DEFENSIVE AND COMPETITIVE BIDDING		LE	ADS AND SIGNA	ALS	W B F CONVENTION CARD	
OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPENING I	LEADS STYLE				
Natural, constructive		Lead		In Partner's Suit	CATEGORY: Green	
New suit F1, cuebid almost always fit 10+HP, fitjumps	Suit	3/5		3/5	NCBO: Belgium	
, , , , , ,	NT	Attitude		3/5	PLAYERS: Sam Bahbout 26973	
	Subseq			-	Steven De Donder 19751	
	Other: Kanta	r: 10/9/8 is 2 or	0 higher		Steve De Roos 21304	
		nd unblock, A/0			71	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	LEADS	•			SYSTEM SUMMARY	
2 <sup>nd</sup> 15-17	Lead	Vs. Suit	,	Vs. NT		
4 <sup>th</sup> 11-14	Ace	Ask attitud	le .	Ask attitude	GENERAL APPROACH AND STYLE	
Responses as 1NT opening	King		Ask count Ask unblock		Major 5	
	Queen	QJx, Qx		Ask attitude (QJ or KQ)	Better minor	
	Jack	J10x, Jx		J10x, Jx	NT (14)15-17	
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	XJ10, 10x		XJ10, 10x	2/1 game forcing	
Weak (6-10 5+card)	9	X109, 9x		X109, 9x	3 <sup>rd</sup> hand openings can be very weak	
Unusual NT: two lowest 5+/5+, any strength allowed	Hi-X		_	•		
1minor – 2 ♦ : 5+5+ majors, 1 minor - 2 ♣ = natural	Lo-X					
Reopen: 11-14 6+card	SIGNALS I	N ORDER OF	PRIORITY			
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	Pa	rtner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
On a major : Cue bid: Michaels 5+OM/5+minor	1 Lo	w = enc	Low = even	Odd = enc	2 ♣: any strong or 3-10 with 5+♦	
Jump cue bid: asking for a stop	Suit 2 Low = even lavinth		lavinthal	Even = S/P	2♦: MULTI: GF one suit, strong NT or weak 6♥ or 6♠	
	3				2 •: 3-10 4+ • 4+ •	
	1 Lo	w = enc	Low = even	Odd = enc	2♠: 3-10 5♠ 4+m	
VS. NT (vs. Strong/Weak; Reopening;PH)		w = even	lavinthal	Even = S/P		
VS strong NT: X: 14+, 2c: both M, 2d: 1M, 2M:5M4m	3					
4 <sup>th</sup> seat only 2c both majors, rest natural	Signals (incl	iding Trumps):				
VS weak NT: X:14+, 2c: both M, 2d: 1M, 2M: good overcall			uraging for opening	lead in NT	1	
Vo weak IVI. 20. IVI, 20. IVI, 20. IVI, 200 OVER CHI	2 trick: Sim	th. Low is theo	uruging for opening	, road in 141	1	
			DOUBLES			
			DOUBLES			
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	TAKEOUT	DOUBLES (St	yle; Responses; Re	-onening)		
Leaping Michaels:	10+HP, respo		yre, responses, re	opening)	1	
On minor: cue = majors, 4om = 5+om5+major	10,111,1050	Jisos naturar			1	
On major: 4m = 5+m5+om, cue = minors						
VS. ARTIFICIAL STRONG OPENINGS- i.e. 14 or 24					SPECIAL FORCING PASS SEQUENCES	
X: ♥, 1 ♦:♠, 1♥/♠:5♥/♠4+minor, 1NT: minors	SPECIAL	DTIFICIAL &	R COMPETITIVE	DRI S/RDI S	STEERLE FORCING PASS SEQUENCES	
2♠: majors, 2♠/♥/♠: short or long		SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS Support X/XX			<del>                                     </del>	
2♣. majors, 2♥/♥/♣. short or long	Support A/A	Λ			1	
OVER OPPONENTS' TAKEOUT DOUBLE	<del>- </del>				IMPORTANT NOTES	
System on, XX = 10+HP	<del> </del>				IMPORTANT NOTES	
System on, AA – 10 <sup>+</sup> Hr	<del>                                      </del>				1	
					PSYCHICS:Rare	
					1 5 1 CHICS. Nait	

5	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU						
OPENING				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	<u> </u>	5		11-21	1NT: F1, 3 <b>♣</b> : 7-9 4+M; 3♦10-11 4+M	Gazilli, 1M-2M : 2M+1=general, other short	2. : rev drury		
1♥		3		11-21	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♥  Xfer after dbl up to 2♥		
INT		3		(14)15-17 Balanced	2. stayman can be weak or w/o M	Guzini, 11vi 21vi : 21vi : i gonerai, omer snort	Aler alter dor up to 2 V		
1111				(14)13-17 Baraneed	2♦. stayman can be weak of 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			
∠••	A	U	<u> </u>	that is not a solid 1 suiter	2NT: F relay	Min/Min-Max/Max	+		
2.4	<del>   </del>	0	}			IVIIII/IVIIII-IVIAX/IVIAX	+		
2♦	X	U	<u> </u>	Multi: Weak ♥ or ♠	2♥: NF relay, 2♠: limit for ♥, 3♥/♠: p/c, 3m F1	O ONT On the state of the state			
		4		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 <b>♣</b> : min, 3 <b>♦</b> : 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 <b>.</b> : P/C, 3 <b>.</b> : Xfer <b>.</b> , 3 <b>.</b> : INV for 4 <b>.</b>				
2NT				20/21	3♣: Puppet, 3♠: minors				
					3 ♦ / ♥ : Xfer	Accept: fit			
<b>3</b> ♣		6		Preemptive	New suit F1, 4♣ orkc				
3♦		6		Preemptive	New suit F1, 4♦ orkc				
3♥		6		Preemptive	New suit F1, 4♣ slamtry ♥				
3 <b>A</b>		6		Preemptive	New suit F1, 4♣ slamtry ♠				
3NT			<u> </u>	Gambling: solid suit					
			1	No outside A or K					
<b>4 </b>				play 4♥ from other hand	If not 4♥, cue				
4♦				play 4♠ from other hand	If not 44, cue		†		
4♥				To Play	II not 140, ouc				
4 🏚				To Play					
4NT									
5 <b>.</b>						HIGH LEVEL BIDDING			
5♦						(O)RKC 4130			
5♥						Below 5 in our suit : DOPI/ROPI, above DEPO			
5 <b>A</b>						▼ trump : 3♠ non serious, ♠ trump : 3NT non serious			