DEFENSIVE AND COMPETITIVE BIDDING OVERCALLS (Style: Responses: 1/2 Level; Reopening)	OPEN
Style: natural, can be light (7+HCP)	OI EI
Responses : 2/1 NF if minor, weak jump raises	Suit
responses. 2/11/11 himot, weak jump ruises	NT
Reopening: natural, limited to 12 HCP; 1NT 9-13, 2NT 17-19	Subsec
	Other:
	Vs Sui
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	LEAD
2 ^{nd.} & 4 th position: 16-18 HCP	Lead
Responses: Stayman and Transfers	Ace
	King
Reopening: 1NT 9-13 HCP, 2NT 17-19 HCP	Queen
	Jack
JUMP OVERCALLS (Style; Responses; Unusual NT)	10
Style: natural and weak (3-11 HCP)	9
Unusual NT: two lower unbid suits	Hi-X
1M 3♣ = M'+◆	Lo-X
Reopen: NAT 11-13 HCP 6 card. except 1M 3♣ both minors	SIGNA
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Direct Cue-bid: $1 - 2 $ Nat; $1 - 2 $ majors; $1M 2M = M' + 4 $ JUMP Cue-bid: ask for stopper. Except $1 - 3 $ = $4 + 4 $	Sui
JUMP Cue -bid : ask for stopper. Except 1♣ 3♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening; PH)	Sui
JUMP Cue -bid : ask for stopper. Except 1 & 3 & = A + + VS. NT (vs. Strong/Weak; Reopening; PH) VS Strong NT (14-16 HCP and better)	Sui
JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening;PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major ,	N' Signal
JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening;PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major , 2 ▼/ ♠ 5 card M + 4+m, 2NT= both minors	N' Signal Smith
JUMP Cue -bid : ask for stopper. Except 1♣ 3♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening;PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2♣ both majors , 2♦ 1 major , 2♥/♠ 5 card M + 4+m, 2NT= both minors VS Weak	N' Signal Smith
JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening;PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major , 2 ▼/ ♠ 5 card M + 4+m, 2NT= both minors	N' Signal Smith
JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening;PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major , 2 ▼/♠ 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above	Su N' Signal Smith Signal
JUMP Cue -bid : ask for stopper. Except 1 & 3 & = A + VS. NT (vs. Strong/Weak; Reopening; PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 & both majors , 2 1 major , 2 V/A 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	Su N' Signal Smith Signal
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JUMP Cue -bid : ask for stopper. Except 1 & 3 & = A + A VS. NT (vs. Strong/Weak; Reopening; PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 & both majors , 2 A 1 major , 2 V/A 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Style : T/O double, natrural overcalls Over weak 2M, cue-bid shows both minors ; 4m = 5M' + 5m 3m 4m = 5/5 M ; 3 & 4 & = 5 V + 5 & ; 3 & 4 & = 5 V + 5 &	Signal Smith Signal TAKE Style: Respo
JUMP Cue -bid : ask for stopper. Except 1♣ 3♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening;PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2♣ both majors , 2 ♦ 1 major , 2♥/♠ 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Style : T/O double, natrural overcalls Over weak 2M, cue-bid shows both minors ; 4m = 5M' + 5m 3m 4m = 5/5 M ; 3♣ 4♦ = 5♥ + 5♠ ; 3♦ 4♣ = 5♥ + 5♣ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	Sun N' Signal Smith Signal TAKE Style: Respon
JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening;PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major , 2 ▼/♠ 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Style : T/O double, natrural overcalls Over weak 2M, cue-bid shows both minors ; 4m = 5M' + 5m 3m 4m = 5/5 M ; 3 ♣ 4 ♦ = 5 ▼ + 5 ♣ ; 3 ♦ 4 ♣ = 5 ▼ + 5 ♣ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣ X shows opening values and majors ; 1 ♦ = 4 ▼ + 5 + ♦ ; 1M=Nat	Sun N' Signal Smith Signal TAKE Style: Respon
JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening; PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major , 2 ▼/♠ 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Style : T/O double, natrural overcalls Over weak 2M, cue-bid shows both minors ; 4m = 5M' + 5m 3m 4m = 5/5 M ; 3 ♣ 4 ♦ = 5 ▼ + 5 ♦ ; 3 ♦ 4 ♣ = 5 ▼ + 5 ♣ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣ X shows opening values and majors ; 1 ♦ = 4 ▼ + 5 + ♦ ; 1M=Nat 1NT : 6 card ♣ or ♦ ; 2 ♣ = both Majors ; 2 ♦ = 1 Major ;	Sun N' Signal Smith Signal TAKE Style: Respon
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JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening; PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major , 2 ▼/♠ 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Style : T/O double, natrural overcalls Over weak 2M, cue-bid shows both minors ; 4m = 5M' + 5m 3m 4m = 5/5 M ; 3 ♣ 4 ♦ = 5 ▼ + 5 ♦ ; 3 ♦ 4 ♣ = 5 ▼ + 5 ♣ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣ X shows opening values and majors ; 1 ♦ = 4 ▼ + 5 + ♦ ; 1M=Nat 1NT : 6 card ♣ or ♦ ; 2 ♣ = both Majors ; 2 ♦ = 1 Major ; 2 ▼/♠ 5 card M + 4+m, OVER OPPONENTS' TAKEOUT DOUBLE	Suinal Signal Smith Signal Style : Response Reoper SPEC Suppose
JUMP Cue -bid : ask for stopper. Except 1 ♣ 3 ♣ = ♠ + ♦ VS. NT (vs. Strong/Weak; Reopening; PH) VS Strong NT (14-16 HCP and better) X=5+m,4M or Strong , 2 ♣ both majors , 2 ♦ 1 major , 2 ▼/♠ 5 card M + 4+m, 2NT= both minors VS Weak X = same range , others same as above VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids) Style : T/O double, natrural overcalls Over weak 2M, cue-bid shows both minors ; 4m = 5M² + 5m 3m 4m = 5/5 M ; 3 ♣ 4 ♦ = 5 ▼ + 5 ♦ ; 3 ♦ 4 ♣ = 5 ▼ + 5 ♣ VS. ARTIFICIAL STRONG OPENINGS- i.e. 1 ♣ or 2 ♣ X shows opening values and majors ; 1 ♦ = 4 ▼ + 5 + ♦ ; 1M=Nat 1NT : 6 card ♣ or ♦ ; 2 ♣ = both Majors ; 2 ♦ = 1 Major ; 2 ▼/♠ 5 card M + 4+m,	Suinals Signals Smith Signals TAKE Style: Respon Reoper SPEC Suppor

	LEADS AND SIGNALS									
OPENING	G LEADS STYLE	DO THIE BROTT	ILLO							
OI LI (II (Lead		In Partr	ner's Suit						
Suit	3 rd / 5 th		3 rd / 5 th							
NT	ATT (possibl	e 3 rd / 5 th)	3 rd / 5 th							
Subseq	ATT		ATT							
•	d second from xxxx		1111							
Vs Suit, K asks CT – Vs NT K asks CT/UB; A asks ATT										
LEADS										
Lead	Vs. Suit		Vs. NT							
Ace		AKx(x); AK		AK(x)						
King	AKxxx(+);	AKxxx(+); $KQ(x)$		KQJxx, KQJ9(x), AKJ10(x)						
Queen	QJ(x); Qx			QJ9(x), KQ(x)						
Jack	KJ10(x); J10	KJ10(x); J10(x)		(x)						
10	10x, H109(x)	10x, H109(x)		(x), 109x(x)						
9	9x		9x, 9xx	9x, 9xx, H9x, J98x, Q98x						
Hi-X	Sx, xSxx, Hx	Sx		x, Sxx, xSxx(x),						
Lo-X	xx(xx)S		HxSx, l	HxxxS						
SIGNALS	S IN ORDER OF PR	RIORITY	•							
	Partner's Lead	Declarer's	Lead	Discarding						
1	Std count	Std cour	nt	First Italian discard						
Suit 2	Small = Enc	S/P		Std count						
3	S/P	S/P		S/P						
1	Std count	Std count		First Italian discard						
NT 2	Small = Enc	nall = Enc S/P		Std count						
3	S/P			S/P						
Signals (ir	ncluding Trumps): Sig	gnals in Trump	suit : S/I)						
Smith : Lo	w likes the lead from	both								
	ter we bid a suit : OD		EVEN =	S/P						
Ŭ		DOUBLES								
TAKEOU	T DOUBLES (Style	; Responses; I	Reopenir	ng)						
	be light if shaped									
Responses: naturel, cue-bid shows strength										
Reopening: 8+, according to shape										
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS										
Support Doubles: 3 cards in partner's M (not minimum) or any 18 HCP										
Support 2 success to caree in particle of it (not imminishing of any 10 He)										
Lightner double vs slams										
1NT(weak	1NT(weak) Pass 2♣ X = points									
(, po									

W B F CONVENTION CARD CATEGORY: GREEN NCBO: Belgium PLAYERS: Valerie & Alain Labaere SYSTEM SUMMARY GENERAL APPROACH AND STYLE 5-card Major, ♦ 4 cards 1NT: (14+) 15- 17 HCP, tends to be 14-16 in 3rd chair NV 2 over 1 responses : 2♣ ART GF except rebid of 3♣ Others NAT forcing until 2NT SPECIAL BIDS THAT MAY REQUIRE DEFENSE 2♣ Any GF or weak 2♦ (3-10 HCP) 2 ◆ SF with minor or NT 22-23 HCP or weak 2 ♥ (3-10 HCP) 2♥ weak with both Majors (3-10 HCP). 4♠/4♥; 5♠/4♥; 5♠/5♥ 2♠ weak 2 (3-10 HCP), 6♠ 3NT solid minor, usually 7 card, no Ace or King aside SPECIAL FORCING PASS SEQUENCES After opponents two suiter PASS can hide a strong hand. IMPORTANT NOTES Responder's double: $1m(1 \lor) X : 4 \text{ cards in } \spadesuit ; 1 \spadesuit = 5 \text{ cards}$ 1 ♣ (1 ♦) X : 4 cards in ♥ ; 1 ♥ = 5 cards ; 1 ♠ = 4(+) cards

PSYCHICS: rare

U	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU					
OPENING				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING	
			4	11-23 HCP, 2+ ♣	2♣: at least Inv raise, 2♦: 6 card ♥ (0-5 HCP or	1 ♣-1 ♦ -1NT : 12-14 maybe 4 card M	Weak jump after overcall	
1 🚓		2			GF), 2♥: 6 card ♠ (0-5 HCP or GF); 2♠: 7-10 HCP	3 steps Roudi (2♦: no Fit M - 2♥: Fit + min.	Fit showing jumps if passed	
					with ♣ (can be 5♣+4♦); 3♣: weak raise (4-7HCP)	2♠: Fit + max)		
					2 ♦ : at least Inv raise, 2 ♥: 5 ♠ + 4 ♥ (3-9HCP)		Weak jump after overcall	
1 🔸		4	4 🖍	11-23 HCP, 4+ ◆	2♠: 7-9 HCP, 4♦, Irregular; 3♣: 7-9 HCP, 4♦, Reg		Fit showing jumps if passed	
					3♦: weak raise (4-7 HCP)			
1♥		5	4 🖍	10–23 HCP	2♣: Nat or GF with ♥/♠	After overcall: 2NT inv + raise.	Drury	
					2NT: Limit raise with 3card+ support	Cue-Bid: always 4 card support and GF	Fit showing jumps	
1 ♠		5	4♥	10-23 HCP	3♣ : 9 -10 Fit ; 3♦ , 6-8 Fit ; 3M , 0-5 Fit	SPL in opp's suit; Gazzili; 4SF;		
INT			4♥	15-17 HCP 5M or 6m posible	2. : NF Stayman; 4-way Transfers	After overcall : LEB 1NT 2M 3NT = 5 card M' + no stopper		
2.	ν	0		Any GF or weak 2 ♦ (3-10 HCP)	$2 ♦$: waiting; $2 \checkmark / \spadesuit = \text{Nat. F1}$; $3 \checkmark / \spadesuit = \text{NAT Inv.}$	After 2NT : 3 ♦ : Min , 3 ♣ Max with S/S		
				-	2NT : Forcing Relay 15+HCP ; 3♦= P/C	3♥/♠: Max with H. 3NT: good ♦ or H♣		
2 🔸	ν	0		SF with minor or 22-23 NT	2♥/3♥: P/C; 2NT: Forcing Relay (15+HCP)			
				or Weak 2♥ (3-10 HCP)	2♠/3♦/3♣ : Nat F1			
				Weak both Majors (3-10 HCP)	2NT : Forcing Relay	$3 . : Max. 5 . +4 \lor (31); 3 . : Min. 5 . +4 \lor (31)$		
2♥	ν	4		(4♥/4♠;5♠/4♥;5♥/5♠;6♠/5♥)	3♥/♠: To play	3♥: Max 4♠+4♥ 3♠: Min 5♠+4♥(22)		
					3♣/♦ : Natural, non forcing	3NT: max 5 ♠ +4 ♥ (22) : 4 ♣/ ♦ :5/5 with S/S		
2 🏚		6		Weak 2 (3-10 HCP)	New suit F1; 2NT: Forcing Relay			
						2NT 3♣ (Romex)		
2NT			4 🖍	20-21 HCP	Romex + Transfers	3 • : no 4 card ♥, may be 4 • ; 3NT : 4 ♥ + 4 •		
					3♠: Transfer for 3NT	3 ♥ : 4 or 5 card ♥ , 3 ♠ : 5 card		
3♣		6		PRE, aggressive NV/V	New suit Forcing			
3♦		6		PRE, aggressive NV/V	New suit Forcing			
3♥		6		PRE, aggressive NV/V	New suit Forcing			
3♠		6		PRE, aggressive NV/V				
3NT	v			Solid minor, Gambling	$4 = P/C$; $4 = ask$ for control; $4 = box{/} = ask$ for control; $4 = box{/} = box$			
4.		7						
4 🔷		7						
4♥		7						
4♠		7						
4NT				Both minors, 6+ 5+				
						HIGH LEVEL BIDDING		
						RCKB 5 key cards 3041; 5NT 2key cards and void; 6x 1 or 3 key card and void		
						(4130 if ♣ is trump) . 4♠ RKCB when Heart is trump,		
						PAPA (pass = Pair)		
						Exclusion RKCB		
						Josephine		