

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Style : natural, can be light (7+HCP)
Responses : 2/1 NF if minor, weak jump raises
Reopening : natural, limited to 12 HCP ; 1NT 9-13 , 2NT 17-19
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> & 4 <sup>th</sup> position : 16-18 HCP
Responses : Stayman and Transfers
Reopening : 1NT 9-13 , 2NT 17-19
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Style : natural and weak (3-11 HCP)
Unusual NT : two lower unbid suits
1M 3♣ = M' + ♦
Reopen: NAT 11-13 HCP 6 card, except 1M - - 3♣ both minors
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Direct Cue-bid: 1♣ - 2♣ Nat.; 1♦ - 2♦ major ; 1M : 1M 2M = M'+
Jump Cue-bid : ask for stopper. Except 1♥ 3♣ = ♠ + ♦
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
<b>VS Strong NT (14-16 HCP and better)</b>
X = Penalty, 2♣ both majors, 2♦ 1 Major,
2♥/2♠ 5 card M + 4+m, 2NT = both minors
<b>VS WEAK NT</b>
X = same range, others same as above
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Style: T/O double, natural overcalls
Over weak 2M, cue-bid shows both minors ; 4m = 5 M' + 5m
3m 4m = 5/5M ; 3♣ 4♦ = 5♥ + 5♦
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
X shows opening values and majors ; 1♦ = 4♥ + 5♦ ; 1M=Nat
1NT : 6 card ♣ or ♦ , 2♣ both majors ; 2♦ = 1 Major,
2♥/2♠ 5 card M + 4+m.
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Of 1m : Transfer (Except after 1♣ X XX = 10+ HCP)
Of 1M : Natural forcing , XX = 10+ HCP)

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup>		
NT	ATT (possible 3 <sup>rd</sup> /5 <sup>th</sup> )		
Subseq	ATT		
Other: second from xxxx			
Vs suit : K asks CT – Vs NT : K asks UB or CT – A asks ATT			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(x) ; AK	AKx(x)	
King	AKxx(x) ; KQ ; KQx(+)	KQJxx, KQJ9(x), AKJ10(x)	
Queen	QJ ; QJx(+)	QJ9(x) , KQ(x)	
Jack	KJ10(x) ; J10(x)	(H)J10(x)	
10	10x ; H109(x)	(H)109(x) , 109x(x)	
9	9x	9x , 9xx , H9x, J98x, Q98x	
Hi-X	Sx , xSxx , HxSx	HSx , Sxx , xSxx(x)	
Lo-X	Xx(xx)S	HxSx , HxxxS , HxxxxS	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Std count	Std count	First Italian discard
Suit 2	Small = Enc	S/P	Std count
3	S/P		S/P
1	Std count	Std count	First Italian discard
NT 2	Small = Enc	S/P	Std count
3	S/P		S/P
Signals (including Trumps): signals in trump' suit : S/P			
Smith : Low likes the lead from both			
Signals after we bid a suit : ODD=ENC and EVEN = S/P			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Style : can be light if shaped			
Responses : naturel, cue-bid shows strength			
Reopening : 8+, according to shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support Doubles : 3 cards in partner's M (not minimum) or any 18 HCP			
Lightner double vs slams			
1NT (weak) Pass 2♣ X= points			

W B F CONVENTION CARD
<b>CATEGORY:</b> Green
<b>NCBO:</b> Belgium
<b>PLAYERS:</b> Valérie & Alain Labaere
<b>EVENT</b> Herning 2024
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card Major, ♦ 4 cards
1NT (14+) 15-17HCP, tends to be 14-16 in 3 <sup>rd</sup> chair NV.
2 over 1 responses: 2♣ ART GF except rebid of 3♣
2♦ NAT (5card) GF except rebid of 3♦
2♥ NAT (5card) forcing until 2NT
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2♣ Any GF or weak 2♦ (3-10 HCP)
2♦ SF with minor or NT 22-23 HCP or weak 2♥ (3-10 HCP)
2♥ weak with both Majors (3-10 HCP):4♥-4♠ ; 4♥-5♠ ; 5♥-5♠
2♠ weak 2 (3-10 HCP) , can be 5 card
3NT solid minor, usually 7 card, no Ace or King aside
<b>SPECIAL FORCING PASS SEQUENCES</b>
After opponents two suiter PASS can hide a strong hand
<b>IMPORTANT NOTES</b>
Responder's double :
1m (1♥) X : 4 cards in ♠ ; 1♠ = 5 card
1♣ (1♣) X : 4 cards in ♥ ; 1♥ = 5 card
<b>PSYCHICS:</b> rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	11-23 HCP, 2+ ♣	2♣: at least Inv raise, 2♦: 6 card ♥ (0-5 HCP or GF), 2♥: 6 card ♠ (0-5 HCP or GF) ; 2♠:7-10 HCP with ♣ (can be 5♣+4♦) ; 3♣: weak raise (4-7 HCP)	1♣-1♦-1NT: 12-14 may be 4 card M. 3 steps Roudi (2♦ no Fit M - 2♥: Fit + min. 2♠: Fit + max)	Weak jump after overcall Fit showing jumps if passed
1♦		4	4♠	11-23 HCP, 4+ ♦	2♦: at least Inv raise, 2♥: 5♠+4♥ (3-9 HCP) 2♠: 7-9 HCP,4♦,irregular ; 3♣ 7-9 HCP, 4♦,Reg 3♦: weak raise (4-7 HCP)		Weak jump after overcall Fit showing jumps if passed
1♥		5	4♠	10-23 HCP	2♣: Nat or Bal or GF with ♥/♠ ; 2♠:limit,6 card ♠ 2NT: Limit raise with 3 card+ support		Drury Fit showing jumps
1♠		5	4♥	10-23 HCP	3♣: 9-10 Fit ; 3♦: 6-8 Fit ; 3M: 0-5 Fit 3♥: limit , 6 card ♥.		
INT			4♥	15-17 HCP 5M or 6m possible	2♣: NF Stayman ; 4 way Transfers	After overcall : LEB 1NT 2M 3NT = 5 card M' + no stopper	
2♣	v	0		Any GF or weak 2♦ (3-10 HCP)	2♦: waiting ; 2♥/2♠ = Nat. F1 ; 3♥/3♠ = NAT Inv 2NT: Forcing Relay 15+HCP ; 3♦ = P/C	After 2NT : 3♦: Min, 3♣ Max with S/S 3♥/3♠ : Max with H ; 3NT : good ♦ or H♣	
2♦	v			SF with minor or 22-23 NT or weak 2♥ (3-10 HCP)	2♥/3♥ : P/C ; 2 NT : Forcing relay 15+HCP 2♠/3♣/3♦ : Nat F1		
2♥	v	4		Weak both Majors (3-10 HCP) (4♠/4♥;5♠/4♥;5♠/5♥;6♠/5♥)	2NT: Forcing Relay 15+HCP 3♥/3♠ : To play 3♣/3♦ : Natural, non forcing	3♣:Max. 5♠+4♥(31) ; 3♦: Min.5♠+4♥(31) 3♥: Max. 4♠+4♥ ; 3♠: Min.5♠+4♥(22) 3SA: Max.5♠+4♥(22) ; 4♣/4♦: 5/5 with S/S	
2♠		5		Weak 2 (3-10 HCP)	New suit F1 ; 2NT: Forcing Relay 15+HCP		
2NT			4♠	20-21 HCP	Romex + Transfers 3♠ : Transfer for 3NT	2NT 3♣ (Romex) 3♦ : no 4 card ♥, may be 4♠ ; 3NT: 4♥+4♠ 3♥ : 4 or 5 card ♥ ; 3♠ : 5 card	
3♣		6		PRE, aggressive NV/V	New suit Forcing		
3♦		6		PRE, aggressive NV/V	New suit Forcing		
3♥		6		PRE, aggressive NV/V	New suit Forcing		
3♠		6		PRE, aggressive NV/V			
3NT	v			Solid minor, Gambling	4♣=P/C ; 4♦=ask for control ; 4♥/♠ = to play		
4♣		7					
4♦		7					
4♥		7					
4♠		7					
4NT				Both minors, 6+ 5+			
						<b>HIGH LEVEL BIDDING</b>	
						RCKB 5 key cards 4130 ; 5NT 2 key cards and void ; 6x 1 or 3 key card and void	
						PAPA (pass=Pair) Exclusion RKCB Josephine	