

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Light to sound 7-17, 4 card possible when good suit.
Transfers over their X
Cue or 2NT( sometimes)=fit
Direct jump=weak jump cue=mixed
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Direct seat=15+-18, system on
Bal NT 11-15 or 12-17(after 1M), 2C stayman or inq.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Unusual NT=2 lowest
michaels
Reopen: int
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Usually ask for stop
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C=majors, 2D=one major 2M=M+m,
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
Cue=stop ask
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X=majors, 1NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
transfers,

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3,5	3,5	
NT	2,4	2,4	
Subseq	2/4 through declarer	3,5	
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK Ax	Ask for att	
King	AK, KQ	Ask for unblock	
Queen	QJ	KQ, Qjx( less than 4)	
Jack	J10,KJ10	QJxx, J10x	
10	109, K109, Q109	J10xx, 109x, HJ10x	
9	9x, H98	109xx, H109x, 9x	
Hi-X	even	same	
Lo-X	odd	same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	L=E	L=2	O/E
Suit 2	L=2	SP	
3	SP		
1	L=E	L=E(smith)	O/E
NT 2	L=2	L=2	
3	SP	SP	
Signals (including Trumps):			
UDCA			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Light when good shape			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Inv x			

W B F CONVENTION CARD
<b>CATEGORY:</b> i.e. Green / Blue / Red / HUM / Brown Sticker: <b>NCBO: Blue</b> <b>PLAYERS: Gabriele Zanasi &amp; Marcel Verhaegen</b> <b>EVENT (Open/Women/Senior/Transnational)</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
1c=2+ - response 1NT = bal.GF and relays – 2c =unbal.GF+relay
1D=4441 or 5D
2D=multi (5-8 hcp) or strong with 18-19 bal.
2H=weak 9-11
2S=weak 9-11
Light style
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	0	7h	2+	1 NT = balanced GF after that relays 2c = unbalanced GF	Each following bids relay	
1♦		0	7h	4441 or 5 diamonds	Inverted minors,2C=GF 2S=minors, inv.		
1♥		5	7h	11-15	2/1 GF - 2c is GF after that relay series 3D=4+ inv. 2NT=jacoby, transfer spls.	Transfers after intervention 2NT in comp is limit+ fit.	drury, 2NT=fit with shortness
1♠		5		11-15			
INT			4h	14-17 bal, 5M6m ok.	Stayman, transfers,		
2♣			7h	GF	2D=relay,	X on overcall=t/o	
2♦	x	0		Weak 2 in a major or 18-19 bal	p/c, 2nt forcing		
2♥				Weak 9-11 hcp	2NT=ask		
2♠				Weak 9-11 hcp	2NT=ask,		Weak 2S,transfers on x.
2NT			7h	20-21 Bal, 5M 6m ok.	3c=modified pup stayman, transfers 4 c=heart game 4d= spade game	Direct KC answer when fit.	
3♣		6		Normal pre-e, can be very light	4D=kc		
3♦		6		When favourable.	4c=KC after 3D/H/S opening		
3♥		6					
3♠		6					
3NT				Gambling	4c=p/c, 4d=ask for short		
4♣							
4♦							
4♥							
4♠							
4NT							
5♣						<b>HIGH LEVEL BIDDING</b>	
5♦						When minor suit fit established at 4 level – automatic kc answers	
5♥							
5♠							