

| We 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 |
| (1m)-P-(P)→ - 1NT=10-14, - 2NT=18-19 |
| (1M)-P-(P)→ -1NT=10-14, - 2NT=18-19 |
| INT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 2 nd /4 th . 15-18 → System on |
| Reopening: 10-14 over (1m) → 2♣=Relay, Others=System on. |
| 10-14 over (1M) → 2♣ Inv.+ Relay, Others=System on |
| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| (1Any) → Jump Overcalls = 5-10 NV & 11-14 Vul. |
| Reopening. Jump Overcall: 6+ Natural 12-14 Hcp, |
| 3 rd level Overcall: (6)7+ Natural 12-14 HCP |
| Exception: (1Any)-P-(P) → 3♣ = 2 Lowest |
| DIRECT & JUMP CUE BIDS (Style; Response; Reopening) |
| (1♣)→2♣ Nat; (1m)->2K=MM. |
| (1m)-P-(P)→ - 2m=♠+X, - 3♣=♥+ Om |
| (1M)→ 2M=Michael. (1M)-P-(P) → - 2M= Michael, - 3♣= ♣+♦ |
| (1Any)→ 2NT=2 lowest. (1Any) → 3Any: Asks for stop |
| VS. NT (vs. Strong/Weak; Reopening; Passed Hand) |
| 2 nd seat: X=Values, 2♣=Landy, 2♦=Multi; 2M=M+m, |
| 2NT=m 2-suiter |
| 4 th seat: X=Values, 2♣=Landy, 2♦/2M=Natural, |
| 2NT=m 2-suiter |
| Passed: X=10-12, 2♣=Landy, 2♦/2M=Natural; 2NT=m 2-suiter |
| VS. PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids) |
| Natural Overcalls, Take-out double, NT bids=Natural |
| (2M) → - 3M=Asks Stop, - (2M/3M) → 4m=m+OM |
| (2♦ multi)→ 4m=m+♥. (2m/3m) → - 4m=MM, - 4O m=Om+♥ |
| (2♣ Precision) → - 3♣=MM, - 4♣=MM Game+, - 4♦=♦+♥. |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ |
| Vs Strong ♣ → - X = ♣, - 1♦ = T-O (any shape with good opening), |
| -1NT = ♦+♥, - 2♣ = Michael, - 2♦/2M = Pre-empt, 2NT=minors |
| Vs Strong 2♣: X = ♣; Others = Natural |
| OVER OPPONENTS' TAKEOUT DOUBLE |
| XX = 9+ HCP, 1/1 = F1, 2/1 = NF, 2NT (1♣) = both m 6-8, |
| 2NT (1♦/1M opening) = Truscott (fit & Invitation+), |
| Jump Raise = Pre-empt, Others = See Openings & Responses |
| After 1M-(X) → 4m/3NT = Splinter m/OM, 4 Other M= Nat. |

| LEADS AND SIGNALS | | | |
|---|--|-----------------------------------|--------------------|
| OPENING LEADS STYLE | | | |
| | Lead | In Partner's Suit | |
| Suit | 3 rd , 5 th | Same | |
| NT | 2 nd (MUD From xXx) / 4 th | 3 rd , 5 th | |
| Subsequent | Reverse Attitude | | |
| Other: Vs NT, K asks for Un-block or Revers attitude when dummy is short, A asks for Revers attitude. Vs suit, K asks count, Ace asks Revers 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 | Std Count or SP | Std Count | Italian (Odd Enc.) |
| Suit 2 | Rev. Att. on A | SP | Std Count or SP |
| 3 | Count on K | | |
| 1 | Std Count | Std Count | Italian (Odd Enc.) |
| NT 2 | Rev. Att. on A, Q, J | Smith or SP | Std Count or SP |
| 3 | | | |
| Signals: Vs NT, Smith: Low = Enc. from both sides | | | |
| Vs suit: Suit preference, high-low shows interest for ruff or odd | | | |
| 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. Natural Responses. | | | |
| Reopening X followed by 1NT=15-17 & 2NT=20-21. | | | |
| 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 |
|---|
| BACKES (245)-COENRAETS (543) – ENGEL (968) |
| CATEGORY: BELGIAN & INTERNATIONAL EVENTS |
| 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. cm/M: cards m/M |
| SYSTEM SUMMARY |
| GENERAL APPROACH AND STYLE |
| 5 cards Major |
| 1♣ : 2+ cards & may have 4 bad ♦ |
| 1♦ : usually a good 4 cards suit |
| 1NT: (14) 15-17 Possible 5cM & 6cm or Single |
| 2NT: 20-21H Possible 5cM or Bad 6cm or Single |
| SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| 2♣ Weak (5-10) 6+♦, or Bal 22-23 or any GF |
| 2♦ Weak (5-10) (5)6+♥, or SF ♣/♦/♠ |
| 2♥ Weak (5-10) (5)6+♠ or SF ♥ |
| 2♠ Weak (5-10) 5♠ and 4+m |
| 3NT Solid m (no out-side A or K expected) |
| 4♣/4♦ = NAMYATS (Good 8c♥/♠ or 7c♥/♠ & an A or K) |
| 4♥/♠ = Natural Pre-empt |
| SPECIAL FORCING PASS SEQUENCES |
| After our opening, (X) and XX, Pass is forcing till 2Sp, X is T/O |
| 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♣ | | 2 | 4♥ | 11-21 | 1NT=8-10, Jump shift=Strong, 2NT=Fit GF 3NT=To play, 3♣=Preempt raise, 3♦/3M/4♣=Pre-empt Jump shift=Strong, 2/1=F1, 1NT=NF, If Suit Overcall → Next suit=5+, 2♣=5-9, Q=Limit+, Others as without overcall | 1♣-1♦ → 1NT Walsch (Can have 1 or 2 4cM) 1♣-1M, NT → -2♣=Weak ♦ or Any Inviting, -2♦=GF relay, -2NT=Weak ♣ or GF 5m4X 1♣-1♦, 1NT → 2NT=Inviting If 1NT Overcall → 2♣=Landy, 2♦/♥/♠=Natural 1♣ - 2NT → Artificial Hand description | 2M=5cM & 4c♣ 8-10 (also after X or overcall) |
| 1♦ | | 4 | 4♥ | 11-21 | 1NT=6-10, Others=Same as after 1♣ | Same as after 1♣ | 2♣ Drury 3♣ Naturel bonne 6ème |
| 1M | | 5 | 4♦ (1♥) 4♥ (1♠) | 11-21 | Jump shift=Strong, 2/1=F1, 1NT=NF, 2♣=3cM fit limit or natural F1, 3M=Pre-empt, 2NT=4cM limit+ or 3cM 13+, 3♠(1♥)=Pre-empt, 3NT/4m=Splinter 10-13, 4♥(1♠)=To play If Suit Overcall → 1NT/3NT=Nat, Q=3cM Limit+, 2NT=4cM Limit+, X may have 3cM limit+, | 1♥-1♠, 1NT → As after 1m-1X, 1NT 1♥-1♠, 2NT → 3♣=relay for distribution 1M-2♣ → 2♦=Relay without 4c♥, 2♥=4c♥ 11+, Others= Good13+, 1M-2♦/2♥ → 3NT=18-19 1M-2NT → Artificial hand description If 1NT Overcall → Natural, 2NT=minors, 3X= Pre-empt | 2♣ = Drury. 2NT = 4 cards Fit & a short 2♠(1♥)/3K/3♥(1♠) Fit Jump, Others=same as without Pass 3T: bonne 6ème à T |
| 1NT | | | | (14) 15-17, may have 5cM or 6cm or, rarely a single | 2♣= Stayman, 2♦/♥/♠/3♣=TRF, 3♦/♥= GF+ TRF 2NT=Inv, 3♠/4♣=5/5m GF/Slam, 4♦=5/5M Game If 2M Overcall → X=TO, 2NT/3♣=TRF to 3♣/♦, 3♦=TRF to AM, 2Y=NF, 3Q=Minors, 3NT=No Stop, 3M= 4cAM No stop, If (2♣) Landy → P+X=Penalty, X=Penalty of 1 M, P+Bid=Competitive, 2M=Stop inv., 2NT=inv., 3m=F1, 3M=mm+shortness If Artificial (2♣) → X=Stayman, Others=System on | 1NT-2♣, 2♦ → 2♥=Weak ♥♠, 2♠=GF relay 1NT-2♣, 2♥ → 2♠= GF relay 1NT-2♣, 2♦-3M=5cAM&4cM If TRF overcall → P+X=penalty, P+2/3Y=NF, Others as after Nat. overcall If 2♦ Multi → Pass may hide 5cM & values, X=one 4cM, 2M=Competitive, P+X=Penalty. If X=Strong → XX=Positive, 2♣=Ambiguous, 2♦/M=5c+♦/M to play. If X=Artif. → XX=Strong, Others=System on | 3♣ → 5,5 minor 3♦ → Ask fo a Major 5 3M → singl, 5,4 minor |
| 2♣ | x | 0 | | 6+♦ 5-10, Bal 22-23 or, Any GF | 2♦: P/C, 2M/3m= Natural Good suit F1, 2NT=F1 If Overcall → X=Penalty, Suit= NF, 2NT= F1* If X → P=♣, 2NT=F1* with ♦ fit, XX=Strong | 2♣-2♦ → 2M= Kokisch style, 2NT= 22-23 2♣-2NT → 3♣=Wk ♦ any short; 3♦ very W ♦, 3♥=Wk 2♦+♣/♥ force, 3♠=Wk 2♦+♠ force, | 2♣-(2Y)-P-(P), X=Strong without stop 3NT= Wk 2♦ AKQxxx |
| 2♦ | x | 0 | | (5*)6+♥ 5-10 or, SF ♣/♦/♠ *May be 5 cards in 3 rd position | 2♥=P/C, 2NT=F1 relay, New suit=F1 If 2M Overcall → X=Penalty, Suit=NF, 2NT=F1 If X → P=♦, 2NT=F1* with ♥ fit, XX=Strong If 3m Overcall → X=Penalty, 3♥=P/C | 2♦-2NT → 3♣=Wk 2♥ mini, 3♦=Wk 2♥ Maxi, 3♥=Wk ♥ AKQxxx, 3♠=SF♠, 3NT=SF m, 4m=SF m Gambling style If X → Pass=♦, XX=strong, 2NT=F1 relay | |
| 2♥ | | 0 | | (5*)6+♠ 5-10 or SF ♥ *May be 5 cards in 3 rd position | 2♠=P/C, 2NT F1 relay, 3m=F1 If Overcall → X=Penalty, Suit=NF, 2NT=F1 If X → Pass=♥ suit, XX=strong, 2NT=F1 with ♠ fit | 2♥-2NT → 3♣=Wk ♠ mini or Wk ♠ AKQxxx , 3♦=Wk ♠ Maxi, 3♥=, 3♠=SF♥+4c♠, 3NT=6♥322, 4m=SF♥+4cm, 4♥=7c+♥ SF | |
| 2♠ | | 5 | | 5c♠ & 4c+m 5-10 *May be without 4+m in 3 rd position | 2NT=F1, 3♣=P/C, 3♦/3♥= NF If X → XX=Strong, 2NT=Asks m, 3m=Nat. NF | 2♠-2NT → 3♣/♦=4c+♣/♦, 3♥/♠=4c+♣/♦ Maxi If Vul. The m has to be 5 cards | |
| 2NT | | | | (19)20-21, Possible 5 cards M, 6 cards m or Single | 3♣ Relay, 3♦/♥=TRF, 3♠ → Both minors, 4m=Natural, 4M=To play with some ambition. 2NT-3♦/♥, 3♥/♠=No fit, Others=Fit | 2NT-3♣, 3K-3♥=relay for m → 3♠/3NT=4c♣/♦, 2NT-3♦/♥, 3♥/♠= No fit 4m=5cm, 4M=44m & 2cM 2NT-3♣, 3♦ → 3♠=5c♠/4c♥, 4m=Natural | |
| 3NT | x | | | Gambling, AKQxxxx m, No A/K | 4/5♣ → P/C; 4♦ GF relay; 4M=natural; 4NT slam | Over 4♦ → 4M/4NT shows M/m shortness | |

| | | | | | |
|-------|---|---|------------------------|--------------------------------------|---|
| 4♣/4♦ | x | 0 | NAMYATS | 8 cards good ♥/♠ or 7c good ♥/♠ & 1A | HIGH LEVEL BIDDING: 5KCBW (03, 41, etc.). Followed by Trump Q & outside K asking Relays |
| 4NT | | | m 2 suited, 4/5 losers | | |