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 (nv vs v 0+HP 5+card, other 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

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:

A for attitude, K for count and unblock

LEADS

Lead	Vs. Suit	Vs. NT
Ace	Ask attitude	Ask attitude
King	Ask count	Ask count and unblock
Queen	QJx, Qx	Ask attitude
Jack	XJ10x, J10x, Jx	XJ10x, J10x, Jx
10	X109, 109x, 10X	X109, 109x, 10X
9	98x, 9x	98x, 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	Low = even	Even = S/P
3			
1	Low = enc	Low = even	Odd = enc
NT 2	Low = even	Low = even	Even = S/P
3			

Signals (including Trumps):

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

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

10+HP, responses natural

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

Support X/XX

X after overcall on 1 level is transfer

W B F CONVENTION CARD

CATEGORY: Green

NCBO: Belgium

PLAYERS: Robert Khomiakov 27507

Jens Van Overmeire 28570

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

Major 5

♦ 4+

NT (14)15-17

2/1 game forcing

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♣		2		11-21	1♦: 4+♥; 1♥: 4+♠; 1♠: transfer NT or ♦	2 way checkback after any 1-1-1 sequence	Xfer after overcall below 3NT
					1NT: 8-10(11); 2♣: 10+ with ♣; 2♦/♥/♠: transfer ♥/♠/♦ weak(0-6) or strong(GF)		
1♦		4		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 below 3NT
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	value♣/Min/value♥/Value♠	
2♦	x	0		Multi: Weak ♥ or ♠	2♥: NF relay, 2♠: limit for ♥, 3♥/♠: p/c, 3m F1		
				or 24-25 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	
					3♣: P/C, 3♦: Xfer ♥, 3♥: INV for 4♠		
2NT				20/21	3♣: Mod Puppet, 3♠: minors		
					3♦/♥: Xfer	Accept: fit	
3♣		6+			New suit F1, 4♣ orkc		
3♦		6+			New suit F1, 4♦ orkc		
3♥		6+			New suit F1, 4♣ slamtry ♥		
3♠		6+			New suit F1, 4♣ slamtry ♠		
3NT				Gambling: solid suit			
				No outside A or K			
4♣		7+		To Play			
4♦		7+		To Play			
4♥		7+		To Play			
4♠		7+		To Play			
4ZT	X			Minors			
5♣		7+		To Play		**HIGH LEVEL BIDDING**	
5♦		7+		To Play		(O)RKC 4130	
5♥		7+		To Play		Below 5 in our suit : DOPI/ROPI, above DEPO	
5♠		7+		To Play		♥ trump : 3♠ non serious, ♠ trump : 3NT non serious	