

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Limited to 17 HCP
1/1 = F1, 2/1 = NF
Reopening Overcalls: limited to 15 HCP
INT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd /4 th Live: 15-18 → System on
Reopening: 10-14(15)
Stayman & Transfer bids
JUMP OVERCALLS (Style; Responses; Unusual NT)
(1♣) - 2♦ = MM; (1m) - 2M = Weak; (1M) - 3♣ = Other M + ♦
(1Any) - 2NT: the 2 lowest suits
Reopen: Natural 12-14Hcp
DIRECT & JUMP CUE BIDS (Style; Response; Reopening)
(1♣) - 2♣ = Natural, (1♦) - 2♦ = MM;
(1M) - 2M = Other M + ♣
3-level Cue bids: Asks for stopper
VS. NT (vs. Strong/Weak; Reopening; Passed Hand)
2 nd seat: X = m + M; 2♣ = Landy; 2♦ = Multi; 2M = M + m;
2NT = good m 2-suiter
4 th seat: Same as above
Passed Hand: X= one m, Others = as above
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural Overcalls, Take-out double
(2M) - 3M = ♣ + ♦; (2M) - 4m = m + Other M; (3m) - 4m = MM
(2♦ Multi) - 4m = m+♥; (3♣) - 4♦ = ♦+♥
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
Vs Strong ♣: X = MM; 1♦/1M/2♣ = natural; 1NT = m 2-suiter;
2♦/2M = pre-empt; 2NT=minors; Others=pre-empt
Vs Strong 2♣: X = ♣; Others = Natural
OVER OPPONENTS' TAKEOUT DOUBLE
XX = 9+ HCP; 1/1 = Forcing; 2/1 = NF; 2NT = Truscott;
Jump raise = Pre-empt; Others = See openings & responses
After 1M - (X) - 4m/3NT = Splinter m/Other M; 4 Other M= Natural

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3 rd , 5 th	same	
NT	4th	3 rd , 5 th	
Subsequent	Small encouraging		
Other: Vs NT, K asks for UB (attitude when dummy is Single or Void), A asks for attitude. Vs suit, K asks count, Ace asks attitude			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)	Same	
King	AK, AKx(+), KQxx, Kx	KQJx, KQ10x, AKJx	
Queen	QJ, QJxx	AQJx, QJ10x, KQx	
Jack	J10, J10x	J10x, J109x	
10	H109x, 109x, 10x	Same	
9	H98x, 98x,	Same	
Hi-X	Even	Even	
Lo-X	Odd	Odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Count	Count	Count or SP or L=Enc
Suit 2	Small Enc. on A, Q	SP	Count
1	Count	Count	Count or SP or L=Enc
NT 2	Small Enc. on A, Q	Smith or SP	Count
Signals: Vs NT, Smith: Hi = Enc. by receiver/Disc. By leader			
Vs suit: Suit preference, high-low shows interest for ruff or odd			
Count: Standard (High-Low = Even)			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
At least opening values or equivalent; Natural responses; Cue F1			
Reopening X can be from 8 and a good shape			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative double up to 4♥			
Competitive double showing good hands			
Double on artificial bids shows the suit			
Lightner double			

W B F CONVENTION CARD
CATEGORY: BELGIAN TEAM CHAMPIONSHIP
TEAM & DIVISION: BCOB1 H
PLAYERS: BIGDELI (1155) - VOLDOIRE (6880)
F1 = 1 round Forcing; GF = Game Forcing; SF = Semi Forcing;
X = Double, XX = Redouble, PT = Playing Trick,
P/C = Pass or Correct, SP = Suit Preference
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Tendency 5 cards Major
1♣ may be 3-card
1♦ usually a good 4-card suit (also 4432)
1NT (14) 15-17 5cards Major & 6 cards minor possible
2NT 20-21H 5card Major possible
2 over 1 responses: natural F1
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ any GF or SF M
2♦ Weak 2M, or Semi-forcing in suit m or Balanced 22-23
2♥ Weak ♥ and a minor suit
2♠ Weak ♠ and a minor suit
3NT Solid minor (no ace/king expected)
4 level natural
SPECIAL FORCING PASS SEQUENCES
After our opening, X and XX, pass is forcing
IMPORTANT NOTES
Reverse bids forcing one-round; 3 rd and 4 th suit;
PSYCHICS: Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11-21	Natural, 2♣= <u>inverted m raise</u> , 2♦/2M= Strong , 2NT=Limit, 3♣=Weak raise, 3♦/3M=Weak If Suit Overcall → 1M=4+, 3♣=Weak, Q=Limit+, If 1NT Overcall → 2♣=Landy, 2♦/♥/♠/3♣=TRF	Over 1NT rebid, 2♣=TRF to 2♦; 2♦=GF relay Over 2NT rebid, Wolf's sign-offs Jump shift = Weak , Others as without overcall 1♣-1M, 3♦/3♥(1♠) = Fit & GF+ with (5)6-4	2M=4cM & 4c+♣ 8-10 (also after X or overcall)
1♦		4(3)	4♥	11-21	Natural, 3♣=Limit, <u>Others same as after 1♣</u> If Suit or 1NT Overcall → Same as after 1♣	Same as after 1♣ 1♦-1♠, 3♥ = Fit & GF+ with (5)6-4	Same as after 1♣
1M		5(4)	4♦ (1♥) 4♥ (1♠)	11-21	Natural, 2NT=3/4cM 10-15, 3M= 4cM limit, 3♠(♥)/4m/4♥(♠)=Splinter 7-10, 3NT=5cM 10-12, 2♠(1♥)/3m=Strong, 3♥(2♠)=6+♥ limite If Suit Overcall → 3M=4cM 7-9, Weak Jumps , Q=4cM GF, X may have 3cM limit+	Over 1NT rebid, 2♣=TRF to 2♦; 2♦=GF relay Over 2NT rebid, Wolf's sign-offs 1M-2m, 3m any 12+ F1 If 1NT Overcall → Natural; 2NT=4cM GF	2♣ Drury with at least Hx. 2♠(1♥)/3m/3♥(1♠) Fit Jump
1NT				(14) 15-17, may have 5cM or 6cm or, rarely may have a Single	2♣= Stayman, 4♣=5/5 m slam, 4♦= 5/5M Game, 2♦/♥/♠/2SA & 3♣/3♦=TRF for ♥/♠/♣/♦ & ♥/♠ If Suit Overcall → X=TO, P+X=TO, 2Y=NF,	1NT-2♣, 2♦ → 2♥=Weak ♥♠, 2♠=5c+♠ limit 1NT-2♣, 2♥ → 2♠= GF relay P+2/3Y=F, 2NT/3Y=TRF	1NT-2♣-2♦ → 3♥/3♠=Smolen
2♣	x	0		Bal 24+ (4 th : 22+) or, Any GF or, SF M	2♦: Relay, 2M/3m= Natural Good suit If Overcall → X=TO, Pass can hide a penalty	2♣-2♦ → 2♥= Kokisch relay, 3M= SF M, 2SA= 24-26 (4 th : 22-23), 4m= 6cm5cOm 11 PT	2♣-(2Y)-P-(P), X=Protective 2♣-2♦, 3NT = any 6m322
2♦	x	0		Multi Weak M or, Bal 22-23 or, SF m. (4 th =6c♦ 11-14)	2♥/2♠/3♥/3♠=P/ C, 2NT=F1 relay, New suit=F1, 4♠/4♦=TRF/Bid your suit, 4M=To play If 2M Overcall → X=TO, Pass can hide a penalty, 2Y/3Y=NF, 2NT=F1 relay	2♦-2♥/♠ → 2NT=Bal 22-23, 3m=SF m 2♦-2NT → 3♣/♦=♥/♠ mini, 3♥/♠=♠/♥ Maxi If 3m Overcall → X=Penalty, 3♦=NF, 3♥=P/C. If TO X → Pass=♦, XX=relay, 2M=P/C Hx(x)	
2M		5		Weak 5cM/4c+m (4 th =6cM 11-14)	2NT F1 relay, 3♣ P/ C, 3♦/3M=limit/Weak raise If Overcall → X=Penalty, 2NT=F1 relay	2M-2NT → 3♣/♦=4c♣/♦, 3♥/♠=5c♣/♦ If TO X → XX=Strong, 2NT=relay	
2NT				20-21 rarely may have a Single	3♣ Stayman, 3♦/♥=TRF, 3♠ → Both minors, 4m=natural, 4♥=♥+♠ Game, 4♠=natural Game	2NT-3♣, 3♦=no M, 3M=4/5cM, 3NT=Both M 2NT-3♣, 3♦ -3M=4cM/5cAM	2NT-3♦/♥, 3♥/♠=3c♥/♠ Fit
3m		7(6)		Sound pre-empt 1 st /2 nd V or 2 nd NV			
3M		7(6)		Pre-empt			
3NT	x			Gambling	4/5♣ → P/C; 4♦ GF relay; 4M=natural; 4NT slam	Over 4♦ → 4M/4NT shows M/m shortness	
4m		8(7)		Bad suit Pre-empt			
4M	x	8(7)					
4NT				M 2 suited, 4/5 losers			
5m		9(8)		Pre-empt			
				HIGH LEVEL BIDDING			
				5KC BW (0-3, 14, 2, 2+Q, 2+Void, 1 + Void), Controls, Josephine, Lightner			

1m-1M, 1NT- 2♣/2♦ relays exist even after Pass or Overcall of both opponents