

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)	
Sound vulnerable	
Responses new suit : one round force	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
Natural 16 – 18 HCP	
Follow-up : as if opening	
Reopening : 11 – 14 HCP on 1 minor ; 12 – 15 HCP on 1 major	
Responses : 2 ♣ relay ; others Texas	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
Weak non-vulnerable // Intermediate vulnerable	
2 NT response : as if 2 M opening	
Reopen: Strong	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
2K over minors = Higher 2suits, 2NT = 2 Lowest	
Over M & Reopening :cue= Michaëls	
VS. NT (vs. Strong/Weak; Reopening;PH)	
2 ♣ :4S + any 5+ suit (against weak NT any % M or 4S+5min)	
2 ♦ : Multi	
2 M : Muyderberg	
Double : against weak NT : penalty	
Against strong NT: 4H + any 5+ suit	
Reopening : idem	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Double : take-out	
Cue-bid & 4 minor : strong 5/5	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
Double : Multi // 1 ♦ diamonds & spades // 1 ♥ hearts & spades	
1 ♠ clubs & spades // 1 NT : 6 card minor // 2 ♣ clubs & hearts	
2 ♦ diamonds & hearts // 2 NT minors	
OVER OPPONENTS' TAKEOUT DOUBLE	
Natural : forcing at 1 level , non-forcing at 2 level	
Redouble : 10 HCP +	
2 NT : strong support	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	3° / 5°	3° / 5°	
NT	id	id	
Subseq	attitude	lavinthal	
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	Asks for attitude	Denies strong suit	
King	Asks for count	Strong suit	
Queen	Q high or KQ	Natural or KQ short	
Jack	Natural	Natural or QJ short	
10	Nat	Nat	
9	Nat	Nat	
Hi-X	even	even	
Lo-X	odd	odd	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Small encouraging	Parity	Odd encouraging
Suit 2	Parity	Lavinthal	Parity
3	Lavinthal		Lavinthal
1	Small encouraging	Small encouraging	Odd encouraging
NT 2	Parity	Parity	Parity
3	Lavinthal	Lavinthal	Lavinthal
Signals (including Trumps): Reverse count or lavinthal			
smith by small cards both sides against NT			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
1° double : Take-out			
2° double : points/optional			
3° double : penalty			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1 X – 1 Y – (Intervention below 2 Y) : Double : 3 card fit or strong hand			

W B F CONVENTION CARD	
CATEGORY: Green	
NCBO: Belgium	
PLAYERS : 2500-6729 MARECHAL-COUTEAUX	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
4 card ♦	
5 card major	
Strong NT : 15 – 17 HCP	
2 ♣ : Game Force or 2M 8+ Tricks semi-forcing	
2 ♦ : Multi	
2 ♥ /EKREN at least 5H-4S	
2 ♠ : 5/5 minors 10-14HP or 6/5 min strong max 3 losers	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
SPECIAL FORCING PASS SEQUENCES	
In game forcing situations	
Common sense	
IMPORTANT NOTES	
PSYCHICS: Rare	

