

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Natural
1NT 16-19
Two suits GHESTEM
1♣ - Cue Bid 2♦=5♥ - 5♠; 2SA = 5♦-5♥, 3♣ = 5♦ - 5♠
1♦ - -Cue Bid 2♦= 5♣ - 5♠; 2SA = 5♣ - 5♥, 3♣ = 5♥ - 5♠
1♥ - Cue Bid 2♥=5♣ - 5♠; 2SA = 5♦ - 5♠, 3♣ = 5♦ - 5♠
1♠ - Cue Bid 2♠=5♥ - 5♣; 2SA = 5♦ - 5♠, 3♣ = 5♦ - 5♥
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
In 2 nd 16-19H Texas if opening 1M, Stayman and Texas if 1m
In 4 th 9-13 Idem or 6x4y if opponent bid two suits
JUMP OVERCALLS (Style; Responses; Unusual NT)
Preempt or GHESTEM
Reopen:
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Direct GHESTEM
Jump to play 3NT
VS. NT (vs. Strong/Weak; Reopening; PH)
X = 4 Major at least 5 Minor
2♣ = Landy (2 majors)
2♦ = Multi (1 Major 6 cards)
2♥, 2♠ = 5+M - 4+m
2NT = Two minors
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Natural
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♦ = two majors, 1NT = two minors
Others natural
OVER OPPONENTS' TAKEOUT DOUBLE

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	Odd Even	Odd Even	
NT	Odd Even	Odd Even	
Subseq	Attitude		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Ask with a big	Ask with a small	
King	Odd Even	Odd Even	
Queen		Ask with a small	
Jack			
10			
9			
Hi-X			
Lo-X			
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit 1	Odd Even	Odd Even	Direct if urgency
2		Smith	
3			
NT 1	Ask or Odd Even	Smith	
2			Direct if urgency
3			
Signals (including Trumps):			
Smith: Big to confirm the lead			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Classical			

W B F CONVENTION CARD
CATEGORY: SENIOR GREEN
NCBO: REUNION
PLAYERS: BRRESLAW Jean Marc 899388
REU&500061
DORDHAIN Patrice 459455
REU 4433
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE: two over one
5 cards Major - GAZILLI
1 NT 15-17
2♣ Forcing limited
2♦ strong
2♥ - 6♥ Weak
2♠ - 6♠ Weak
Two suits overcall: GHESTEM
Unserious 3NT
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1NT forcing
Overcall about 1NT
1NT after pre-empting (double, cue-bid, jump, NT)
3♣ - Int 4T = K - C 4♥ = C - P Int 4K = K - P
3♦ = Int 4T = T - C 4♥ = C - P Int 4K = T - P
3♥ - Int 4T = T - P 3♠ = to play 4♠ Int 4K = K - P 4♥ = 2 suits ♣ -♦
3♠ - Int 4T = T - C 4♥ = to play Int 4K = K - C 4♠ = 2 suits ♣ -♦
Psychic : RARE but Possible

