| We DEFENSIVE AND COMPETITIVE BIDDING |
|---|
| **OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)** |
| Usually limited to 17 HCP |
| 1/1 = F1, 2/1 = NF except 1S-2H |
| |
| Reopening Overcalls: limited to 13 HCP |
| (1m)-P-(P)→ - 1NT=10-14, - **2NT=18-19** |
| (1M)-P-(P)→ -1NT=10-14, **- 2NT=18-19** |
| |
| **1NT OVERCALL (2nd/4th Live; Responses; Reopening)** |
| 2nd/4th: 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, |
| 3rd 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** |
| (1Any)→ 2NT=2 lowest. (1Any) → 3Any: Asks for stop |
| **VS. NT (vs. Strong/Weak; Reopening; Passed Hand)** |
| **2nd seat**: X=Values, 2♣=Landy, 2♦=Multi; 2M=M+m, |
|     2NT=m 2-suiter |
| **4th 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+S**. (2m/3m) → - **4m=MM**, - **4O m=Om+S** |
| (2♣ Precision) → - **3♣=MM**, - **4♣=MM Game+**, - **4♦=♦+S**. |
| **VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣** |
| Vs Strong ♣ → - **X = ♣**, - **1♦ = T-O** (any shape with good opening), -**1NT = ♦+♥**, - **2♣ = Michae**l, - 2♦/2M = Pre-empt, 2NT=minors |
| Vs Strong 2♣: X = ♣; Others = Natural |
| **OVER OPPONENTS' TAKEOUT DOUBLE** |
| XX = 10+ 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. |

| OPENING LEADS STYLE | | |
|---|---|---|
| | Lead | In Partner's Suit |
| Suit | 3rd, 5th | Same |
| NT | 2nd (MUD From x**X**x) / 4th | 3rd, 5th |
| 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 , … (bad suit) |
| 10 | 10 9 x  10 x | Shows one or two honors |
| 9 | 1098x, 98x, | 10 9 x  or 9 x (bad suit) |
| 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

| **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

**– ENGEL (968) – NEVE (1665)**

**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 |
| 2NT: 20-21H Possible 5cM or Bad 6cm |
| 2/1 except 1X-2y//2Z-3Y and 1M-2C//2Z-2M |

| **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, 3rd and 4th 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<br>3NT=To play, 3♣=Preempt raise, 3♦/3M/4♣=Pre-empts<br>Jump shift=Strong, 2/1= F1, 1NT=NF,<br>If Suit Overcall → Next suit=5+, 2♣= 5-9,<br>Q=Limit+, Others as without overcall | 1♣-1♦ → 1NT Walsch (Can have 1 or 2 4cM)<br>1♣-1M, NT→ - 2♣=Weak ♦ or Any Inviting,<br> - 2♦=GF relay,<br> - 2NT=Weak ♣ or GF 5m4X<br>1♣-1♦, 1NT → 2NT=Inviting<br>If 1NT Overcall → 2♣=Landy, 2♦/♥/♠=**Natural**<br>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 |
| 1M | | 5 | 4♦ (1♥)<br>4♥ (1♠) | 11-21 | Jump shift=Strong, 2/1= F1, 1NT=NF,<br>2♣=3cM fit limit or natural F1, 3M=Pre-empt,<br>2NT=4cM limit+ or 3cM 13+, 3♠(1♥)=Pre-empt,<br>3NT/4m=Splinter 10-13, 4♥(1♠)=To play<br><br>If Suit Overcall → 1NT/3NT=Nat, Q=3cM Limit+,<br>2NT=4cM Limit+, X may have 3cM limit+, | 1♥-1♠, 1NT → As after 1m-1X, 1NT<br>1♥-1♠, 2NT → 3♣=relay for distribution<br>1M-2♣ → 2♦=Relay without 4c♥, 2♥=4c♥ 11+,<br>Others= Good13+, 1M-2♦/2♥ → 3NT=18-19<br>1M-2NT → Artificial hand description<br><br>If 1NT Overcall → **Natural**, 2NT=minors,<br>3X= Pre-empt | 2♣ = Drury.<br>2NT = 4 cards Fit & a short<br>2♠(1♥)/3m/3♥(1♠) Fit Jump,<br>Others=same as without Pass |
| 1NT | | | | (14) 15-17, may have 5cM or 6cm or, rarely a single | 2♣= Stayman, 2♦/♥/♠/3♣=TRF, 3♦/♥= GF+ TRF<br>2NT=Inv, 3♠/4♣=5/5m GF/Slam, 4♦=5/5M Game | 1NT-2♣, 2♦ → 2♥=Weak ♥♠, 2♠=GF relay<br>1NT-2♣, 2♥ → 2♠= GF relay<br>1NT-2♣, 2♦-3M=5cAM&4cM | 3♣ → 5,5 minor<br>3♦ →Ask for a Major 5<br>3M → singl, 5,4 minor |
| | | | | | If 2M Overcall → X=TO, 2NT/3♣=TRF to 3♣/♦,<br>3♦=TRF to AM, 2Y=NF, 3Q=Minors, 3NT=No Stop, 3M= 4cAM No stop,<br>If (2♣) Landy → P+X=Penalty, X=Penalty of 1 M,<br>P+Bid=Competitive, 2M=Stop inv.+, 2NT=inv.,<br>3m=F1, 3M=mm+shortness<br>If Artificial (2♣) → X=Stayman, Others=System on | If TRF overcall → P+X=penalty, P+2/3Y=NF,<br>Others as after Nat. overcall<br>If 2♦ Multi →Pass may hide 5cM & values,<br>X=one 4cM, 2M=Competitive, P+X=Penalty.<br>If X=Strong → XX=Positive, 2♣=Ambiguous,<br>2♦/M=5c+♦/M to play.<br>If X=Artif. → XX=Strong, Others=System on | |
| 2♣ | x | 0 | | 6+♦ 5-10, Bal 22-23 or, Any GF | 2♦: P/C, 2M/3m= Natural Good suit F1, 2NT=F1<br>If Overcall → X=Penalty, Suit= NF, 2NT= F1*<br>If X→ P=♣, 2NT=F1* with ♦ fit, XX=Strong | 2♣-2♦ → 2M= Kokisch style, 2NT= 22-23<br>2♣-2NT → 3 x = strength, not min,3♦ very W ♦<br> 3NT= Wk 2♦ AKQxxx | 2♣-(2Y)-P-(P), X=Strong |
| 2♦ | x | 0 | | (5*)6+♥ 5-10 or, SF ♣/♦/♠<br>*May be 5 cards in 3rd position | 2♥=P/C, 2NT=F1 relay, New suit=F1<br>If 2M Overcall → X=Penalty, Suit=NF, 2NT=F1<br>If X→ P=♦, 2NT=F1* with ♥ fit, XX=Strong<br>If 3m Overcall→ X=Penalty, 3♥=P/C | 2♦-2NT → 3♣/3D/3S-weak and feature,<br>3♥=Wk ♥ 3NT=SF m,<br>4m=SF m Gambling style<br>If X→ Pass=♦, XX=strong, 2NT=F1 relay | |
| 2♥ | | 0 | | (5*)6+♠ 5-10 or SF ♥<br>*May be 5 cards in 3rd position | 2♠=P/C, 2NT F1 relay, 3m=F1<br>If Overcall→ X=Penalty, Suit=NF, 2NT=F1<br>If X→ Pass=♥ suit, XX=strong, 2NT=F1 with ♠ fit | 2♥-2NT → 3♣/3D/3H=Wk ♠ +feature<br>, 3♠=weak<br>3NT=, 4m=SF♥+4cm, 4♥=7c+♥ SF | |
| 2♠ | | 5 | | 5c♠ & 4c+m 5-10<br>*May be without 4+m in 3rd position | 2NT=F1, 3♣=P/C, 3♦/3♥= NF<br>If X→ XX=Strong, 2NT=Asks m, 3m=Nat. NF | 2♠-2NT → 3♣/♦=4c+♣/♦, 3♥/♠=4c+♣/♦ Maxi<br>If Vul. The m has to be 5 cards | |
| 2NT | | | | (19)20-21, Possible 5 cards M,<br>6 cards m or Single | 3♣ modified Romex, , 3♦ → Both minors,<br>4m=Natural, 4M=To play with some ambition.<br>2NT-3♦/♥, 3♥/♠=No fit, Others=Fit | 2NT-3♣, 3♦ → 3♠/3N=5c♠/4c♥with and w/h ambition , 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 & |
| 4NT | | | | m 2 suited, 4/5 losers | | outside K asking Relays | |