt					
3ZT		7		Gambling – closed minor suit	4♣ = p/c; $4♦ = name suit$ ; $5♣ = pas of 5♦$				
4.		(7)8		Preempt					
4 •		(7)8		Preempt					
4♥		(7)8		To play					
4 🛦		(7)8		To play					
4ZT	X			Bicolore minor					
5*				To play		HIGH LEVEL BIDDING			
5♦				To play		RKC 41-30 – 2 – 2+Q trump; with <b>♣</b> contract 30-41			

5♥		To play	DOPI (x=30-pass=41 etc) -ROPI; - splinters - mixed controles	
5 🛦		To play		