DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

Natural, constructive

New suit F1, cuebid almost always fit 10+HP, fitjumps

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd 15-17

4th 11-14

Responses as 1NT opening

JUMP OVERCALLS (Style; Responses; Unusual NT)

Weak (6-10 5+card)

Unusual NT: two lowest 5+/5+ , any strength allowed

1minor – 2♦ : 5+5+ majors, 1 minor - 2♣ = natural

Reopen: 11-14 6+card

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

On a major : Cue bid: Michaels 5+OM/5+minor

Jump cue bid: asking for a stop

VS. NT (vs. Strong/Weak; Reopening;PH)

VS strong NT: X: 14+, 2c: both M, 2d: 1M, 2M:5M4m

4th seat only 2c both majors, rest natural

VS weak NT: X:14+, 2c: both M, 2d: 1M, 2M: good overcall

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

Leaping Michaels :

On minor : cue = majors, 4om = 5+om5+major

On major : 4m = 5+m5+om, cue = minors

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

X:♥, 1♦:♠, 1♥/♠:5♥/♠4+minor, 1NT: minors

2♣: majors, 2♦/♥/♠: short or long

OVER OPPONENTS' TAKEOUT DOUBLE

System on, XX = 10+HP

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3/5	3/5
NT	Attitude	3/5
Subseq		

Other: Kantar: 10/9/8 is 2 or 0 higher

K for count and unblock, A/Q for attitude

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ask attitude	Ask attitude
King	Ask count	Ask unblock
Queen	QJx, Qx	Ask attitude (QJ or KQ)
Jack	J10x, Jx	J10x, Jx
10	XJ10, 10x	XJ10, 10x
9	X109, 9x	X109, 9x
Hi-X		
Lo-X		

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Odd = enc
Suit 2	Low = even	lavinthal	Even = S/P
3			
1	Low = enc	Low = even	Odd = enc
NT 2	Low = even	lavinthal	Even = S/P
3			

Signals (including Trumps):

2nd trick: smith: Low is encouraging for opening lead in NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10+HP, responses natural

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X/XX

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Belgium
PLAYERS: Sam Bahbout 26973
Steven De Donder 19751

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Major 5

Better minor

NT (14)15-17

2/1 game forcing

3rd hand openings can be very weak

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

2 ♣: any strong or 3-10 with 5+♦

2♦: MULTI: GF one suit, strong NT or weak 6♥ or 6♠

2♥: 3-10 4+♥4+♠

2♠: 3-10 5♠ 4+m

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

PSYCHICS:Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21	1♦: 4+♥; 1♥: 4+♠; 1♠: transfer NT or ♦	2 way checkback after any 1-1-1 sequence	Xfer after overcall up to 2♣
					1NT: 8-10(11); 2♣: 10+ with ♣; 2♦/♥/♠: transfer ♥/♠/♦ weak(2-6) or strong(GF)		
1♦		3		11-21	Natural; Inverted minors; 2♥ 5-8 4+♥ and 5+♠ 2♠:9-11 4+♥ and 5+♠	2 way checkback after any 1-1-1 sequence	Xfer after overcall up to 2♣
1♥		5		11-21	1NT: F1, 3♣: 7-9 4+M; 3♦10-11 4+M	Gazilli, 1M-2M : 2M+1=general, other short	2♣ : rev drury
					2NT: GF with fit	3♣: any single, 3♦: any void	Xfer after dbl up to 2♦
1♠		5		11-21	Same as 1♥	Gazilli, 1M-2M : 2M+1=general, other short	Xfer after dbl up to 2♥
INT				(14)15-17 Balanced	2♣: stayman can be weak or w/o M		
					2♦/♥/♠/NT: Xfer , 3♣/♦: minors NF/GF		
2♣	x	0		3-10 HP 5+♦ or any strong	2♦: NF relay; new suit forcing	2♥: 4+♥2suiter or strong NT	
				that is not a solid 1 suiter	2NT : F relay	Min/Min-Max/Max	
2♦	x	0		Multi: Weak ♥ or ♠	2♥: NF relay, 2♠: limit for ♥, 3♥/♠: p/c, 3m F1		
				or 22-23 NT or strong 1 suiter	4♣: asks for transfer, 4♦ bid your M, 2NT: F relay	On 2NT: 3♣/♦: min ♥/♠, 3♥/♠: max ♠/♥	
2♥	x	4		3-10 HP 4+♥4+♠	2NT : F relay	3♣: min, 3♦: max 44, 3M: max 4M5OM	
					3minor F1	3NT: max 55, 4m: max void	
2♠		5		3-10 HP 5♠ 4+ ♣/♦	2NT: GF relay	3♣/♦: 4+♦/♣, 3♥/♠: 6+♣/♦, 3NT: 544	XX: comp for 3♠
					3♣: P/C, 3♦: Xfer ♥, 3♥: INV for 4♠		
2NT				20/21	3♣: Puppet, 3♠: minors		
					3♦/♥: Xfer	Accept: fit	
3♣		6		Preemptive	New suit F1, 4♣ orkc		
3♦		6		Preemptive	New suit F1, 4♦ orkc		
3♥		6		Preemptive	New suit F1, 4♣ slamtry ♥		
3♠		6		Preemptive	New suit F1, 4♣ slamtry ♠		
3NT				Gambling: solid suit			
				No outside A or K			
4♣				play 4♥ from other hand	If not 4♥, cue		
4♦				play 4♠ from other hand	If not 4♠, cue		
4♥				To Play			
4♠				To Play			
4NT							
5♣						**HIGH LEVEL BIDDING**	
5♦						(O)RKC 4130	
5♥						Below 5 in our suit : DOPI/ROPI, above DEPO	
5♠						♥ trump : 3♠ non serious, ♠ trump : 3NT non serious	