DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIG	NALS	W B F CONVENTION CARD		
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE					
1 on 1; 2^{nd} and 4^{th} position 8H + 5 cards	Lead		In Partner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSIP		
	Suit		Parity	TEAM & DIVISION CHARLEROI 4 III C		
	NT		Parity	PLAYERS: BOUDAULT JEAN-PAUL 6747		
	Subseq			ALLARD GUY 70094		
	Other:					
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY		
2 nd position : 16-18H with stop in the opening color	Lead Vs. Sui	t	Vs. NT	GENERAL AP ROACH AND STYLE		
				5 cards major		
	Ace AKx.		A K J x x	4 cards diamond		
4nd position : 10-12H no stop possible	King <u>A K –</u>	KQX	KQJx			
	Queen OJx		$\frac{A Q J x - Q J 10 x}{A Q J x - Q J 10 x}$			
	Jack J 10 x 10 10 9 x	- KJ10 x	<mark>J 10 9 x –A J 10 9 x</mark> A1098 – Q109x -1098x			
JUMP OVERCALLS (Style; Responses; Unusual NT)	<u>10 10 9 x</u>	- K 10 9 x	A1098 - Q109x - 1098x			
2^{nd} position : 8H + 6 cards	Hi-X Sequer					
		nce romised	<mark>Sequence</mark> 4 th best			
	SIGNALS IN ORDER (romised	4 best	SPECIAL BIDS THAT MAY REQUIRE DEFENSE		
Reopen:	Partner's Lead		ead Discarding			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Partner's Lead	Declarer's Le	Discarding			
Michaëls précised	1 Low good		Lavinthal]		
	Suit 2					
	3					
	1					
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2		Lavinthal			
Don't with good distribution - N.B. possible 4 cards if strong	3					
• • • • • • • •	Signals (including Trump	os):				
2 NT : 2 suits minor - strong						
]					
		DOUBLES				
	TAKEOUT DOUBLES	(Style; Responses;	Reopening)			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)						
]		
	4 th position : 8H minim	num		SPECIAL FORCING PASS SEQUENCES		
				SI ECIAL FUNCING I ASS SEQUENCES		
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1+ or 2+	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS]		
	<mark>2 club – roudi – 2NT m</mark>	noderator – splinte	$er - 4^{th}$ color forcing –	ר		
	spoutnik - blackwood 5					
		•				
	- ───────────────────────────────────			IMPORTANT NOTES		
OVER OPPONENTS' TAKEOUT DOUBLE				┥┝───		
UVER OFFUNENTS TAKEOUT DOUBLE						
				– PSYCHICS:		
	-11					

	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NEG .DB L THR U						
OPEN ING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING		
1*		Min 2		12H +	$1 \bullet = 4 \text{ cards}$				
					$1 \sqrt{1} = 4$ cards minimum 1NT = 8-10H - 2NT + = 11-12H balanced	on opponent overcall = collant on opponent double XX with 11 pts +			
1 ♦		4		<mark>12H +</mark> If weak, possible 4♦ ετ 5♣	$1 \vee 1 = 4$ cards minimum $1 \times 1 = 6 - 10H - 2NT + = 11 - 12H$ balanced	on opponent 1NT = weak colour of X penalty if strong			
1♥		5		12H + {	2♥/2♠ with 6/10 H fitted 2♣/2♦ with 11-15 H + fitted (3 of 4 pos.)				
1		5		12H + {	$2 \frac{1}{2} \sqrt{2}$ with 11-15 H + litted (5 of 4 pos.)				
INT		5		15-17H regular hand	Stayman 3 resp. Pos.weak				
				6-3-2-2 / 5-4-2-2 pos	Texas minor 2SP (club) - 2NT (diamond)				
2*				Strong 22-23H or max.5 losers	Always 2				
2♦				Forcing game	Classical (the aces.)				
2♥		6		Weak all posit.	min. 15 pts 2SA fitted or one-suiter				
2		6		Weak all posit.	min. 15 pts 2SA fitted or one-suiter				
2NT				20-21H regular hand	Puppet				
3*				}					
3♦				For the second secon					
3♥				}					
3				<mark>}</mark>					
3NT									
4*		1							
4♦									
4♥									
4▲ 4NT									
41N1 5♣		1				HIGH LEVEL B	DDING		
5♦		1							
5♥									
5♠									