

DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			W B F CONVENTION CARD
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	OPENING LEADS STYLE			
Can be strong up to 16hp if no support for other suits		Lead	In Partner's Suit	CATEGORY: BELGIAN TEAM CHAMPIONSIP
Weak jump overcall	Suit	attitude	attitude	TEAM & DIVISION 3c
	NT	attitude	attitude	PLAYERS: Yves Campana + Martine Lamote
	Subseq			
	Other: 4 th best – small promising			
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS			SYSTEM SUMMARY
16/18 hp balanced + stayman or transfer	Lead	Vs. Suit	Vs. NT same	GENERAL APPROACH AND STYLE
Same on weak 2♥ / ♠	Ace	A, AK, AKx		Strong club 17 hp or more or equivalent
4 th hand reopening 1NT 10/12	King	Sequence or AK.		Point asking 1♦= 0/6 = 1♥ = 7/8 = 1♠ =9/10 building up per 2hp
	Queen	Sequence		
	Jack	Sequence or Jx		
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	Seq. or top		5 card majors 11/14 hp 1NT forcing
Weak jump overcall little defensive value	9	9 top		1♦ 11/14 no 5card major any distribution = 1NT forcing = 1♥ relay
	Hi-X	even		Change of suit non forcing
	Lo-X	odd		
Reopen:	SIGNALS IN ORDER OF PRIORITY			1NT 15/16 hp
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)		Partner's Lead	Declarer's Lead	SPECIAL BIDS THAT MAY REQUIRE DEFENSE
Michaels cue bid	1	encouraging	parity	1♣ = 17+ or equivalent
Jump cue bid is natural	Suit 2	parity		
	3	Suit preference		1♦ = 10/14 any distribution no 5card major
	1	encouraging		1♥ is relay 6/10hcp non forcing
VS. NT (vs. Strong/Weak; Reopening;PH)	NT 2	parity		
Multi Landy	3	Suit preference		1♥/♠ = 11/14 5card forcing is 1NT/ 2♣ answer= 11/12
	Signals (including Trumps):			
	Hi lo= odd			2♣ = 15/16 with a good 6card ♣+ or 15/16 5card 2♥/2♠
	DOUBLES			2♦ = multi: 15/16 with 5card ♦
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT DOUBLES (Style; Responses; Reopening)			2♥/2♠ = weak 6card+ 6/10
Double is for take out	Pattern			
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1^{F9} or 2^{F9}				SPECIAL FORCING PASS SEQUENCES
	SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			pass by 1♣ opener if response of partner has been positive = 1♥ +
	Sputnik on 1♥ / ♠ intervention with passed hand			pass by forcer (1NT) if openers' response maximum
OVER OPPONENTS' TAKEOUT DOUBLE	Double on 2♥ / 2♠ intervention on partners 1♣ opening =			IMPORTANT NOTES
Redouble is forcing after 1♦/1♥/1♠ opening	4/6 hp with support for other major			1♥ response to 1♦ opening can be short in♥serves as relay relay with 5/11 points to permit opener to rebid non forcing
				PSYCHICS: seldom