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| **We DEFENSIVE AND COMPETITIVE BIDDING** |  | LEADS AND SIGNALS | | | | | |  | W B F CONVENTION CARD |
| **OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)** | **OPENING LEADS STYLE** | | | | | |  |
| Usually limited to 17 HCP |  | | Lead | | In Partner’s Suit | | **– ENGEL (968) – NEVE (1665)** |
| 1/1 = F1, 2/1 = NF except 1S-2H | Suit | | 3rd, 5th | | Same | |  |
|  | NT | | 2nd (MUD From x**X**x) / 4th | | 3rd, 5th | | **CATEGORY: BELGIAN & INTERNATIONAL EVENTS** |
| Reopening Overcalls: limited to 13 HCP | Subsequent | | Reverse Attitude | |  | |  |
| (1m)-P-(P)🡪 - 1NT=10-14, - **2NT=18-19**  (1M)-P-(P)🡪 -1NT=10-14, **- 2NT=18-19** | 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 | | | | | | 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 |
| **1NT OVERCALL (2nd/4th Live; Responses; Reopening)** |  | | | | | |  |
| 2nd/4th: 15-18 🡪 System on | LEADS | | | | | | SYSTEM SUMMARY |
| **Reopening**: 10-14 over (1m) 🡪 2♣=Relay, Others=System on. | Lead | | Vs. Suit | | Vs. NT | |
| 10-14 over (1M) 🡪 2♣ Inv.+ Relay, Others=System on | Ace | | AKx(+), Ax(+) | | Same | | GENERAL APPROACH AND STYLE |
|  | King | | AK, AKx(+), KQxx, Kx | | KQJx, KQ10x, AKJx | | 5 cards Major |
| **JUMP OVERCALLS (Style; Responses; Unusual NT)** | Queen | | QJ, QJxx | | AQJx, QJ10x, KQx | | 1♣ : 2+ cards & may have 4 bad ♦ |
| (1Any) 🡪 Jump Overcalls = 5-10 NV & 11-14 Vul. | Jack | | J10, J10x | | J10x , … (bad suit) | | 1♦: usually a good 4 cards suit |
| Reopening. Jump Overcall: 6+ Natural 12-14 Hcp, | 10 | | 10 9 x 10 x | | Shows one or two honors | | 1NT: (14) 15-17 Possible 5cM & 6cm |
| 3rd level Overcall: (6)7+ Natural 12-14 HCP | 9 | | 1098x, 98x, | | 10 9 x or 9 x (bad suit) | | 2NT: 20-21H Possible 5cM or Bad 6cm |
| **Exception: (1Any)-P-(P) 🡪 3♣= 2 Lowest** | Hi-X | | Even | | Even | | 2/1 except 1X-2y//2Z-3Y and 1M-2C//2Z-2M |
| **DIRECT & JUMP CUE BIDS (Style; Response; Reopening)** | Lo-X | | Odd | | Odd | |  |
| (1**♣**)🡪2**♣ Nat; (1m)->2K**=MM.  (1m)-P-(P)🡪 - **2m=♠+X**, **- 3♣=♥+ Om** | SIGNALS IN ORDER OF PRIORITY | | | | | |  |
| (1M)🡪 2M=Michael. (1M)-P-(P) 🡪 - **2M= Michael** |  | Partner’s Lead | | Declarer’s Lead | | Discarding | SPECIAL BIDS THAT MAY REQUIRE DEFENSE |
| (1Any)🡪 2NT=2 lowest. (1Any) 🡪 3Any: Asks for stop | 1 | Std Count or SP | | Std Count | | Italian (Odd Enc.) | 2♣ Weak (5-10) 6+♦, or Bal 22-23 or any GF |
| **VS. NT (vs. Strong/Weak; Reopening; Passed Hand)** | Suit 2 | Rev. Att. on A | | SP | | Std Count or SP | 2♦ Weak (5-10) (5)6+♥, or SF ♣/♦/♠ |
| **2nd seat**: X=Values, 2♣=Landy, 2♦=Multi; 2M=M+m, | 3 | Count on K | |  | |  | 2♥ Weak (5-10) (5)6+♠ or SF ♥ |
| 2NT=m 2-suiter | 1 | Std Count | | Std Count | | Italian (Odd Enc.) | 2♠ Weak (5-10) 5♠ and 4+m |
|  | NT 2 | Rev. Att. on A, Q, J | | Smith or SP | | Std Count or SP | 3NT Solid m (no out-side A or K expected) |
| **4th seat**: X=Values, 2♣=Landy, 2♦/2M=Natural, | 3 |  | |  | |  | 4♣/4♦ = NAMYATS (Good 8c♥/♠ or 7c♥/♠ & an A or K) |
| 2NT=m 2-suiter | Signals: Vs NT, Smith: Low = Enc. from both sides | | | | | | 4♥/♠ = Natural Pre-empt |  |  | 4NT Good minor 2-suiters |
| **Passed**: X=10-12, 2♣=Landy, 2♦/2M=Natural; 2NT=m 2-suiter | Vs suit: Suit preference, high-low shows interest for ruff or odd | | | | | |  |
| **VS. PRE-EMTS (Doubles; Cue-bids; Jumps; NT Bids)** |  | | | | | |  |
| Natural Overcalls, Take-out double, NT bids=Natural | DOUBLES | | | | | |  |
| (2M) 🡪 - 3M=Asks Stop, - (2M/3M) 🡪 **4m=m+OM** |  |
| (2♦multi)🡪 **4m=m+S**. (2m/3m) 🡪 - **4m=MM**, - **4O m=Om+S** | **TAKEOUT DOUBLES (Style; Responses; Reopening)** | | | | | |  |
| (2♣ Precision) 🡪 - **3♣=MM**, - **4♣=MM Game+**, - **4♦=♦+S**. | At least opening values or equivalent. Natural Responses; Cue F1 | | | | | |  |
| VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣ | Reopening: X can be from 8 and a good shape. Natural Responses. | | | | | | SPECIAL FORCING PASS SEQUENCES |
| Vs Strong ♣ 🡪 - **X = ♣**, - **1♦ = T-O** (any shape with good opening), -**1NT = ♦+♥**, - **2♣ = Michae**l, - 2♦/2M = Pre-empt, 2NT=minors | Reopening X followed by **1NT=15-17** & **2NT=20-21**. | | | | | | After our opening, (X) and XX, Pass is forcing till 2Sp, X is T/O |
| Vs Strong 2♣: X = ♣; Others = Natural |  | | | | | |  |
| OVER OPPONENTS’ TAKEOUT DOUBLE | SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS | | | | | |  |
| XX = 10+ HCP, 1/1 = F1, 2/1 = NF, 2NT (1♣) = both m 6-8, | Negative double up to 4♥ | | | | | | IMPORTANT NOTES |
| **2NT (1♦/1M opening) = Truscott** (fit & Invitation+), | Competitive double showing good hands | | | | | | Reverse bids: forcing one-round, 3rd and 4th suit. |
| Jump Raise = Pre-empt, Others = See Openings & Responses | Double on artificial bids shows the suit | | | | | |  |
| After 1M-(X) 🡪 **4m/3NT = Splinter m/OM**, 4 Other M= Nat. | Lightner double | | | | | | **PSYCHICS: Rare** |
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| **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-empts  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 |
| 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 | 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 | 2♣ = Drury.  2NT = 4 cards Fit & a short  2♠(1♥)/3m/3♥(1♠) Fit Jump,  Others=same as without Pass |
|  |  |  |  |  | If Suit Overcall 🡪 1NT/3NT=Nat, Q=3cM Limit+, 2NT=4cM Limit+, X may have 3cM limit+, | If 1NT Overcall 🡪 **Natural**, 2NT=minors,  3X= Pre-empt |  |
| 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 | 1NT-2♣, 2♦🡪 2♥=Weak ♥♠, 2♠=GF relay  1NT-2♣, 2♥🡪 2♠= GF relay  1NT-2♣, 2♦-3M=5cAM&4cM | 3♣🡪 5,5 minor  3♦🡪Ask fo a Major 5  3M🡪 singl, 5,4 minor |
|  |  |  |  |  | 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 | 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 |  |
| 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 x = strength, not min,3♦very W ♦  3NT= Wk 2♦ AKQxxx | 2♣-(2Y)-P-(P), X=Strong |
| 2♦ | x | 0 |  | (5\*)6+♥ 5-10 or, SF ♣/♦/♠  \*May be 5 cards in 3rd 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 | 2♦-2NT🡪 3♣/3D/3S-weak and feature,  3♥=Wk ♥ 3NT=SF m,  4m=SF m Gambling style |  |
|  |  |  |  |  | If 3m Overcall🡪 X=Penalty, 3♥=P/C | If X🡪 Pass=♦, XX=strong, 2NT=F1 relay |  |
| 2♥ |  | 0 |  | (5\*)6+♠ 5-10 or SF ♥  \*May be 5 cards in 3rd 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♣/3D/3H=Wk ♠ +feature  , 3♠=weak  3NT=, 4m=SF♥+4cm, 4♥=7c+♥ SF |  |
| 2♠ |  | 5 |  | 5c♠ & 4c+m 5-10  \*May be without 4+m in 3rd 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♣ modified Romex, , 3♠🡪 Both minors,  4m=Natural, 4M=To play with some ambition.  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 |  |