

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Natural, constructive
New suit F1, cuebid almost always fit 10+HP, fitjumps
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> 15-17
4 <sup>th</sup> 11-14
Responses as 1NT opening
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
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
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
On a major : Cue bid: Michaels 5+OM/5+minor
Jump cue bid: asking for a stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
VS strong NT: X: 14+, 2c: both M, 2d: 1M, 2M:5M4m
4 <sup>th</sup> seat only 2c both majors, rest natural
VS weak NT: X:14+, 2c: both M, 2d: 1M, 2M: good overcall
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Leaping Michaels
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
Natural
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
System on, XX = 10+HP

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	Attitude	3/5	
Subseq			
Other: Kantar: 10/9/8 is 2 or 0 higher			
A for count and unblock, K for attitude			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	Ask count	Ask unblock	
King	Ask attitude	Ask attitude	
Queen	QJx, Qx	Ask unblock J	
Jack	J10x, Jx	J10x, Jx	
10	XJ10, 10x	XJ10, 10x	
9	X109, 9x	X109, 9x	
Hi-X			
Lo-X			
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Low = enc	Low = even	Odd = enc
Suit 2	Low = even	Low = even	Low = even
3			
1	Low = enc	Low = even	Odd = enc
NT 2	Low = even	Low = even	Low = even
3			
Signals (including Trumps):			
2 <sup>nd</sup> trick: smith: Low is encouraging for opening lead			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
10+HP, responses natural			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Support X/XX			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Belgium</b>
<b>PLAYERS: Steve De Roos 21304</b>
<b>Steven De Donder 19751</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
Major 5
Minor 3
NT (14)15-17
2/1 game forcing
3 <sup>rd</sup> hand openings can be very weak
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
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
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:Rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3		11-21	1♦: 4+♥; 1♥: 4+♠; 1♠: transfer NT or ♦ 1NT: 8-10(11); 2♣: 10+ with ♣; 2♦/♥/♠: transfer ♥/♠/♦ weak(2-6) or strong(GF)	2 way checkback after any 1-1-1 sequence	
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	
1♥		5		11-21	1NT: F1, 3♣: 7-9 4+M; 3♦10-11 4+M 2NT: GF with fit	Gazilli [A1] 3♣: any single, 3♦: any void	
1♠		5		11-21	Same as 1♥	Gazilli [A1]	
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 that is not a solid 1 suiter	2♦: NF relay; new suit forcing 2NT: F relay	2♥: 5+♥2suiter or strong NT Min/Min-Max/Max	
2♦	x	0		Multi: Weak ♥ or ♠ or 22-23 NT or strong 1 suiter	2♥: NF relay, 2♠: limit for ♥, 3♥/♠: p/c, 3m F1 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 3minor F1	3♣: min, 3♦: max 44, 3M: max 4M5OM 3NT: max 55, 4m: max void	
2♠		5		3-10 HP 5♠ 4+ ♣/♦	2NT: GF relay 3♣: P/C, 3♦: Xfer ♥, 3♥: INV for 4♠ 3♣: Puppet, 3♠: minors 3♦/♥: Xfer	3♣/♦: 4+♦/♣, 3♥/♠: 6+♣/♦, 3NT: 544	XX: comp for 3♠
2NT				20/21		Accept: fit	
3♣		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♣ orkc		
3♦		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♦ orkc		
3♥		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♣ slamtry ♥		
3♠		Nv5, v6		Preemptive (nv vs v very weak)	New suit F1, 4♣ slamtry ♠		
3NT				Gambling: solid suit No outside A or K			
4♣				play 4♥ from other hand	If not 4♥, cue		
4♦				play 4♠ from other hand	If not 4♠, cue		
4♥				To Play			
4♠				To Play			
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						(O)RKC 4130	
5♥						Below 5 in our suit : DOPI/ROPI, above DEPO	
5♠							



[A1] Gazilli1♥ - 1♠

1NT		11-14 balanced
2♣		Gazilli
2♦		8+HP relay
2♥		11-16 HP 5+♥4+♣
2♠		GF relay
2NT		2♠-5♥-2♦-4♣
3♣		5♥5♣
3♦		5♥4♣3♦
3♥		6♥4♣
3♠		5♥4♣3♠
2NT		10-11 HP, limit
3♣		to play
3♦		4 <sup>de</sup> kleur MF
3♥		cue obliged
3♠		6+♠ MF
3NT		to play
2♠		17+HP 5+♥3+♠
2NT		relay
3♣/♦		17+HP 5♥3♠4♣/♦
3♥		17+HP 6♥3♠
3♠		17+HP 5♥4♠22 weak doubletons
3NT		17-19 HP 5♥3♠-3-2
4♣/♦		17+HP splinter 5♥4♠
2NT		17+HP 5♥4♣/♦
3♣		relay
3♦		5♥4♣/♦22 (3♥ relais : 3♠ = 4♣, 3NT = 4♦)
3♥/♠		1♠5♥4♣/♦
3NT		5♥4♣4♦
3♣/♦		17+HP 5+♥5+♣/♦
3♥		17+HP 6+♥, <3♠
3♠		15-16 5♥4♣3♠
3NT		17-19 HP 5♥, 5-3-3-2♠
2♥		5-7 HP 2/3♥
2♠		5-7 HP 5+♠, short ♥
2NT		5-7 HP 5+♦
3♣		5-7 HP 5+♣

3♦ 8-10 HP 5+♠5+♦ -> 3♠ NF, 4♦ orkc  
 3♥ 10-11 HP 4+♠3♥  
 3♠ 10-11 HP 6+♠ limit -> new suit = cue

Vervolg 1♥-1♠

2♦ 11-16 HP 4+♦  
 2♥ 11-14 HP 6+♥  
 2♠ 11-14 HP 4♠ (soms 3♠)  
 2NT 14-16 HP 6+♥3♠  
 3♣/♦ 14-16 HP 5+♥5+♣/♦  
 3♥ 14-16 HP 6+♥, <3♠  
 3♠ 14-16 HP natural  
 3NT 18-19 HP 5♥4♠ HP in doubletons  
 4♣/♦ splinter 6+♥4♠

### 1♥ - 1NT

2♣ Gazilli (possible 11-16 HP 4522)  
 2♦ 8+HP relay  
 | 2♥ 11-16 HP 5+♥3+♣ of 11-13 HP 4♠5♥22  
 | | 2♠ 10-11 HP 4+♣  
 | | 2NT 10-11 HP, balanced  
 | | 3♣ 8-9 HP 5+♣  
 | | 3♦ 8-10 HP 6+♦  
 | | 3♥ 10-11HP 3♥  
 | | 3♠ MF 5+♣5+♦  
 | 2♠ 17+HP 5♥4♣/♦  
 | 2NT relay  
 | | 3♣ 5♥4♣/♦22 (3♦ relais : 3♥ = 4♣, 3♠ = 4♦)  
 | | 3♦/♥ 5♥4♣3♦/♠  
 | | 3♠/NT 5♥4♦3♣/♠  
 | 2NT 17+ 5♥4♠  
 | | 3♣ relais  
 | | 3♦ 4♠5♥4minor  
 | | 3♥ relais -> 3♠ = 4♠5♥4♣, 3NT = 4♠5♥4♦  
 | | 3♥/♠ 4♠5♥3♣/♦  
 | | 3NT 4♠5♥22  
 | 3♣/♦ 17+HP 5+♥5+♣/♦  
 | 3♥ 17+HP 6+♥  
 | 3♠ 17+HP 0544  
 | 3NT 17-19 HP 5♥, 5-3-3-2  
 |  
 2♥ 5-7 HP 2/3♥  
 2♠ 5-7 HP minors with longer ♦  
 2NT 5-7 HP minors equal length or longer ♣  
 3♣ 5-7 HP 5+♣  
 3♦ 5-7 HP 6+♦  
 3♥ 9-10 HP 5+♣, honor doubleton ♥  
 3♠ 8+HP 6+♣ short ♠  
 3NT 9-10 HP 6+♣ short ♥

subseq 1♥-1NT

2♦	11-16 HP 4+♦ (-> 3♣ = limit)
2♥	11-14 HP 6+♥
2♠	14-16 HP 5+♥4♠
2NT	17+ HP 6+♥ any 4card
3♣	asking
	3♦ 4♦
	3♥ 4♣
	3♠ 4♠
3♦	natural 6+card ♦
3♥	11-13 3♥
3♠	5+♣5+♦
3NT	6+card ♣, <2♥, no other fit possible
3♣/♦	14-16 HP 5+♥5+♣/♦
3♥	14-16 HP 6+♥
3♠	13-16 HP 6♥5♠
4♣	slamtry for ♥
4♦	slamtry for ♠
3NT	2722 14-16
4♣/♦	14-16 HP 6+♥5+♣/♦

1♠ - 1NT

2♣	Gazilli
2♦	8+HP relay
2♥	(15-16 HP 5+♠4♣) OF (17+HP 5♠4♥ OF 6+♠3♥ OF 5♠3♥ bal OF 5♠3♥4min)
2♠	relay
	2NT 15-16 HP 5♠4♣
	3♣ 17+HP 5♠4♥3+♣ OF 5♠3♥4♣
	3♦ relais -> 3♥ = 5♠3♥4♣, 3♠ = 5♠4♥3♣, 3NT = 5♠4♥4♣
	3♥ MF 5+♥ (no relais with 5+♥)
	3♦ 17+HP 5♠4♥3+♦ OF 5♠3♥4♦
	3♥ relais -> 3♠ = 5♠3♥4♣, 3NT = 5♠4♥3+♣
	3♥ 17+HP 5♠4♥22
	3♠ 17+HP 6+♠3♥
	3NT 17-19 HP 5332, 3♥
2♠	11-14 HP 5+♠3+♣
2NT	17+HP 5♠4♣/♦ zonder 3♥
3♣	relay
	3♦ 5♠4♣/♦22 (3♥ relais : 3♠ = 4♣, 3NT = 4♦)
	3♥/♠ 5♠1♥4♣/♦
	3NT 5♠4♣4♦
3♣/♦/♥	17+HP 5+♠5+♣/♦/♥
3♠	17+HP 6+♠, <3♥
3NT	17-19 HP 5♠-2♥-3-3

subseq 1♠-1NT		
2♦		11-16 HP 3+♦ (-> 3♣ = limit)
2♥		11-16 HP 4+♥ (-> 3♣/♦ = limit)
2♠		11-14 HP 6+♠
2NT		17+ HP 6+♠ any 4card
	3♣	asking
		3♦ 4♦
		3♥ 4♥
		3♠ 4♠
	3♦/♥	natural 6+card
	3♠	11-13 HP 3♠
	3 NT	6+card ♣, <2♠, no other fit possible
3♣/♦/♥		14-16 HP 5+♠5+♣/♦/♥
3♠		14-16 HP 6+♠
3NT		7222 14-16
4♣/♦/♥		6+♠5+♣/♦/♥

### After 3min rebid 14-16

after 3♣ = 4♣ limit, orkc via 3♦ 4th suit

after 3♦ = 4♣ limit ♦, 4♦ ORKC

### after 1♥/♠ - pass - 1NT – dbl

Pass = balanced minimum

Rdbl = 17+

Rest becomes naturel

### after dbl on 2♣ gazilli

Pass = 5+♣

2♦ = 5+♦ 5-7

Rdbl = 8+HP, responder system on

If they bid after that then X is take out

### After intervention

Dbl of non opener = t/o 8+ hp if opener can bid his M on 2 level, otherwise more.  
rest common sense, doubles are t/o