DEFENSIVE AND COMPETITIVE BIDDING

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

General style: wide range; the weaker the hand, the better the suit
Responses: all new suits forcing except 2 over 1

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

In direct overcall: 1NT: 15-18H. Responses: like on a regular 1NT
In direct overcall: 2NT: bicolor (55+): weak or strong
In balancing position : 1NT: 10-13H
In balancing position : 2NT means 17-19H REG
4NT: bicolor ♣+D

JUMP OVERCALLS (Style; Responses; Unusual NT)

Jump overcall: weak and long (preempt)
Preempt from 3♣ based on Losing Trick Count and vulnerability

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

Direct Cue-Bid: bicolor (55+): the most expensive and another one

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

Against 1NT strong:
With 10+H &
2M = 5+M and 4+m
2♦ = 6+ unidentified M
2♣ = call for ♥ & ♠- Landy
X = 5m + 4M
Further constructive bid with 2NT

Against 1NT weak With 10H+
2♣ = call for ♥ & ♠- Landy
2♦ to 3♣ = Transfert (weak or strong)
2SA : Both m
3♦ : Both M and 14h+
X : 13H+ regular

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

A colour means “12-15H and a nice colour”
X (double) means “12-15H and no nice colour” or “16+H”
Responses: a bid without jump(9-H), 2NT(10-11H), other(12+H) 4m on a 2M weak: bicolor m and M’.

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner’s Suit
Suit	High - Low	High - Low
NT	Small Promising	High
Subseq	Small Promising	High
Other:		

LEADS

Lead	Vs. Suit	Vs. NT
Ace	AK, Ax	AKJ, AQ10, AKQ
King	AKx, KQJ, KQx, Kx	KQJ, KQ109, AKQ
Queen	QJ, Qx	AQJx, QJ10xx, QJ9x
Jack	J10x, Jx, …	QJx(x), J108, J109, …
10	109xx, 10x	1098x, 1097x
9	9x, 9xxx	987x, 98xx
Hi-X	Even	No Honour
Lo-X	Old	Honour

SIGNALS IN ORDER OF PRIORITY

	Partner’s Lead	Declarer’s Lead	Discarding
Suit 1	Big encouraging Short dummy Prefe.	Count if useful for defense	Lavinthal
Suit 2			Count
NT 1	Big encouraging	Count if useful	Lavinthal
NT 2	Smith call with a high card for negative		Count

Signals (including Trumps):
At trump : Hi/Lo for preference
Smith Appeals by the small at NT

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

X : 12+H and good distribution or 17+H and any distribution
Responses: cue bid is forcing 1 round
Reopen in balancing position: X with 9+H and a good distribution or 15+H any distribution.

W B F CONVENTION CARD

CATEGORY: Green
NCBO: Belgium – LBF
PLAYERS: Semal Pierre (71394) & Berro Ammar (71213)

29-AUG-2026

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Five-card Major, Diamond by 4
1NT : 15-17H, five-card Major possible
2NT : 20-21H, five-card Major possible
2♣ : Bivalent, GM all hands or Bicolore 5/4+ Major weak
2♦: Multi, 6 cards Major weak or Semi-Forcing all hands
2♥ / ♠: Muilderberg, 5M/4m+ weak
3NT Gambling

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2		12H+ without M5 or strong enough	Inverted minors: 2m/3m/2SA: fit,HD= 11+/8-10/6-7 1NT: 8-10H, nofit, no 4+ cards in Maj 1Maj: 4+ cards (4+♦ possible) 1♦: 5-7H or 8-10H with 5+♦ or stronger (Walsh) 1x – 1 M – 3 NT means 18-19H & a 4card fit in M 2Y (jump) : weak	- **Walsh**: 1NT with 12-14 Reg. M4 possible. - **Checkback Stayman**: 1m–1M–2NT–3♣ - **Double Two** generalised : 1m – 1X – 1Y - 2♣ (limit)/2♦ (game forcing)/2NT (Transfer for ♣)	-If opp overcalls with 1D: 1♥ means 5+♥ -If opp overcalls with 1H: 1♠ means 5+♠
1♦		4					
1♥		5		12H+(except perhaps in 3rd or 4th position)	Fit : 2M = 6-10HL Fit: 3♣, 3♦, 3M: means 4 cards & 10 – 8 – 6HLD Fit: 2NT means 11+HLD If opening in 3rd position --> response = **Drury** 2♣ 2Y/3Y (jump) : weak	On 2NT fitted: **1001 nights** (Description of void/singleton and points) On **Drury** 2♣ : 2♦ (asking for description), 2SA(F1) for 3SA, 2Y/3Y 5-5 for slam, other biding (2M/4M) are forcing pass	On **Drury** 2♣ - 2♦ : 2M : 3 trumps and min 3M : 4 trumps 2SA : regular 2Y/3Y : Strong
1♠							
INT				15-17H with or without M5	2♣ - Mini Stayman 3 levels (with or without M) 2♦/2♥/2♠/2NT : Transfer 3♣ : Puppet Stayman GF 4♦ : 55M / 4♠ : 55m / 4NT : quantitative	2♦: No Major, 2M: 4 cards in M On transfer M: correction mandatory, on transfer M correction negative On transfert m : +1 is positif and +2 is negatif	If opp. Overcall **Rubenshol**
2♣	X			**Bivalent**: all hand GM or Bicolour M weak (5/4 +)	2♦ : transfer for H 2♥ choose M 2♠ for ♠	If GM announce the color/NT clearly On 2♣-2♦-2♥-2♠ is asking for the distribution and H	
2♦	X			**Multi**: All hand Semi GM or Unicolor M weak (6+)	2♥ : For play if weak ♥ /2♠ : For play if weak ♠/Positive at ♥ /2NT : asking for the M and HP	If Semi GM announce the color/NT clearly If weak on 2NT : 3♣/♠ : weak/Strong with ♥ 3♦/♥ weak/strong with ♠	
2♥	X	5		**Muiderberg** Weak and 5M and 4m+ (5m+ if red)	2NT : Strong and ask for description 3♦ : Name your minor If op. 2♥ : 2♠ = 5♠ and 33 m If op. 2♠ 3♦ = Transfer ♥ (weaker than 3♥ directly)		
2♠							
2NT				20-21HL may have M5	Puppet Stayman, Transfer for M 4m : Slam in m/3♠ : 5♠ and 4♥/ 4♠ : 55m	On transfer M : +1 : No fit +2 M* +3 Fit	
3♣			6	Pre-empt Based on Losing Trick Count and vulnerability			
3♦							
3♥							
3♠							
3NT	X			**Gambling** 7card in m and 0/1 defense trick	4♣/5♣ choose your minor 4X (other than C) control from slam		
4♣			7	Pre-empt Based on Losing Trick Count and vulnerability			
4♦							
4♥							
4♠							

HIGH LEVEL BIDDING	
Blackwood (30-41-52)	Exclusion BW if double jump
Splinter	5NT quantitative when no fit
5NT Josephine when fitted	