

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS	W B F CONVENTION CARD																												
OVERCALLS (Style: Responses: 1 / 2 Level; Reopen)	OPENING LEADS STYLE	CATEGORY:																												
7-17, should be 5 cards	<table border="1"> <tr> <td></td> <td>Lead</td> <td>In Partner's Suit</td> </tr> <tr> <td>Suit</td> <td>Count</td> <td>Count</td> </tr> <tr> <td>NT</td> <td>4th best</td> <td>Count</td> </tr> <tr> <td>Subseq</td> <td>Count</td> <td>Count</td> </tr> <tr> <td colspan="3">Other:</td> </tr> </table>		Lead	In Partner's Suit	Suit	Count	Count	NT	4th best	Count	Subseq	Count	Count	Other:			NCBO: Belgium													
	Lead	In Partner's Suit																												
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Subseq	Count	Count																												
Other:																														
		PLAYERS: Degrez-Scohy																												
Reopening : 7-13	LEADS	SYSTEM SUMMARY																												
1NT OVERCALL (2nd/4th Live; Responses; Reopen)	<table border="1"> <tr> <td>Lead</td> <td>Vs. Suit</td> <td>Vs. NT</td> </tr> <tr> <td>Ace</td> <td>Head of sequence</td> <td>ARx(xx),ARVx</td> </tr> <tr> <td>King</td> <td>Head of sequence</td> <td>RDVxx(+), RD10xx(+) ARVxx(+), ARD10(+)</td> </tr> <tr> <td>Queen</td> <td>Head of sequence</td> <td>QJ10 QJ9 ADVx(+) RDVx RD10(x) RDx</td> </tr> <tr> <td>Jack</td> <td>J10x, HJ10</td> <td>J10 or HJ10</td> </tr> <tr> <td>10</td> <td>109 or H109</td> <td>109 or H109</td> </tr> <tr> <td>9</td> <td>9 or 9x</td> <td>9xx or 9x</td> </tr> <tr> <td>Hi-X</td> <td>HxXx xXxx,Xx, xXxxxx</td> <td>Xxx,xXxXx,HXx</td> </tr> <tr> <td>Lo-X</td> <td>X, xxX, xxxX</td> <td>4th best</td> </tr> </table>	Lead	Vs. Suit	Vs. NT	Ace	Head of sequence	ARx(xx),ARVx	King	Head of sequence	RDVxx(+), RD10xx(+) ARVxx(+), ARD10(+)	Queen	Head of sequence	QJ10 QJ9 ADVx(+) RDVx RD10(x) RDx	Jack	J10x, HJ10	J10 or HJ10	10	109 or H109	109 or H109	9	9 or 9x	9xx or 9x	Hi-X	HxXx xXxx,Xx, xXxxxx	Xxx,xXxXx,HXx	Lo-X	X, xxX, xxxX	4th best	GENERAL APPROACH AND STYLE	
Lead	Vs. Suit	Vs. NT																												
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Hi-X	HxXx xXxx,Xx, xXxxxx	Xxx,xXxXx,HXx																												
Lo-X	X, xxX, xxxX	4th best																												
15+-18, Stayman, transfer		Precision. 1♣ = 16+. 1♦ = 11-15, 2+♦.																												
Reopen : 1NT :9+-13, 2NT:17-19, Stayman, transfer		5-card Majors																												
		2♣ opening = 11-15, 6+♣.																												
		2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possible																												
JUMP OVERCALLS (Style; Responses; Unusual NT)		14-16 NT (15-17 vul 3 rd , & all 4 th)																												
Level 2 : weak except 1♣ 2♦ = 5+♥ and 5+♠																														
Level 3 : weak 1♥/♠ 3♣ = 5+♦ and 5+♠/♥																														
2NT = 2 lowest unbid suit																														
Reopen: all natural weak. 2NT : 17-19 balanced																														
DIRECT & JUMP CUE BIDS (Style; Resp; Reopen)	SIGNALS IN ORDER OF PRIORITY	SPECIAL BIDS THAT MAY REQUIRE DEFENSE																												
1♣ 2♣ = natural 1♣/♦ 2♦ = 5+♥ and 5+♠	<table border="1"> <tr> <td></td> <td>Partner's Lead</td> <td>Declarer's Lead</td> <td>Discarding</td> </tr> <tr> <td>1</td> <td>Count</td> <td>Count</td> <td>Italian</td> </tr> <tr> <td>Suit 2</td> <td>Preference</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> <td></td> </tr> <tr> <td>1</td> <td>Count</td> <td>Count</td> <td>Italian</td> </tr> <tr> <td>NT 2</td> <td>Hi encourage</td> <td></td> <td></td> </tr> <tr> <td>3</td> <td></td> <td></td> <td></td> </tr> </table>		Partner's Lead	Declarer's Lead	Discarding	1	Count	Count	Italian	Suit 2	Preference			3				1	Count	Count	Italian	NT 2	Hi encourage			3				1♣ opening = 16+, artificial
	Partner's Lead	Declarer's Lead	Discarding																											
1	Count	Count	Italian																											
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1	Count	Count	Italian																											
NT 2	Hi encourage																													
3																														
1♥ 2♥ = 5+♠ and 5+♣ 1♠ 2♠ = 5+♥ and 5+♣		1♦ opening = 11-15, 2+♦'s																												
Reopening : same		2♦ opening = 11-15, short ♦, 3-suiter w 3-card M possib.																												
VS. NT (vs. Strong/Weak; Reopening;PH)		ART responses to 1♣ opening (1♥ and higher = FG).																												
DONT		1♦-P-2♥/♠ = 5♠ 4+♥ less than inv / inv																												
Vs weak : double = 14+, 2♣ for majors, 2♦, 2♥, 2♠, 2NT transfers	Signals (including Trumps):	1♦-P-3♣ = minors, less than inv																												
	DOUBLES	2♥ : major 2 suiter 5-10																												
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)																													
	Takout : 3 suiter style or 18+ Hcp any distribution																													
	Reopening: either 3 suiter or 13+ Hcp any distribution																													
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣		SPECIAL FORCING PASS SEQUENCES																												
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS																													
OVER OPPONENTS' TAKEOUT DOUBLE	1♦ 1♥ DOUBLE = 4+ cards in ♠	IMPORTANT NOTES																												
1 over 1 forcing, 2 over 1 not forcing	Support double																													
Redouble = 10+ HCP or fit 3 cards, limit or more																														
2NT = fit 4 cards at least limit		PSYCHICS: rare																												

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	X	0		16+ ART, F1.	All ART. 1♦=0-7, others FG. 1♥= 8-11, 1NT=5+♥ 12+, 2m=5+m 12+, 2♥=12-13 or 16+ Bal, 2♠=12+ any 4441, 2NT = 14-15 Bal,	1♣-1♦ (1), 1♣-1♥ (2), 1♣-2♥ (3), 1♣-2♠ (4)	1NT = 8-10; 1M=8-10 5+M, 2m=8-10 5+m, 2♠ 8-10 any 4441
1♦	X	2		2+♦, 11-15,	1NT = 7-11, 2m = F1, 2♥/♠ = 5♠4+♥ not inv / inv 2NT = inv, 3♣=minors weak, 3♦+ = preemptive		
1♥		5		11-15	1NT=semiF, 2/1=GF(2♣=2+), 2♠:5+♠ 3trumps invite, 2NT:GF, 3♣:4trumps inv, 3♦:mixed, 3♥:Preempt; 4♥=to play, wide range		2♣ : Drury
1♠		5		11-15	Similar as over 1♥ opening		2♣ : Drury
1NT				14-16, 15-17 3 rd vul or 4 th Possible 5M, 5422, 6322	2♦, 2♥, 2♠, 3♣ transfer, Stayman, 3♦, 3♥, 3♠, one suiter slam invite. 4♣/♦=5♥+5♠, pref for ♥/♠		Rubenshol
2♣		6		11-15	2♦=ask, 2M=NF, 2NT→3♣ for out or GF 2 suits, 3♣/♦/♥=inv+♦/♥/♠, 3♠=6♠4♥ GF, 4♣=preempt	2♦: 2♥=4M, 2♠=not bad, 2NT=nat, 3♣=bad, 3♦/♥/♠=5+, GF	
2♦	X	0		11-15, short ♦: 4405, 4414, 3415, 4315	2♥=NF (correct w 3), 2♠/3♣=NF, 3♦=natural inv, 3M=inv, 4♣=mixed, 4♦=pick, 2NT = ask	2NT: 3♣=min, 3♦=4414, 3M=3M, 3NT=4405, 2NT-3♣-3♦: 3M=3M, 3NT=4414, 4♣=4405	
2♥	X	4 6 in 4 th		Major 2 suiter, 5-10, may be 4-4 NV 10-14 in 4 th	2NT : Relay, 2♠ to play, 3♣/♦ :natural encouraging, 3♥/♠ : preemptive		
2♠		6		5-10, 10-14 in 4 th			
2NT				20-21, 6c min possible, 5c maj possible, 5422 possible	Stayman, 3♦, 3♥, 3♠, 4♣: transfer 4♦: 5-5 major		
3♣				Preempt natural			
3♦				Same			
3♥				Same			
3♠				Same			
3NT							
4♣							
4♦							
4♥							
4♠							
4NT							
5♣							
5♦							
5♥							
5♠							
HIGH LEVEL BIDDING							

SUPPLEMENTAL NOTES Scohy/Degrez 2021

Note 1: after 1♣-1♦

1M = 4+, F1. If 4 then unbalanced 3-suiter or longer minor.

1NT=17-19, 2m=NF and denies 4M, 2♥=strong 5+♥, 2♠=strong 5+♠, 2NT=22-24,

3♣=strong 5+♣<4M, 3♦=strong 5+♦< 4M,

1♣-1♦-1M: 2♣=6-7 art, < 3M. 2♦=(5)6-7 art, 3fit M. Over 2♣: 2♦=art, usually weak.

Note 2: 1♣-1♥

1♠=5+♠, 1NT=17-19bal or close, 2♣/2♦/2♥= nat 5+ cards, 2♠=any 4441, 2NT=22-24, all 3 level sets the suit and ask for cue-bid

Note 3: 1♣-2♥

2♠=5+♠ side suit possible, 2NT=5♥, 3♣=stayman, 3♦/♥/♠= set trumps

Note 4: 1♣-2♠

2NT=asks singleton up the line